STREET FIGHTER
V

Changelog

Updates

September 26, 2016

- Correction of frame data and strategies for **Urien**.

September 22, 2016

- Updated frame data and strategies for **Urien**.
- Updated data on all combos for **Urien**.

August 8, 2016

- Updated frame data and strategies for **Balrog**.
- Updated data on all combos for **Balrog**.

August 3, 2016

- Updated frame data and strategies for **Juri**.

August 1, 2016

- Updated frame data and strategies for **Balrog**.

July 29, 2016

- Added frame data and moves list for **Juri**.

July 10, 2016

- Added frame data and moves list for **Balrog**.

July 7, 2016

- Added Ibuki's V-Trigger move **Follow-Up Rokushaku Horokudama**.

July 1, 2016

- Added frame data and moves list for **Ibuki**.

April 28, 2016

- Added frame data and moves list for **Guile**.

March 25, 2016

- Added frame data and moves list for **Alex**.

February 22, 2016

- Made change to M.Bison's Backthrow damage.
- Adjusted stats for Nash's Moonsault move.
- Made change to Chun Li's Spinning Bird Kick.
- Made change to Chun Li's frame data for Standing Fierce (HP).

STREET FIGHTER V

Primer

About This Guide

This guide is the product of an on-site collaboration between Prima authors, veteran fighting gamers who've mashed out cheap stuff since the late '90s (if you liked our BradyGames *Ultra Street Fighter IV Bible*, then hello, good to see you again!), and the staff of Capcom USA, almost all seasoned fighting game players themselves. The purpose of this guide is to serve as a helpful reference to *Street Fighter* veterans, and as a centralized and in-depth jumping-on point for *SF* newcomers.

The first section of the guide is a **Primer** for *SF* veterans. This section contains the most obvious and important differences between *SFV* and other *SF* games. Immediately following the Primer is the **Glossary**, which defines every important concept discussed in character chapters. Even if you feel like you know every *SF* term there is, take a moment to flip through and skim terms and you might find a few items that serve as interesting refreshers or perhaps just *SF* trivia. At the very least, you'll almost certainly want to take a look at the **movement** tables, and the **V-system** explanations. The Glossary is alphabetical for ease of use.

The character chapters are the meat of the guide. These contain full frame data and move descriptions, as well as suggested objectives, in-depth strategy for each range, and combos for any situation. After the character chapters, the guide concludes with a chapter about Matchups and Versus/Online Play, containing articles about character/player archetypes and at-a-glance tips for fighting against every member in the cast.

COMBOFIEND'S CORNER

Peter Rosas, Associate Producer

One of the core design pillars of *Street Fighter V* is accessibility. We wanted to make sure that this was a game that anyone could pick up and be able to access the deeper aspects of the characters very quickly. This is what led us to make V-Skills and V-Triggers accessible by pressing either MP + MK together or HP + HK together, respectively. That said, we also wanted to make sure that there was always something to learn. Even if players are able to execute V-Skills and V-Triggers, they will have to learn how to properly utilize them.

Besides being accessible, we also wanted to make sure everything in *Street Fighter V* was very understandable. Things like backdash invincibility and focus attacks that were present in *Street Fighter IV* were very hard to understand if you weren't a *Street Fighter IV* player. By removing things like this, it creates an experience for both the player and spectator that are very easy to comprehend. However, we also understood that removing backdash invincibility limited the number of defensive options in the game, making it feel a bit regressive. To that effect, we put in V-Reversals as a way to stop the opponent from attacking you.

Lastly, we wanted to make sure that, there was something for our more seasoned players to explore. This led to the inclusion of Crush Counters. Since Crush Counters allow players to set up more damaging combos if they hit the proper attack, we felt that this would make *Street Fighter V* feel extremely tense at higher levels of play.

Primer

Reading Frame Data

Frame data details the duration and specifics of all the game's attacks. While an intimate knowledge of frame data is not necessary for playing *Street Fighter*—most real knowledge comes from experience and feel—it can be a great help for planning, finding counters, and theorizing new tactics. Frame data helps explain why something either works or doesn't work. This guide details frame data for the full cast of *Street Fighter V*. Every effort was made to compile this data accurately using a pre-release, but more or less final, version of *SFV*. Any inaccuracies present should be minimal.

Reading frame data can take some getting used to. Here are some guidelines to remember:

The game runs at 60 frames per second. One frame is 1/60th of a second. Five frames equal 1/12th of a second, 30 frames equal half a second, and so on.

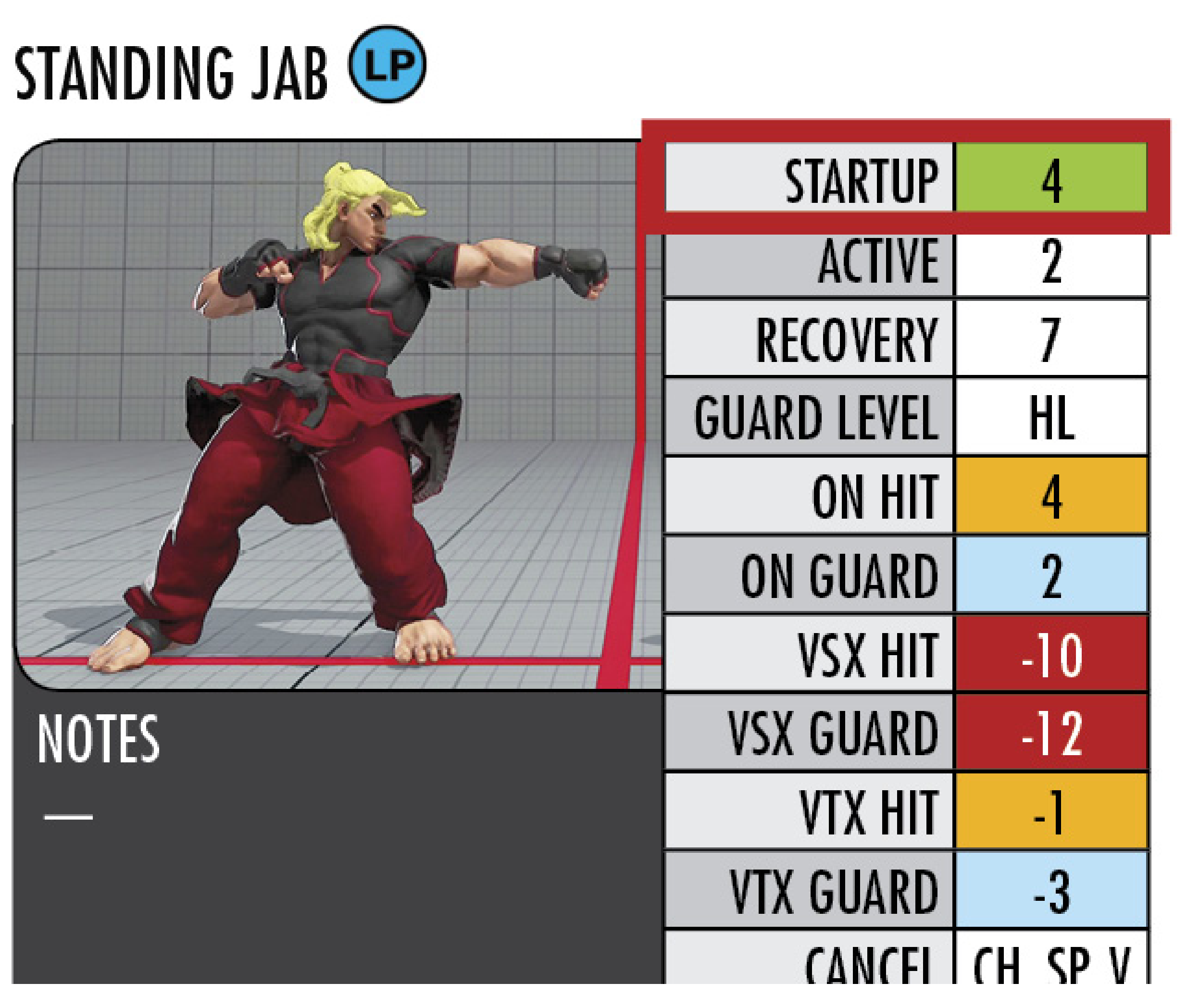
The frame data in this guide assumes that the **first active frame** of an attack is the one that hits. The remaining active frames become, in effect, the first part of the **recovery** period. Strike "**meaty**" (late in the active period) and total recovery is shortened, leading to more **advantage on hit** or **block**.

Attacks performed in **midair** don't have recovery periods like **grounded** attacks. For **air** attacks, recovery is simply how long it takes to land and go through **landing recovery**, so a value for recovery is not listed for jumping attacks. Because of the amount of variables that go into **jump-ins** and **cross-ups**, figures for advantage on hit/on block are also not listed. Air attacks may be done high up during a jump, or very **deep**, just before landing. Whether high or deep, air attacks may also hit with their first active frame,

or they may hit meaty. The defending character may be **standing** when struck by the jump-in (so the attacker in effect has more recovery, having to fall farther before landing frames), or they may be **crouching** (leading to less recovery for the attacker because they don't have as far to fall after contact). All these variables come up during every jump-in, making the pinning down of an absolute advantage figure for a given jump attack somewhat arbitrary.

However, for *unique* jumping attacks where this data is crucial, like *dive kicks* (such as Cammy's Cannon Strike or Dhalsim's Drill Kick), a maximum value of advantage is listed, based on perfect positioning. (This usually entails hitting the target in the shins with the dive kick just before landing.)

STARTUP FRAMES



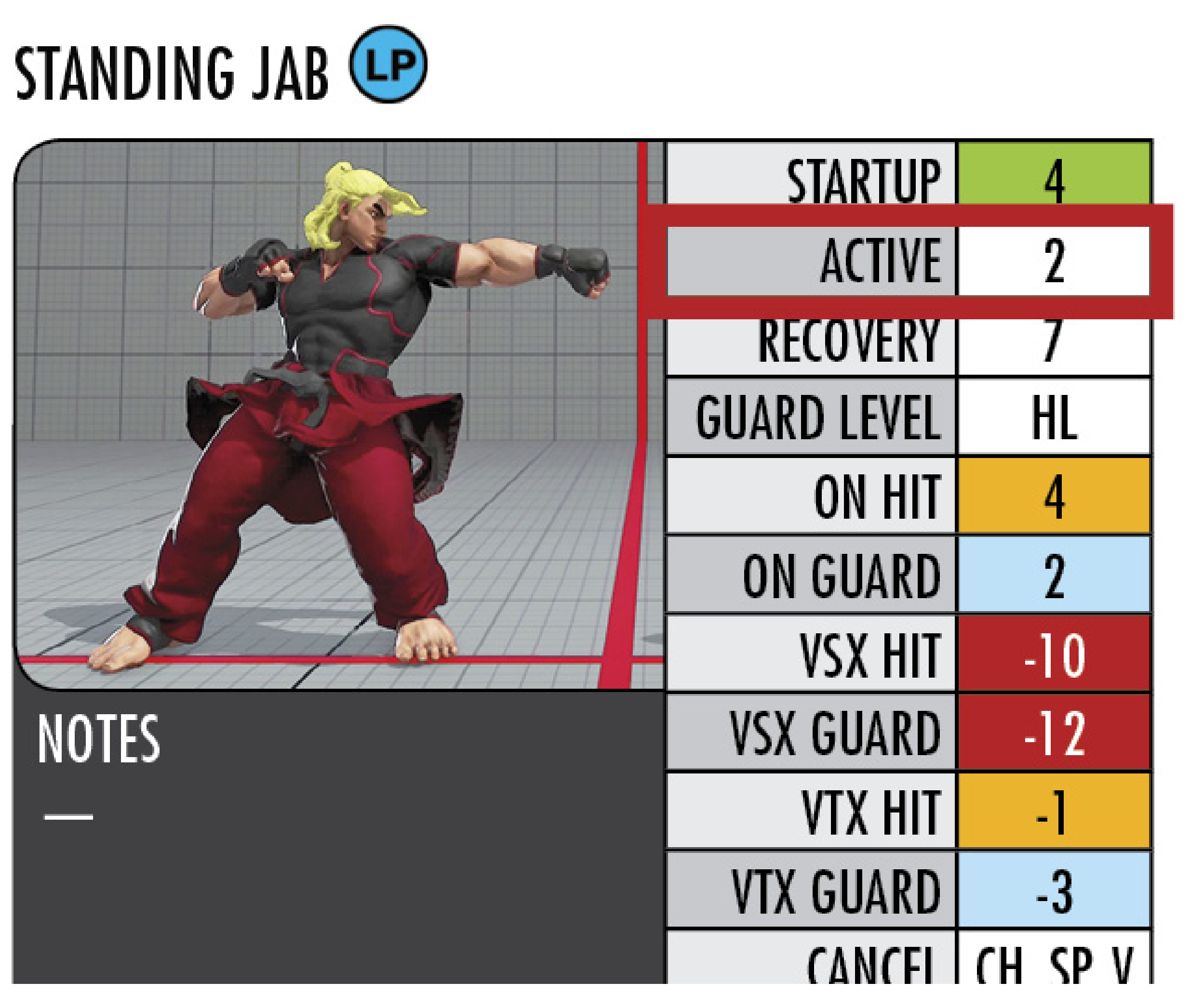
This is the animation that an attack goes through before actively **striking** or **grabbing**. Faster is better, of course. The fastest **normals** and **specials** in the game strike on the third frame, so they have a startup of 3; Zangief's **Critical Art** strikes even earlier, on the second frame. Most useful normals are in the 4-8 frame startup range, with **sweeps** and particularly far-reaching **pokes** usually hitting a little slower. The game's fastest non-Critical Art **throws** have five frames of startup.

Eating an incoming hit during startup frames leads to a **counter-hit**, increasing **hitstun** and **damage** taken. This makes **mashing** a bad idea; exploiting someone who always hits buttons to score lots of counter-hits is a great strategy.

The startup figures included throughout this guide **include the first frame** of the **active** period. The reason for this is that it's less abstract to try to find **links** and come up with **frame traps**; you can simply compare the lead-in move's **advantage on hit** to the follow-up move's **startup** and see how they line up. The only negative consequence is that if you add up a move's **startup**, **active**, and **recovery** periods, the sum you'll get is one frame more than the actual total frame count of the move.

During **V-Trigger** activation and the beginning of **Critical Arts**, there is a screen-freezing effect at the beginning while a little cutscene plays out. The character about to unleash their ultimate attack or mode poses while the camera swoops in, and then the action snaps back to the normal view and time resumes. Not counting any freeze frames where neither character can actually move, V-Triggers and Critical Arts have some of their startup frames before this screen freeze and some of them afterward. This is expressed in frame data as two figures with a plus sign. A Critical Art with one frame of startup before the freeze and six more frames after will have startup expressed as 1+6.

ACTIVE FRAMES



This is the period where a **strike** or **throw** can actually **hit** or **grab**. This is almost always the shortest portion of a move by far, with most moves only active for two or three **frames**.

For multi-hit moves, there may be inactive gaps between active hits, expressed in frame data with parentheses. A two-hit attack with a three-frame gap between two-frame active periods would be expressed as 2(3)2.

Some multi-hit moves have no gap, in which case the cut-off between active portions is expressed with a slash. A hypothetical three frames active hit followed by a four frames active follow-up would be expressed in frame data as 3/4.

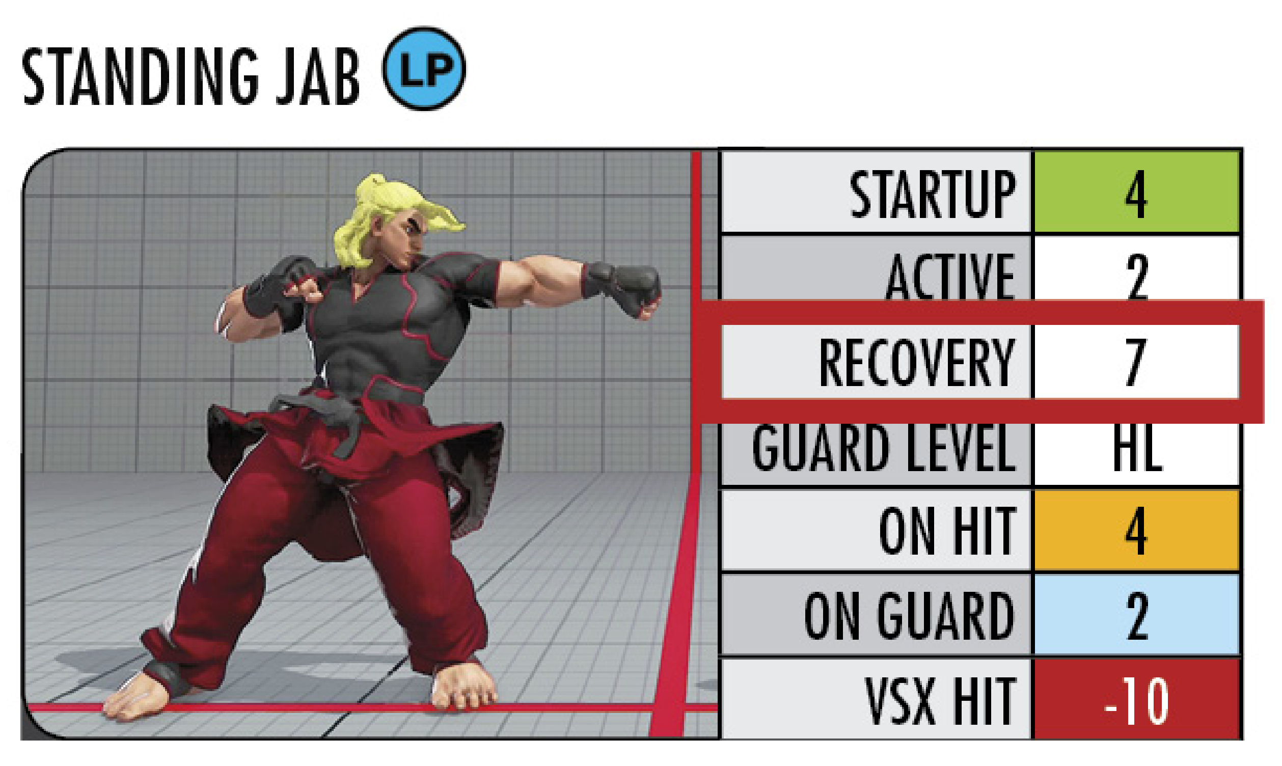
Hits timed to connect late during active frames are called **meaty** attacks. Meaty attacks are frequently used against targets **waking up** from being **floored** or **landing** from **air recovery** to ensure that the victim rises or falls into the end of the active frames. This has the effect of making the move's functional **recovery** shorter because the **hitstun** a move creates is the same no matter when in the active period it hits. Many moves that do not allow for **links** if they connect with the first active frame can lead to links when they strike meaty. Some moves are also unsafe if you use them in the **neutral** game but are great when used meaty.

Projectiles don't have a number of active frames listed with the other data. The **startup** of a projectile attack takes you to the first active projectile frame, and then (since the projectile becomes a threat separate from the thrower's body) the rest of the move is simply **recovery**. If a projectile dissipates after a set number of frames (rather than traveling an infinite distance until it moves off screen, as most projectiles do), this will be indicated in the Notes column.

METER GAIN

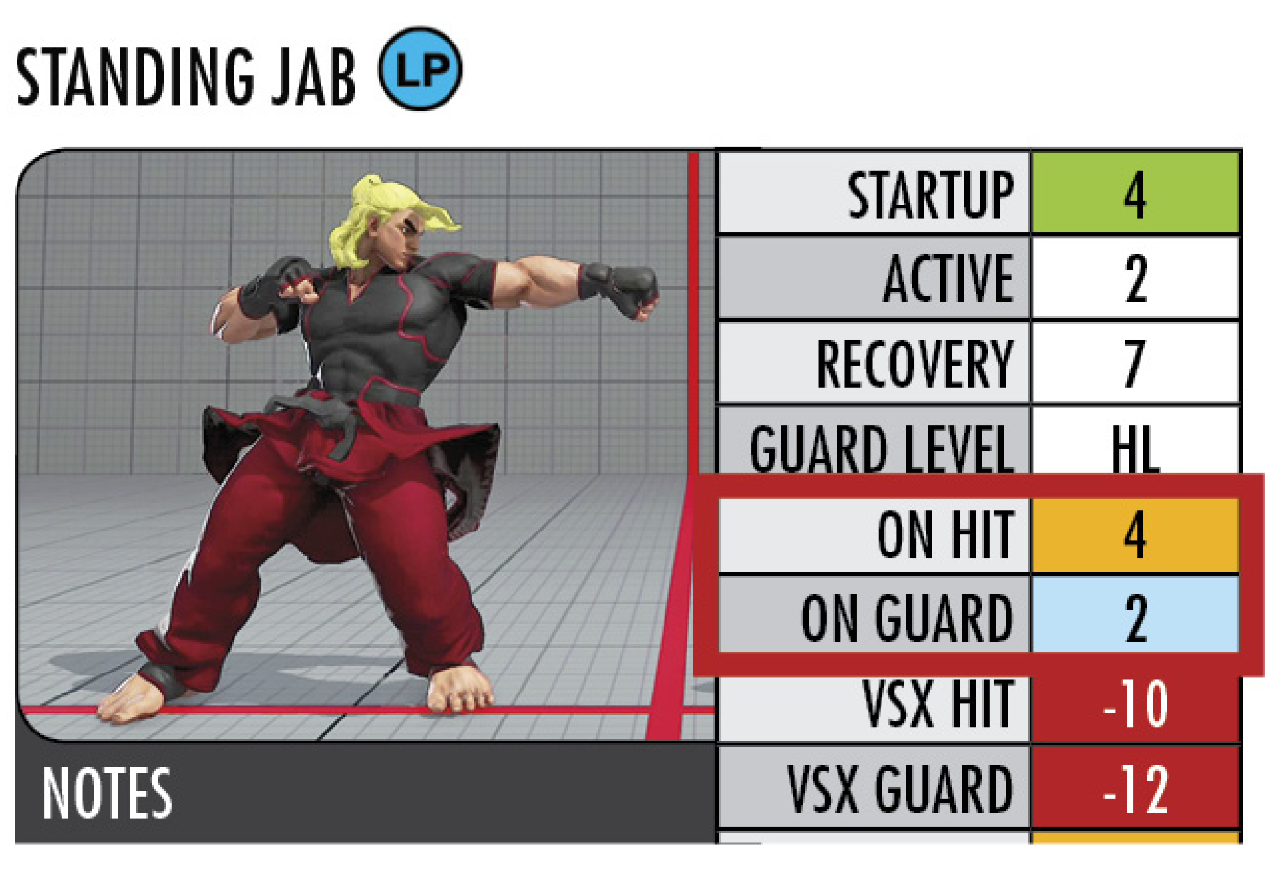
The Meter Gain column is arranged by activation/hit/guard. So 20/40/20 would mean 20 EX Gauge gained for activating the move, then an additional 40 for a hit, or 20 if guarded. Contextually, there may only be two numbers. Neither normals nor unique attacks gain meter when whiffed, so they'll just have two numbers: hit/guard. Most heavy attacks will list 50/25 for 50 meter gained on a hit, 25 if guarded. And throws can't be blocked, so they'll also only list two numbers, though for throws it's activation/hit. 40/80 here would mean 40 upon activation, and an additional 80 if the grab succeeds.

RECOVERY FRAMES



The retracting frames of an action before you're back to a **neutral** state, ready to act again. When you **cancel** moves, it's the recovery that you're skipping. It's also this portion of a missed attack that is targeted by **whiff-punishing footsies**. Shorter recovery is obviously better. Some moves, like Shoryukens, have an aerial recovery period after the active frames end, followed by an abnormally long **landing recovery** period on the ground. Most **reversals** that have honest-to-goodness **invulnerability** are also vulnerable to **counter-hits** even during recovery frames, as explained in the Primer at the beginning.

FRAME ADVANTAGE/DISADVANTAGE (ON HIT/ON GUARD)



After a move makes contact, the attacker's remaining **active** frames (if any) and **recovery** frames must play out before they can act again; meanwhile, the defender's **blockstun** or **hitstun** must play out. The character who can act first has **frame advantage**, and this can be expressed numerically by how many frames ahead they are. An advantage of +4 means you'll be able to act four frames earlier than the opposition; a disadvantage of -4 means the opposition will be able to act four frames before you. This part of frame data can help you find interesting potential **links**, **blockstrings**, and **frame traps**.

Advantage is expressed differently **on hit** or **on guard**; on hit, almost every attack produces more frame advantage than on block. Extra advantage on **counter-hit** isn't explicitly listed, but it's +2 for almost all attacks, with rare exceptions explained in the Notes column. **Crush Counters** also produce much more bonus frame advantage than the standard +2, also explained in Notes.

Grounded normals and certain specials can be canceled into V-Trigger activation. Ken, Laura, and Birdie's special-cancelable normals can also cancel into their V-Skill attacks. These actions change the post-hit or post-guard frame situation quite a lot. To detail these extra frame data situations involving cancels, we've included extra columns where relevant in character chapters:

EXTRA ON HIT / ON GUARD COLUMNS:

VTX On Hit and VTX On Guard	Frame situation after canceling a move into V-Trigger.
VTX2 On Hit and VTX2 On Guard	Frame situation after V-Trigger-canceling the second hit of a multi-hit attack.
VSX On Hit and VSX On Guard	Frame situation after canceling a move into V-Skill
Sappo On Hit and Sappo on Guard	Karin only. Frame situation after canceling a move into Sappo command dash.
LM-A On Hit and LM-A On Guard	Laura only. Frame situation after canceling into Linear Movement – Avante.
SM-HX On Hit and SM-HX On Guard	Nash only. Frame situation after canceling a move into the grounded version of his V-Trigger, Sonic Move – Hide.
STNC On Hit and STNC On Guard	Vega only. Frame situation after canceling a normal into Switching Claw.

CREATING LINKS AND FRAME TRAPS FROM FRAME DATA

MOVE 1 (MUST BE POSITIVE VALUE)	RELATIONSHIP	MOVE 2	RESULT	NOTE
On Hit	≥	Startup	Link	The closer the values, the tighter the timing. If they're identical, it's a one-frame link, but the input buffer makes it functionally a three-frame link. The bigger the gap between the figures, the easier the link.
On Guard	≥	Startup	True blockstring	See the above note about timing. Use the same formula to build true blockstrings (which are quite rare in *SFV*).
On Hit	<	Startup	Failed combo (or reset)	Not enough advantage for a link. If the gap here is two frames or fewer, check and see if it works on counter-hit.
On Guard	<	Startup	Frame trap	Once you're leaving a gap on block, it's just a question of the desired size of the gap. For button mashers and aggressive foes, you want the smallest gap possible. For more cautious or reactive opponents, you'll likely have to use wider, more deceiving gaps.

Primer

Battle Tips for Experienced Fighting Game Players

NO CLOSE-RANGE NORMALS

The most obvious surface-level change with *SFV* is the removal of different normal **moves** at point-blank range. Now, you just have to worry about choosing the correct button for the situation, not whether you're at the proper range for the move version you want.

IMPLICATIONS OF SFV'S NEW THROW PROPERTIES

The **throw** input of LP + LK has **input priority** over all other inputs (except **V-Trigger**), including **special moves** and crouching attacks. This means that players can no longer mask a **throw tech** input within another move's command (like *SFIV*'s option-selected crouching LK). The old "crouch tech" command of ↓ + LP + LK just results in a **normal throw** animation.

On offense, you'll want to go for a throw after you've instilled the fear of fast attacks in your opponent. On a rudimentary level, an up-close skirmish can be regarded as a constant game of rock/paper/scissors. Throwing "beats" **blocking**, blocking beats **poking**, and poking beats throws. Of course, finer details and nuances of both fighters' capabilities need to be taken into account. The attacking player should also consider the **pushback** of lead-in attacks before a throw attempt because throw range is limited to near point-blank distance, and a **whiffed** throw attempt is easily **punishable**. A general up-close strategy may consist of staggered light **ticks**, like Ken's standing LP, and mixing it up with either a throw or a well-timed medium attack (preferably with low recovery and high advantage) to set up **counter-hit combos**.

Another side effect of throws having less range and being much slower than before is that they can often be avoided simply by holding ←, which will make your character either block standing (defending from non-lows) or walk backward (dodging throws). For instance, after you block a crouching LP tick, you can hold back to step away from any normal throw hitbox. If the would-be **grappler** expects this, it can be countered by low-hitting attacks, but they lose pressure doing so unless they guess on a crouching attack canceled into a special move for a short combo.

Defensively, throws are no longer as powerful as they were in previous iterations of *Street Fighter* thanks to the relatively lengthy startup time and small range. Before committing to inputting a **throw escape**, a defending player needs to assess the situation and make decisions based on the aggressor's attack pattern. Of course, these decisions must be made in the heat of a fast-paced battle, so this is a skill that will usually require a hefty amount of experience in these situations.

Last but not least, if you manage to **empty jump** (which is jumping next to an enemy without an aerial attack) on an opponent uninterrupted, followed by a quick low attack, you'll most likely beat out their throw attempt (especially if they're still accustomed to three-frame throws from *SFIV*). Since throwing used to be one of the best defenses against this faked high-into-low mix-up, "empty jump lows" are much stronger than they were in *SFIV*, where they were already rather effective.

RISK/REWARD PHILOSOPHY OF REVERSALS IN SFV (CRUSH COUNTERS/REVERSAL PUNISH COUNTER-HITS)

61
2 WINS
PLAYER 1
PLAYER 2
CRUSH COUNTER
EX

Properties of **reversal** and **anti-air** special moves in *Street Fighter V* differ vastly not only from other fighting games, but from other *Street Fighter* titles. There are fewer **invincible** reversals in total, and many of them are considered "**counter-hittable**" on **recovery**. With *SFV*'s introduction of **Crush Counters**, this has huge implications: whiffing something invincible like a Shoryuken has always meant being punished, but now it means being punished by totally devastating, on-demand combos. Defending players need to think twice about going for a **wake-up** Shoryuken, as the reward-to-risk ratio is extremely high compared with a game like *Street Fighter IV*. On the other hand, having an invincible reversal is still invaluable in a game that emphasizes the importance of up-close scrambles, and the counter-hittable recovery aspect doesn't matter if you mostly make good **reads** with your reversal attempts.

SPECIAL MOVES THAT RECEIVE A COUNTER-HIT WHEN PUNISHED DURING RECOVERY:

Cammy	All Cannon Spike versions
Chun-Li	EX Spinning Bird Kick
F.A.N.G	MK, HK, EX Ryobenda
Karin	EX Ressenha
Ken	All Shoryuken versions
Necalli	All Raging Light versions
Rashid	EX Spinning Mixer
Ryu	All Shoryuken versions

INPUT BUFFER LENIENCY WINDOW

Defending or punishing moves with attacks is easier thanks to the **input buffer** leniency window. Knowing the **startup** of your attacks, as well as the **recovery** of blocked opposing attacks, is extremely important in optimizing damage output and punish combos. The execution barrier for punishing unsafe attacks is diminished: there are no longer one-frame punish windows (e.g., punishing Balrog's -3 Dash Straight with three-frame jab). The smallest reversal window possible is now three frames. ALL attack inputs within three frames before recovering from a **hardened** state will execute something with perfect **reversal** timing. This includes recovering from **air recovery**, attack recovery, being **floored**, **hitstun**, and **blockstun**. This makes it easier to counter-attack things as mentioned, but it also makes it easier to eat inadvertent **counter-hits** if your button-pushing is a bit overzealous.

- *Normals* get a three-frame input buffer. This aids *reversal*-timed pokes and *link* combos.
- Inputs for *throws* and *specials* (including Critical Arts, V-Skills, and V-Triggers) are buffered forward for six frames.
- *Dash*/*backdash* inputs are buffered forward for nine frames.

This also makes it even easier to get specials or dashes with reversal/link timing when desired, and it greatly smooths over hiccups in online play.

CHAINABLE LIGHT ATTACKS AND SPECIAL MOVE CANCELING

The old *Street Fighter IV* limitation where **normals** in **chain combos** couldn't **cancel** into **specials** is gone, so canceling normals into specials behaves more like in *Street Fighter III*. To perform a shoto **bread and butter** combo of two light attacks into Shoryuken in *Street Fighter IV*, you had to either chain the light attacks together and *then* **link** the special itself, or you had to perform the first light attack, link the second, and cancel it into the special. In *Street Fighter V*, you can simply chain the light attacks *and* cancel the second one directly into the special, with no limitation here. This is important, as many **hit-check** combos in tight spots without ideal timing and positioning in *Street Fighter V* involve simply **jabbing** twice (or even just once) before immediately canceling into a special for a **knockdown**.

TRADE PRIORITY AND COUNTER-HITS

Trading attacks in *SFV* works differently than in *SFIV*. If two **grounded** non-**specialmovesclash** (more precisely, if both characters' **activehitboxes** collide with each other's **hurtboxes** on the same **frame**), the player using the higher-strength button wins the exchange and is rewarded with a clean **counter-hit**. So, if Ryu's standing MP hitbox connects with Ken's hurtbox while (on the same frame) Ken's standing HP hitbox connects with Ryu's hurtbox, Ryu will be counter-hit (and in this case, **Crush-Countered**). It's just as if Ryu was interrupted during his attack's **startup**, even though his standing MP was active and well-aimed. If Ryu used standing HP instead in this scenario (or if Ken used standing MP / MK), both characters would be put into hitstun since their attack strengths are equal. An actual **trade** occurs.

Trade priority is: Throw > Heavy > Medium > Light

This altered system mechanic has several consequences for gameplay, coming from *SFIV:*

You can no longer trade your heavy attack with a light attack in order to **recover** before your opponent's longer **hitstun** and follow up with a combo. This type of "trading up" situation was common in *SFIV*, but in the same situation now, you counter-hit your foe cleanly.

Medium- and heavy-strength **frame trap** attacks are more attractive than quicker, weaker frame-trapping lights because you essentially get an extra frame to counter-hit someone who is retaliating with light attacks. They can't just call a trade a draw, and they must rely on their speed advantage. You wipe this out if you use medium-strength frame traps with only three- or four-frame gaps.

With certain characters, there is more of a rock/paper/scissors game when playing footsies when you're taking trade priority into account. For instance, you may be more reluctant in challenging Chun-Li's → + HK hop kick with your standing MP or MK pokes, unless your goal is to interrupt her before her first active frame.

This priority system applies to **grounded normals** and **grounded unique attacks**. It doesn't apply to **jumping** attacks, nor does it apply to **special moves**. If a special move or jumping attack is involved in a trade scenario, they will simply trade as normal, with both characters entering hitstun. Note finally that throws will win over strikes if they clash on the same frame.

HARD KNOCKDOWNS, SET PLAY, AND RECOVERY SYSTEM

At the highest levels of play, *SFIV* revolved mainly around **knockingdown** opponents in order to score an ambiguous, hard-to-escape setup or **frame trap**. This strategy has been diminished significantly, if not outright eliminated. In *SFV*, all moves that knock down are recoverable with quick-recovery, back quick-recovery, or both, with rare exceptions. This design is meant to prevent certain characters from abusing "set play." Set play is the concept of executing a series of **hard knockdown combos** to constantly **mix-up** the opponent, continually putting them in a **vortex** of 50/50 decisions. Especially in earlier versions (before delayed wakeup was introduced in *USFIV*), this made the victims of set play feel like they weren't allowed to play the game once they were hit. Instead, they were forced to guess in coin-flip situations until they were knocked out.

76
1 WIN
PLAYER 1
PLAYER 2
3

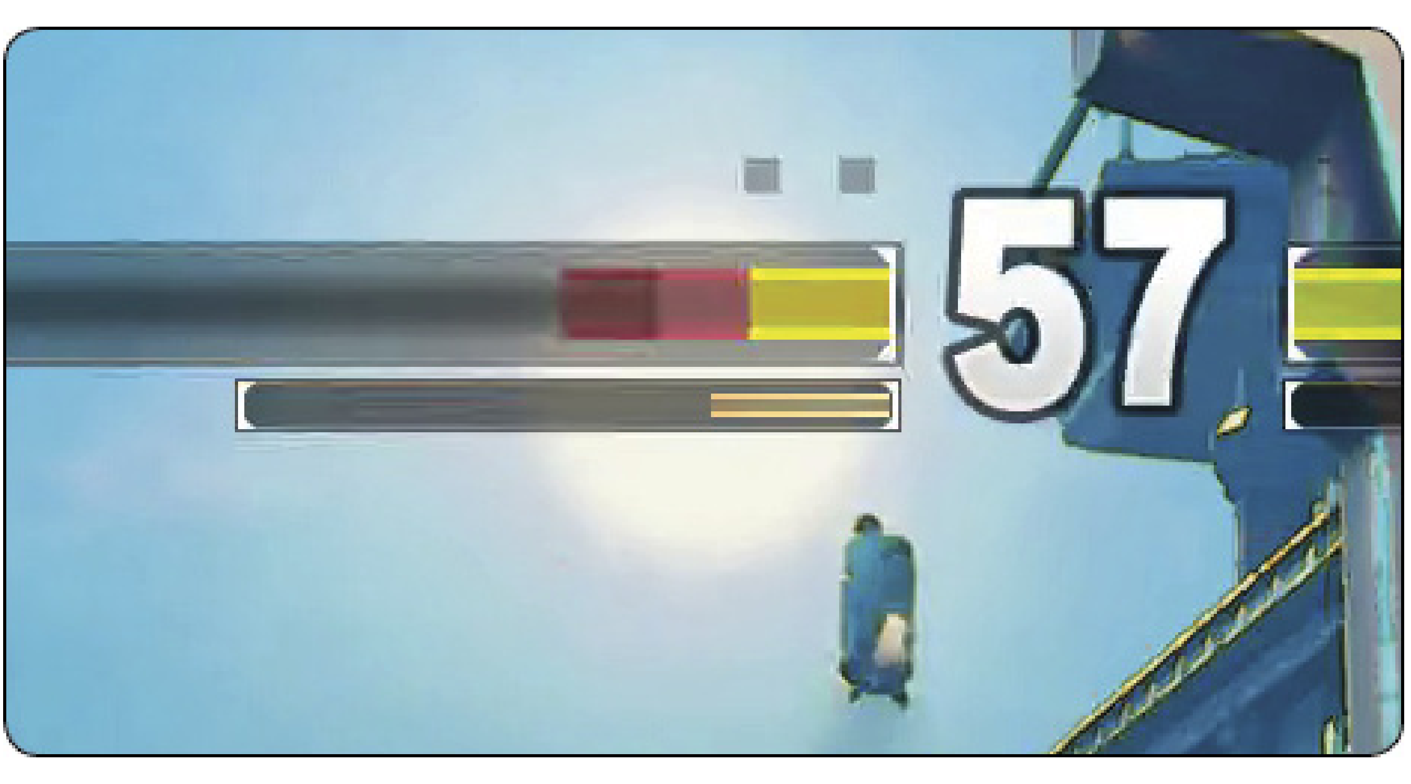
Quick-recovery (P P / ↓ upon hitting the turf) allows you to spring up in place from most knockdowns, removing most of the disadvantage of being knocked down (apart from the whole taking damage part). **Back quick-recovery** (upon being floored, K K or ←) involves an invincible backflip away from the aggressor, gaining some extra space (as long as you're not cornered) while adding five frames to total **quick-rise** time (compared to quick-recovery in place). This is universal, regardless of character.

However, all throws prevent back quick-recovery. Inputting the command for a back quick-recovery when thrown simply results in regular quick-recovery. This includes striking hit-throws (such as Laura's HP Bolt Charge and Nash's Tragedy Assault). If someone grabs you, they at least have the mild luxury of knowing that you can only quick-recover in place or wake up at the normal slow speed, so throws grant some set-up potential.

Counter-hits from crouching HK **sweeps** will cause a **Crush Counter**, signaling an **unrecoverablehard knockdown**. This allows the aggressor to go for one guaranteed **mix-up**, provided they're successful counter-hitting with sweep. Most sweep attacks are heavily **punishable** on block and usually have a long **startup** time, so if you manage to score a Crush Counter sweep, you deserve the reward of one set play cycle. The only guaranteed way of connecting with a counter-hit sweep is by sweeping one of the specials that can be counter-hit on **recovery**, such as Rashid's EX Spinning Mixer, Karin's EX Ressenha, and so on. In some edge cases where you aren't close enough for a normal Crush Counter punish combo, you might have to resort to sweeping these **whiffedreversal** attempts.

Certain **Critical Arts** will also put the target into an unrecoverable state on hit. However, they do not provide enough advantage for a set play setup. For instance, Nash's Judgement Saber causes a hard knockdown, but it does not provide sufficient advantage for him to get close afterward because his opponent recovers just as quickly as he does. The unrecoverable knockdown here is primarily for cinematic effect.

BLOCK DAMAGE AND WHITE DAMAGE



New to *SFV*, "chip" damage cannot K.O. unless it comes from a **Critical Art**. You'll actually have to earn your final hits against low-**stamina** characters, instead of just being able to force them to **block** a **special move**.

"White" damage is also a new mechanic, where blocked moves stronger than **jabs** and **shorts** will incur one-sixth of their normal damage as potential future damage. This potential damage is represented by a white area on the stamina gauge, hence "**white damage**." This provisional damage is "unlocked" by any cleanly inflicted damage. If a character receives white damage but then nothing touches them (including on block) for more than 90 frames, their stamina grows back quickly, reclaiming potential white damage. See the **white damage** and **block** entries in the Glossary for more details.

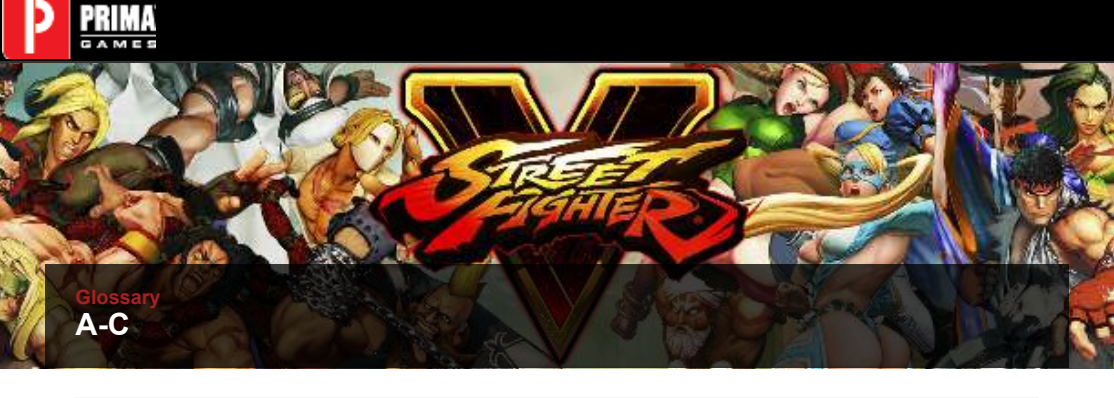
ARMOR SYSTEM

Armor isn't much different in *SFV* than it is in *SFIV*—you still take recoverable **white damage** on **absorption**, just like with absorbing attacks with Focus charging in *SFIV*. However, "armor-breaking" attacks don't exist in *SFV*, and you can't be knocked out while absorbing an attack, either. Like blocking a projectile with no **stamina** left, if you absorb an attack with an armor move (such as Laura's EX Bolt Charge or Zangief's EX Siberian Express), you'll survive.

OPTION SELECTS

Street Fighter III and *IV* were eventually brimming with option selects upon option selects as players added years of knowledge and continued optimizing situations. Option selects are consciously pared back in *Street Fighter V*, partially through lack of universal mechanics like parries or Focus Attacks, and partially through the removal of certain overlapping commands. Gone is *SFIV*'s "crouch tech" of ↓ + LP + LK (which resulted in either a crouching short or a throw tech and was so useful that there wasn't really a reason to *not* use the command in place of any crouching short). And with backdash invulnerability removed, a large class of important anti-backdash/anti-Focus-backdash option selects from *SFIV* is no longer important. But that hardly means that option selects are gone. In a certain sense, even ↖ is a defensive option select: you either block standing, or you jump backward. Useful *SFV* option selects include:

- Targeting pokes to barely whiff in front of the opponent, then quickly buffering a desired cancel outcome; nothing happens if your poke indeed whiffs, but if the opponent moves forward or sticks out an attack, they'll get hit, and the cancel will happen automatically.
- On the cusp of gaining a full V-Gauge, poking with Crush Counter-capable pokes and slapping HP + HK (nothing happens on normal hit or block).
- With full V-Gauge, using Crush Counter-capable pokes and pressing HP + HK very late so the cancel only occurs on an actual Crush Counter hit, thanks to the extra hitstop.



A-C

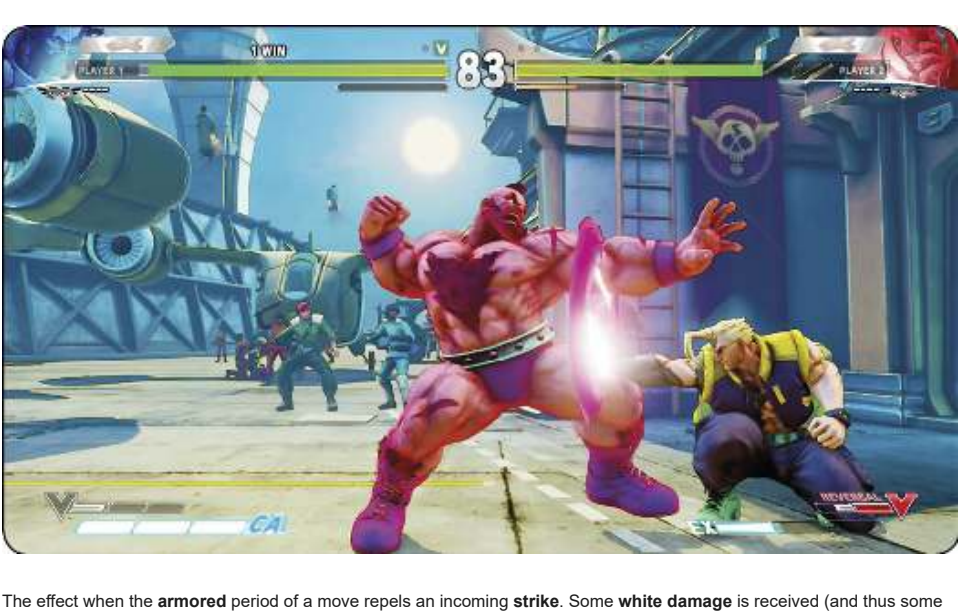
ABARE

Japanese term referring to risky aggressive play, exemplified by frequently attacking out of **frame disadvantage** and during **wakeup**.

ABSOLUTE BLOCK

Refers to getting stuck in blockstun even if you release ← or ↙. Basically, a **combo** against **blockstun**. See **blocking**.

ABSORB



The effect when the **armored** period of a move repels an incoming **strike**. Some **white damage** is received (and thus some **V-Gauge**), but this quickly recovers over time if no clean damage is taken. Low-stamina characters cannot be knocked out by white damage, so you can use hit-absorbing moves with essentially no stamina left and still survive. See **armor**.

ACTIVE FRAMES

The actual **striking**/**grabbing** portion of a given move. Usually shortened to "active." In the frame data tables throughout this guide, the first active **frame** is included in the figure for **startup** frames. This makes it easy to find possible **links** and true **blockstrings** by comparing a move's startup frames (which include the first active hitting frame) with another move's advantage on hit/on block. But this does mean that if you add up startup, active, and **recovery** frames for a move, the sum is one frame longer than the actual move. See **frame data** in the Primer.

ADVANTAGE

The opportunity to act first. Can be expressed numerically through **frame data**. When you knock someone down or dodge/block a laggy attack, you have advantage. See **frame data** in the Primer.

AERIAL/AIRBORNE

Refers to aerial states but not limited to **jumping**. Usually achieved by jumping, through **special moves** that leave the ground like Ken and Ryu's Tatsumaki Senpukyaku, or from abilities like Dhalsim's Yoga Float **V-Skill**. Airborne characters are immune to ground **throws**, but cannot **block**. An airborne character who is hit will either enter **air recovery** (falling invincibly before landing on their feet) or a **juggle** state (falling helplessly, vulnerable to juggle combos, before landing on their back).

AIR RECOVERY

The **hitstate** triggered against an airborne fighter when they're hit with an attack that doesn't cause a **knockdown**. They'll flip backward slightly, unable to act, and land on their feet. While falling during air recovery, the victim is invincible; upon landing, they're vulnerable as normal, like after **waking up**.

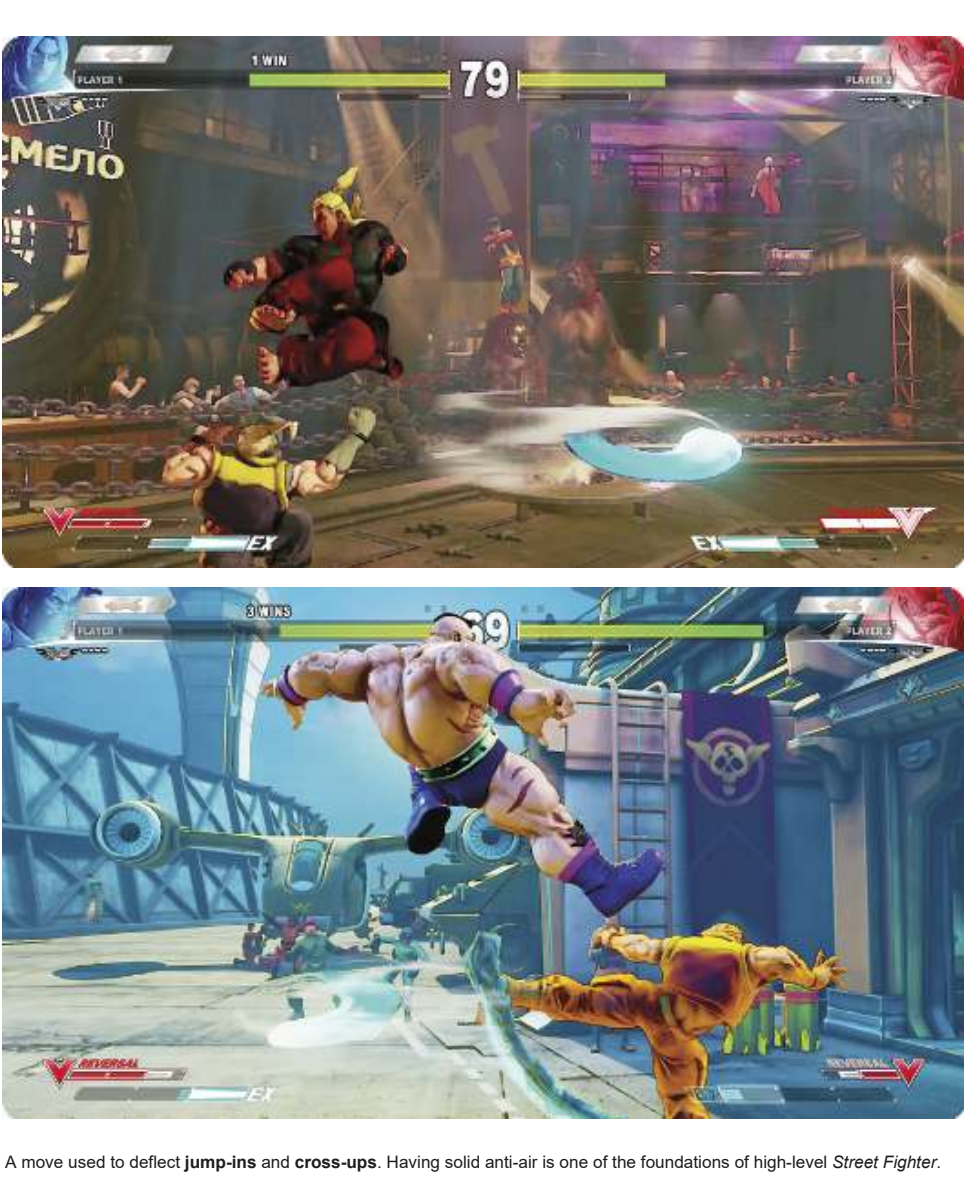
Hitting someone out of the air can lead directly to offensive opportunity if you move in and attack their air recovery landing with a **throw**, **low hit**, or **frame trap**. Depending on your character choice and their aerial position, you might even get a chance for a grounded **meaty** or **cross-up** tricks (for example, anti-airing with Karin's standing HP XX Sappo command dash or Dhalsim's crouching MP XX Yoga Fire).

But air recovery can also be beneficial to the victim. If the opponent hits you out of some grounded move with **airborne** frames, you'll be put into air recovery instead of standing **hitstun**. Their potential combo will be busted, and they might not be ready to adjust quickly to your new position in time to keep their **tempo advantage**. Grounded moves that are briefly airborne actually have good defensive properties for this reason, and actual airborne frames are called out in data tables throughout this guide.

AIR THROW

A **throw** that grabs **jumping** foes. Vega, Nash, and Chun-Li have normal air throws accomplished with LP + LK. Unlike grounded normal throws, air throws cannot be **throw-escaped**/**teched**. Zangief, Cammy, and Vega have **special moves** that act as throws against jumping opponents. Zangief, Birdie, R. Mika, and Laura have **hit-throws** aimed at airborne targets; they're not technically throws since they have **strike hitboxes**, but they basically act the same, while also working in **juggle combos**.

ANTI-AIR



A move used to deflect **jump-ins** and **cross-ups**. Having solid anti-air is one of the foundations of high-level *Street Fighter*. **Airborne** characters cannot **block** and don't have much freedom of movement (outside exceptions like Dhalsim's Yoga Float), so jumping characters are vulnerable. But jumping is also one of the fastest ways to close in, can lead to very ambiguous point-blank situations, and avoids most ground-based attacks, so it's appealing nevertheless.

The simplest way to anti-air is with an appropriate **normal move**. Standout examples include crouching MP from Birdie, R. Mika, and Dhalsim, and crouching HP from Ryu, Ken, and Karin. These normals take ~7 frames to hit, though, making them ineffective against cross-ups and deep jump-ins. In those cases, you'll need invincible or evasive special moves to win (like Ken or Ryu's MP Shoryuken, Karin's EX Ressenha, or F.A.N.G.'s EX Nikankyaku).

Depending on your character, opponent, and the situation, you shouldn't always go for anti-airs. If your character's anti-air is weak at the moment (like the enemy is jumping/crossing-up deep and you lack an invincible reversal), just block (perhaps consider V-Reversal if you really want tempo advantage back) and be ready to defend against their grounded follow-up.

Your anti-air rate will increase if you get a sense of the jumping habits of your foes. Reacting isn't simply about reflexes: it's also about choosing to focus on one thing or another, depending on what you expect. You can react to a jump-in (or an overhead, a dash, a throw attempt, and so on) much better if you feel like it might be coming soon. No one can react to all threats all the time. What experienced players do is shifting focus in time with their reads against the enemy.

Your foe may use tactics intended to take your attention away from anti-airing, or to put you into situations where your anti-airs are ineffective. It's your job to learn when to zero in on certain aspects of the game (like investing all your effort in punishing whiffed moves or shooting down an anticipated jump-in) and when to shift your attention thanks to a read you have on your opponent's intent.

ARMOR

A property that allows an action to **absorb** an incoming attack, bypassing **hitstun** and taking **white damage**. Attacks with armor are generally intended to plow through mid-range fireballs and pokes, as well as up-close frame traps. Armored **specials** are distributed mostly between the **grappler** characters; as balance against their **close-range** strength, they lack true **invincible reversals** and must rely on these moves for defense. Some moves, like the **V-Skills** of M. Bison, Nash, and Ryu, work much like armored moves in certain situations but are not quite the same thing.

ARMORED MOVES

Birdie	Bull Charge
Birdie	EX Bull Horn
Birdie	V Bull Head and V Bull Horn
Laura	EX Bolt Charge
R. Mika	EX Shooting Peach
R. Mika	Heated Mic Performance
Zangief	Charged standing h
Zangief	EX Siberian Express
Zangief	Iron Muscle

BACK QUICK-RECOVERY

Upon being **knocked down**, input ← or K K to back recover, backflipping up from the floor. Back recovery takes five frames longer than standard **quick-recovery** but is still way better than forgoing quick-recovery and staying **floored** longer than necessary. It is virtually always better to either quick-recover or back recover whenever you're able to; there's no reason to hand your opponent time to space out their perfect ambiguous **wakeup** attack.

Back quick-recovery is not possible after **throws**, where only quick-recovery in place is available. Very few specific attacks disallow any kind of quick-recovery, including **counter-hit sweeps** and certain **Critical Arts** and **specials**. See **wakeup** and **okizeme**.

BACKDASH

An evasive dash backward away from the opponent, which begins with a period of **throw invulnerability** and transitions into a brief **airborne** period. See **movement**.

BACK THROW

A backward normal throw, executed with ← + LP + LK. Escaped with LP + LK. Swaps sides with the opponent, making it universally useful for escaping **corners**. See **normal throw**.

BAIT

A tactic intended to "fish" for a **punishable** response from the opponent, like acting extremely aggressive but then doing nothing, hoping to induce a badly **whiffed** counterattack.

BALANCE

The degree of parity between different characters. Notions of balance are open to debate and are not static across skill levels. A high-level player's perceptions of "balance" aren't necessarily relevant to intermediate or casual players, and vice versa. They are typically expressed through debate about tiers. Ideas about a game's balance are fluid over time, depending on the research and results of the game's community. Seldom does the thinking about "top tier" remain the same for long periods of time. Players get more comfortable against the early cheap stuff, coming up with counter tactics and new cheap stuff to make the old cheap tricks seem tame. See **metagame** and **matchups**.

BLOCK

Blocking (synonymous with guarding) is a defensive stance activated with a backward input while the opponent is extending a **strike**. Use ← for **standing** block and ↙ to guard **crouching**. Holding back will guard against incoming **high**-striking **overheads**, while holding down-back will guard against incoming **low**-hitting moves. **Mid**-hitting gut-level strikes can be guarded either standing or crouching. **Throws** cannot be guarded. Blocking is always relative the direction of your opponent. (This is important to remember during cross-ups and when Dhalsim is using Yoga Teleport, R. Mika is calling Nadeshiko, F.A.N.G. is passing through with Nikankyaku, etc.)

Being able to guard correctly is crucial to *Street Fighter* success. Good opponents will vary their attacks, trying to confuse you with lows, overheads, ambiguous **jump-ins** and **cross-ups**, and **frame trap** baits. Considering how dangerous **counter-hits** are in *Street Fighter V*, and that most throws (which will grab you if you're guarding) return you to a **neutral**-ish situation if you **quick-rise**, the safest play you can make when in doubt is usually to *just block*. This is even more true now than in *Street Fighter IV* because several mechanics are gone that used to give defensive players layers upon layers of escape options.

Likewise, whenever you realize that your current foe lacks blocking fundamentals (like maybe they fail to block cross-ups, or they always fall for empty jump into crouching LK, etc.), you have a crucial weakness to exploit.

Block and White Damage

Guarding stops most incoming damage, but it isn't an unassailable wall. Blocked **specials** and **CriticalArts** will deal **block damage** (also called "**chip**" and rarely "cheese"), which for specials is about 25 percent of their damage on hit and varies for Critical Arts. Blocked medium and heavy normals (so strong, forward, fierce, and roundhouse buttons) deal recoverable **white damage** to the tune of one-sixth their regular damage on hit. And throws are simply **unblockable**. Block/white damage and the threat of throws together give turtles (extremely defensive players) something to think about. (However, note that stamina-critical characters *cannot be knocked out* by chip damage, unless it comes from a Critical Art.)

Block Advantage

In addition to reducing/eliminating incoming damage, guarding attacks also puts you at a better **frame advantage** than getting hit by them, preventing **link combos** for your enemy and possibly leaving you ready to take back **tempo** control.

"Mids"

Overheads must be blocked standing and lows must be blocked crouching, but many attacks can be blocked either way. For example, everyone's crouching LK must be blocked crouching, but everyone's crouching LP can be blocked high and low. Attacks like this are sometimes called "mids." Note that "mid-hitting" may also refer to attacks that hit at about torso/gut level, rather than more toward the head or legs. Context should make this distinction clear, and this isn't a critical concept anyway. In 3-D fighters like *Tekken* and *Virtua Fighter*, "mids" are entirely different, working as anti-crouch moves that must be blocked standing.

For attacks that can be blocked either way, there's still a tiny difference between blocking high or low. Blocking characters have a slightly narrower horizontal **hurtbox** while standing than while crouching. As a consequence, crouching block actually puts you slightly closer to the opponent than standing block. This can have the indirect effect of making you more vulnerable during **footsies** (a poke that would whiff against standing block may connect against crouching block). By holding back for standing guard, you may also simply walk out of range of the opponent's offense if they don't account for the possibility that you'll defensively default to ← instead of ↙.

So, while crouching block seems like the safer default position (you hold down-back and watch out for jump-ins, overheads, and throws, basically), standing block/walking backward has certain advantages. There is no totally safe position, of course. If you're blocking while standing (or simply walking backward), the opponent may realize this and use low attacks; if you're blocking while crouching, the opponent may try to sneak in an overhead. And, in either case, they can just throw you.

Unblockables

Throws cannot be blocked. Everything is unblockable to a **dizzied** fighter, or to a fighter stuck in **hitstun**. Cross-ups done in particular situations can come very close to seeming unblockable because of their sheer ambiguity. In previous *Street Fighter* games, some cross-up setups *were* actually unblockable. Although these kinds of unintended tactics are usually bugs, the fighting game community tends to be fairly open about allowing them; if it's in the game, it's in the game.

Blockstring

A sequence of normal moves that keeps the defender guarding. Blockstrings usually start out as **combo hit-checks**; after the first two hits are blocked, you have time to realize your fishing has failed and to alter your actions accordingly. You can use blockstrings to push the foe away, to fish for **counter-hits**, and to condition the opponent into expecting certain sequences. This allows you to surprise them when (for example) you stop your blockstring early and attempt a throw or an overhead. New to *Street Fighter V*, blockstrings with medium and heavy moves will slowly build up white damage when guarded.

FRAME TRAP

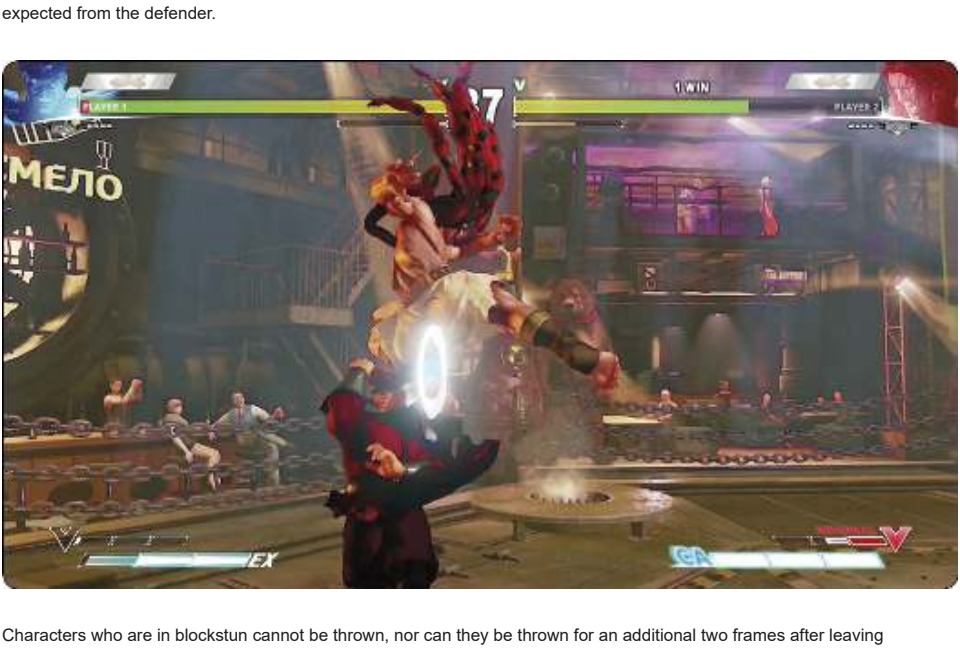
Blockstrings/**hit-checks** crafted with intentional gaps are called frame traps. A defender who tries to **poke** back or use a non-**invulnerable** move during the gaps will eat a **counter-hit** if your frame trap is tight enough. Since good players are almost always competent at blocking but eager to take back **tempo** control once they start blocking, frame traps are a crucial tool for opening them up. Frame traps aren't safe against **reversals**, but that's part of the decision-making when using them. If you think the opponent is eager to blow up your frame trap with an invincible or fast reversal, you can just block and **punish**.

Absolute Block

Blocking mechanic that forces a character in blockstun to remain in blockstun if incoming attacks don't let up. For example, you can block the first hit of Ryu's Shinku Hadoken Critical Art, then completely let go of the joystick or d-pad; your character will still guard the rest. A "true" blockstring works because of absolute block. This contrasts with *Street Fighter III: Third Strike*, where absolute block didn't exist; manually blocking only the first hit of Shinku Hadoken before letting go of the controller would merely result in eating the rest of the attack. (One of *Third Strike*'s mechanics, red parry, was possible because there was no absolute blocking.)

Blockstun

Synonymous with **guardstun**. The guarding version of **hitstun**, blockstun is the period of time when a blocking character is prohibited from performing other actions (with the exception of **V-Reversal**, at the cost of one stock of **V-Gauge**). When blockstun ends before the attacker's move has **recovered**, the defender has **advantage**. When the attacker's move recovers before blockstun ends, the attacker can attack immediately for a blockstring or frame trap, or walk up and throw if passivity is expected from the defender.



Characters who are in blockstun cannot be thrown, nor can they be thrown for an additional two frames after leaving blockstun. (Characters in hitstun can't be thrown, either, which also continues for two frames after hitstun ends.) Attackers who want to follow up blocked attacks with a throw attempt must time the throw to land after blockstun ends, plus an extra tiny slice of time.

BOXER

Frequent nickname for Balrog. Shadaloo bosses in Japan have different names: the dictator is Vega, the claw-wielding Spaniard is Balrog, and the ferocious boxer is M. Bison. Capcom avoided calling the boxer M. Bison in American territories in the early '90s for obvious reasons, and the difference in naming conventions is now simply an accepted quirk in the SF canon.

BREAD AND BUTTER

A reliable, tried-and-true tactic.

BUFFER

Inputting the command for one move during the action of another. This can be to activate **cancels**, to mask animations, or to perform certain **option selects**. New to *Street Fighter V*, your inputs will be carried forward a certain number of frames. Therefore, if a previous action ends, your input will be carried out at the earliest moment, with **reversal** timing:

- *Dash* inputs will buffer forward nine frames.
- *Special* inputs and *throw* commands will buffer forward six frames.
- *Normal move* inputs will buffer forward three frames.

That last bullet is the reason why **link combos** are easier in *Street Fighter V* than in any previous entry in the series. It's also easier to perform wakeup attacks with reversal timing and to perfectly shoot through small gaps in the opponent's **frame traps**. The input buffer also means it's easier to erroneously trigger actions if you **mash** inputs or tap something in error; this can actually play directly into your foe's **meaty**/frame trap plans, so be mindful of your own defensive habits.

CANCEL XX

Interrupting one move's **recovery** period with another action. The prototypical example is Ryu and Ken's crouching MK XX Hadoken sequence. Canceling enables myriad maneuvering, pressuring, and comboing tactics. See **combos**.

CANCELABLE

A property that indicates which types of moves a given attack can be canceled into. "**Chainable**" normal moves can be canceled into certain other normals. Many **grounded** normal moves are **special-cancelable** (which includes **Critical Arts**). Almost all grounded normal moves are cancelable into **V-Trigger**, but only for certain characters are grounded normal moves cancelable into **V-Skills** (Ken, Laura, Birdie, and Rashid can cancel many normals into their V-Skills; Necalli and Vega can cancel certain **target combos** into their V-Skills). Some moves can only be canceled into Critical Arts but not other specials, while a few moves can only be canceled into certain moves in particular (sometimes only during very particular windows, too).

DATA TABLES IN THIS GUIDE HAVE A SHORTHAND FOR CANCELABLE PROPERTIES:

CH	Chain combo-cancelable
Tc	Target combo-cancelable
Sp	Special-cancelable and EX Special-cancelable (includes Critical Arts)
Ca	Critical Art-cancelable (but not special-cancelable)
V	V-System-cancelable; depending on the character, this may apply to both V-Skill and V-Trigger, or just one or the other

CHAIN COMBO

A normal **canceled** into another normal. Some characters' light attacks are chainable into other light attacks, like the chainable crouching **jabs** and **shorts** of Ken and Ryu. And some characters have normals that chain into specific other normals, like standing MP XX HP XX HK for Ryu, ← + MP XX HP for Ken, or standing LP XX MP (among many others) for Nash. These character-specific chains are called **target combos**.

CHARACTER ARCHETYPES

A character's general design strongly suggests how they should be played successfully. Characters broadly fit into different classes of behavior, at least in how they were envisioned. There are offensive, defensive, balanced, and grappling characters. See **metagame**.

CHARGE

Refers to the charge **special** commands required for charge characters, where a certain joystick/joypad direction needs to be held a minimum amount of time before you can perform the desired move. This includes classic charge moves like M. Bison's Double Knee Press and Head Press, as well as specials for newcomers Necalli and F.A.N.G.

Also refers to certain normal attacks performed by holding down a button to "charge" the move until a powered-up version starts up, like R. Mika's charged standing HK and Zangief's charged standing HP. This also applies to Birdie's Bull Horn special, activated by holding down any normal button and then releasing it after a minimum number of frames.

Certain moves will also continue after activation for as long as the buttons are held down, like Zangief's **V-Skill** and **V-Trigger**.

CHARGE CHARACTER

Charge characters have **special move** arsenals that mostly require inputs involving charging a particular direction first. A different mindset is required when playing charge characters because any special move use requires premeditation. In *SFV*, since Nash and Vega are both "**motion**" characters now, the only "pure" charge characters are M. Bison and his new second-in-command, F.A.N.G. Most characters have motion-based arsenals now, requiring the usual semi-circular special move inputs.

CHEAP

"Cheap" can refer to winning with **block**/**chip damage** (although in *SFV*, this can only be accomplished with the use of a **Critical Art**, which isn't cheap in terms of **EX Gauge** cost). Cheap can also refer to tactics that are difficult to overcome, especially relative to their ease of execution. This can be complimentary or derogatory, depending on use.

CHEESE

Can be synonymous with both **block**/**chip damage**, and with "**cheap**."

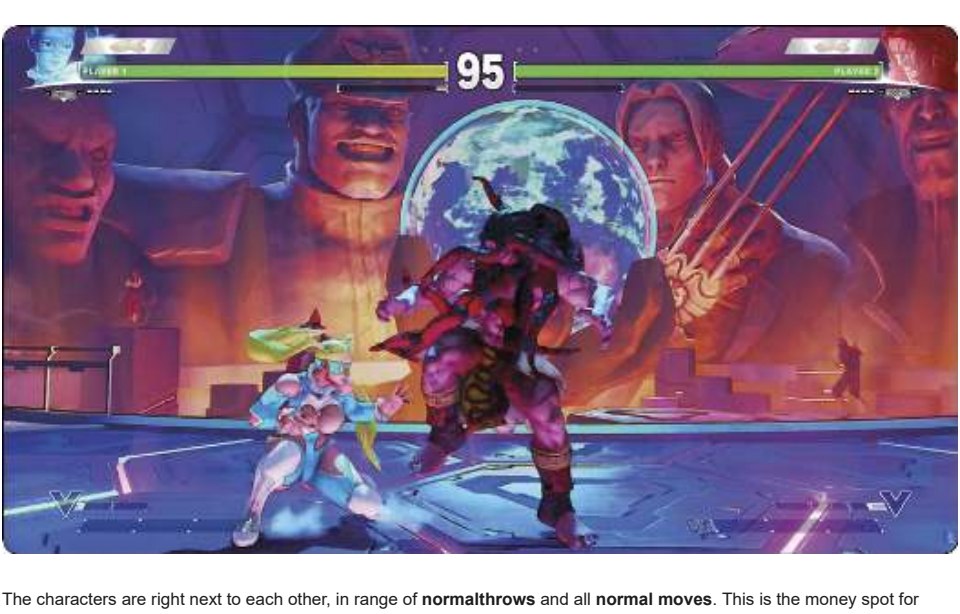
CHIP DAMAGE

Synonymous with **block damage**.

CLAW

Frequent nickname for Vega, intended to clear up confusion with Japanese players, where Vega is called Balrog. See dictator and boxer.

CLOSE RANGE



The characters are right next to each other, in range of **normalthrows** and all **normal moves**. This is the money spot for grapplers and offensive-minded characters/players. See **position**.

CLOSE STANDING

In previous *SF* titles, most characters had a different set of **normals** at **close range**. In *SFV*, characters use the same normal moveset at all ranges.

COMBO

A combo is an attack sequence that's guaranteed if the first attack hits. The opening attack puts the target in **hitstun**, and continued hits catch them before they **recover**. Multi-hit moves naturally create combos, but there are also several combo-creating execution techniques, including **chains**, **cancels**, **links**, and **juggles**.

Hit-Confirm

Often also called combo starters or hit-checks. A sequence of attacks, usually the first two or three hits of a combo, performed on auto-pilot from muscle memory while watching and listening for the result. If the opponent gets **hit**, you finish the combo. If the opponent **blocks** or evades somehow, you cut the combo attempt short and react as necessary. The point of hit-confirmation is to avoid leaving yourself vulnerable. While many initial combo-starting **pokes** and **chains** are relatively safe when blocked or avoided, most **combo finishers** are extremely unsafe if they don't actually hit.

Combo Finisher

A reliable way to finish combos after a successful **hit-check**, hopefully maintaining **tempo** and **position** advantages. The "right" or "best" combo for a given situation depends on many things, including the relative positions of the characters and their position to any nearby corner, how much **EX Gauge** and **V-Gauge** is available, and how much of it you're willing to spend, given the current overall match situation.

Cancel XX

Skipping one attack's **recovery** to proceed directly into the next attack. Common cancel examples include normal attack chains (where normals are canceled into each other), normal moves canceled into **specials**, normals canceled into **V-Trigger**, and specials canceled into **Critical Arts**.

CHAIN CANCELS

Some **normal moves**, like Ryu's crouching LK, can simply be repeated by pressing the button over and over, canceling the **poke** into itself. Other specific sequences of normal moves can be chained, like Ryu's standing MP XX HP XX HK **target combo**. To chain cancel, just push the next button in the sequence while the current normal is **striking**.

It's possible to chain normals together and then cancel the last normal into a special or V-Trigger (assuming the last normal in the sequence is indeed cancelable). This means that Ryu and Ken can simply chain crouching LK XX LP and cancel immediately into Shoryuken, and it means that R. Mika can land her standing LK XX MK target combo and instantly cancel into Shooting Peach. This is more like the cancel situation in *Street Fighter III* and a departure from *SFIV*: in *SFIV*, you can't cancel out of chain combos, so **bread and butters** generally involve linking into special cancels. No such limitation here.

SPECIAL CANCELS

Special cancels (originally referred to as "two-in-ones" in the long-ago era of *SFII*) involve interrupting a normal move with a special, skipping the normal move's recovery. In many situations, this will create or extend a combo, as the hitstun from the normal persists long enough for the special move to hit in time.

Not all normal moves can be special-canceled. The data tables for each character in this guide detail which moves can be canceled, and by what. Moves that can be **special-canceled** can also be **Critical Art-canceled**.

When poking with good special-cancelable normals, a **buffering** trick can be used to get "psychic" special cancels when you're just outside the opponent's range. Stick out your **cancelablepoke** just in front of the enemy so that it will actually **whiff**, while quickly buffering the desired special or Critical Art motion. You must complete the entire motion at least seven frames before the poke recovers, or you'll just do the poke, followed by the special move, buffered forward and performed uncanceled. Just buffer the motion fast enough to avoid this. If your adversary does nothing and your poke simply whiffs in front of them, nothing happens. But if the foe **dashes**/**walks** forward, or if they stick out an attack that loses to your poke, your buffered motion will register and produce the special move. This leads to scenarios like Cammy being able to poke with crouching MK buffered into Spiral Arrow; what seems like a somewhat risky guess to many observers actually isn't a guess at all, properly spaced.

CRITICAL ART CANCELS

Street Fighter V's equivalent of "Super cancels." This involves interrupting a **normal**, **unique attack**, or **special move** by canceling it into your current character's Critical Art. (Some **V-Skills** can also be Critical Art-canceled, like Zangief's Iron Body and Dhalsim's Yoga Float.) This burns a full EX Gauge. Special-cancelable moves can also be Critical Art-canceled, but some moves are only Critical Art-cancelable, increasing the usefulness of those moves when you're loaded with meter. One side effect of combos is **damage scaling**, a reduction of damage output as the number of uninterrupted hits accumulates. Critical Art cancels are nice because the base damage will never dip below 50 percent; Critical Arts will deal solid damage even at the end of very long combos.

V-CANCELS

Almost every **groundednormalmove** is **V-Trigger-cancelable** with a full **V-Gauge**; in addition to whatever else a character's V-Trigger accomplishes, this also means that the activation serves as an additional **hit-confirm** or block pressure tool per round. In most cases, canceling a normal on hit into V-Trigger gives a **linkable** advantage after the screen freeze.

Ken, Laura, Birdie, and Rashid also have **V-Skills** that can be canceled into from other actions. (The former three can simply cancel most normals into their V-Skills, while Rashid can cancel his HK/EX Whirlwind Shot projectiles into his movement V-Skills.) Necalli and Vega have **target combos** that are cancelable into their V-Skills. In combos, V-Trigger cancels increase the level of damage scaling being applied to the combo as though an extra attack was used. V-Skill cancels do not have this same effect on

damage scaling. For example, in a Ken combo of standing HP XX Head Rush ▶ crouching HP, the crouching fierce does 80 percent damage. In a combo of standing HP XX Quick Step ▶ LP Shoryuken, the Shoryuken does 90 percent damage.

Link ▶

While **canceling** involves continuing a combo by interrupting moves, linking involves continuing a combo by allowing a move to fully **recover** before performing the next one. Linking has an advantage over canceling in that it involves less commitment; most normal to special-cancel situations leave you **punishable** when they're **blocked**, but if you use linked normals to **hit-check**, you'll be less vulnerable when guarded.

One of the useful things about **frame data** is that it's easy to quickly determine what links might work by looking at the figures under the columns for **Startup** and (advantage) **On Hit**. If advantage on hit for your starter move is equal to/greater than the startup for your follow-up move, a link is probably possible (unless **pushback** is too great or some other positioning quirk interferes).

Links require precise timing, but the **input buffer** of *SFV* makes their exacting nature much more manageable than in previous fighting games.

"PLINK"

A technique used to extend the input window of a given attack by an extra **frame**. This was extremely important in *SFIV* to help ensure consistent **linkexecution**. The **input** technique still works in *SFV*, but the three-frame **buffer** for normal inputs makes it much less relevant.

Plinking is accomplished by pressing a lower-priority button the very next frame after a higher-priority button. Let's say you're plinking HP ~ MP, a very common plink for crucial links into **fierce**. The previous move is recovering, and the window's coming up for your link. As soon as your character can act again, you press HP and then drum MP immediately afterward. The timing should be as though you actually meant to press them simultaneously and only slightly messed up. In fact, that's why plinking works—it's a function of leniency intended to make actions requiring multiple button presses easier to execute. For a **throw**, for example, you can press LP on one frame and LK on the next frame. What actually happens is that the game animates one frame of standing LP, then reads the immediate follow-up LK and interprets your intent to throw. LP gets **kara-canceled** into LK by the game, and if you watch this happen during Training Mode with Input Display on, you'll see what this looks like: On Frame 1, just LP, but on Frame 2, both LP and LK, even though it's impossible to input the same button on consecutive frames simply by double-pressing it. The same is true of **EX specials**, **V-Skills**, **V-Reversals**, and **V-Triggers**. But the same ends up being true of any two buttons, which means you can register any button press on consecutive frames. This isn't a huge deal anymore in *SFV*, but it was crucial in *SFIV*: turning a one-frame link into a two-frame link makes it twice as easy, after all. No one on the planet hits one-frame links with bulletproof consistency, but hitting almost all your two-frame links is humanly possible. In *SFV*, where (with rare exceptions for walking mid-combo) links require three-frame timing at worst, this just doesn't have the same importance. It can still be a decent trick to know to help tighten up your **footsie pokes**, giving yourself a larger window to ensure that your attack comes out. Often, in tight spaces, you may go for a poke just slightly too early or late, and this can help give you more leeway.

Input priority matters for plinking because on any given frame, the game produces the move of highest priority. You plink HP ~ MP to have two chances at a **fierce** input. (Interestingly, you can build further failsafes into a plink in case you mess up plink execution and simply register HP, a dead frame, then MP, if the window for the combo is generous enough for MP to also work.) Kick inputs beat punch inputs, and heavier attacks beat weaker ones. Plink crouching HK ~ MP, and you'll get roundhouse; plink HP ~ LP, and you'll get fierce. There is no standard button with a lower priority than **jab**, so you can't register LP on consecutive frames.

Finally, you can't plink with same-strength buttons since you'll just **kara-cancel** into (for LP and LK) **normal throw**, (for MP and MK) **V-Skill**, or (for HP and HK, if **V-Gauge** is full) **V-Trigger**.

Juggles and Juggle Potential

In *Street Fighter V*, juggle combos are not as free-form as they are in other modern fighting games. Not only do attacks need a particular property to **launch** an enemy into a state where a juggle is possible, but individual attacks must have "**juggle potential**" in order to hit an adversary while they're juggable.

There are two types of juggle states, **free** and **limited**. When knocked into a free juggle state, anything goes; a strike of any sort will connect against the falling foe for a single hit. Limited juggle states are a different matter. There are two factors that determine what works to juggle during a limited state:

- Juggle potential, a numerical value assigned to an attack to determine its hierarchy during juggles (this value can be anywhere from 1 to 99, though it generally doesn't go far past 5)
- Juggle count tally, a hidden value that tracks the total number of attacks that have been done in a juggle

Once the target is knocked into the sky, hitting them with an attack that has juggle potential causes the juggle count tally to increase for every juggle hit. The amount it's raised is usually by +1, but some single-hit attacks raise it higher. To keep juggling after the first hit, *the next attack must have a juggle potential number that is greater than the total juggle count.*

For example, Karin's Tenko knocks the opponent into a **limited juggle state**. Immediately attacking the falling enemy with Meioken, her **V-Skill**, results in a juggle because of its potential of 1. On hit, Meioken bumps juggle count up by +2, so to keep juggling, you'll need something with a potential of 3. Karin's EX Ressenha has a juggle potential of 3 (then 4 and 5 for its second and third hits), allowing it to juggle after Meioken in corners.

Laura's EX Thunder Clap sets up a **free juggle state** on hit, which is useful to her since she doesn't have many attacks with juggle potential. A basic combo utilizing this is standing HP XX EX Thunder Clap; afterward, juggle with whatever you want. HP Bolt Charge is your most damaging follow-up, but if you want, you can knock your foe down from the air with crouching HK.

Note that there are a few hit states that mimic the exact same properties as a free juggle state without knocking the opponent into the air. The first is Karin's EX Orochi, which causes the adversary to crumple over while **grounded**. The second is R. Mika's Passion Rope Throw, which puts them into a stumbling run. In both instances, you can hit the enemy with whatever **strikes** you want, with no limitations.

Note that hits done against an enemy in a free juggle state *do not* increase the juggle count. If you knock the opponent into a free juggle state and then hit them with an attack that causes a limited juggle state, the total juggle count is still 0, so juggling afterward with an attack that has juggle potential of 1 is still possible. A great example of how to use this to your advantage is to throw the enemy into a corner with R. Mika's Passion Rope Throw, then follow up with her Lady Mika uppercut. Once the victim is knocked into the air, juggle count is still 0, allowing you to juggle with crouching MP or Wingless Airplane, which both have a juggle potential of 1.

An extremely rare selection of attacks do not cause juggle count to go up as they hit. This used to be more prevalent in *SFIV*, but it's now currently restricted to making a select few multi-hit attacks less destructive to juggle count. Karin's LK Mujinkyaku has this property, with a first hit of potential 1 and a second with potential 2 that doesn't raise juggle count. This allows for extended juggles after it connects, like Tenko launcher, LK Mujinkyaku juggle, EX Tenko juggle, then (in corners) EX Ressenha juggle. When combined with a free juggle state, like the one granted after Crush Counter crouching HP, you can even juggle with two LK Mujinkyakus back-to-back, then EX Tenko into a final EX Ressenha.

COMMAND THROWS

Special move throws performed using a motion instead of the normal command of LP + LK. The classic example is Zangief's Screw Pile Driver, but many other characters now have command throws. The grapplers Zangief, R. Mika, Birdie, and Laura all have special grabs, but so do Necalli, Vega, Karin, and Cammy. Command throws have the advantage over normal throws of being **untechable**/**inescapable**. They usually also have better range and deal more damage and stun.

There are also **hit-throws**, which are also inescapable but are technically different, since they hit as **strikes** instead of as **grabs**. See **hit-throws**.

CORNER

The far edges of the stage. A bad place to get stuck defensively, since movement is limited and **combo** payoff is usually better. See **position**.

COUNTER CHARACTER

A character on the winning side of a lopsided matchup (for example, Rashid against Zangief). See **matchups** and **metagame**.

COUNTER-HIT

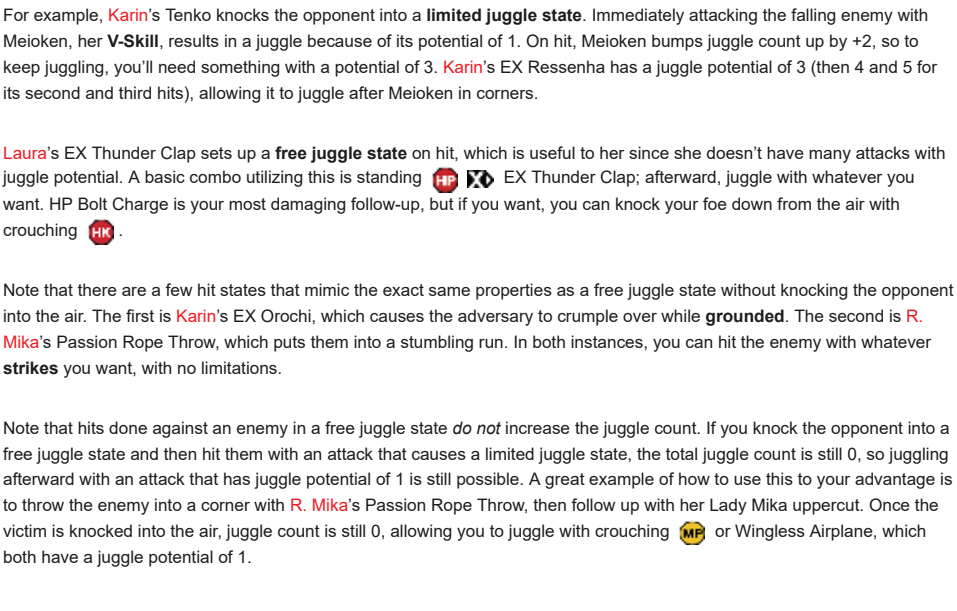
A counter-hit is a clean hit made against an opponent's attack's **startup**. This is opposed to a **normal hit** (usually just "hit"), which is a **strike** that the adversary simply fails to **block**. Counter-hits almost always produce extra **frame advantage** on hit (usually +2) while dealing 25 percent extra damage and stun. Their **hitstun** effect is a little more distinct, and a system message of "COUNTER" appears on screen, which is extremely helpful when you're actually intentionally **fishing** for counter-hit **confirm combos**.

You may score counter-hits using quick, long-reaching **pokes** in the **neutral** game, striking the opponent's slower pokes or their attempts to **dash**. For the first time in *Street Fighter*, striking a dashing foe registers as a counter-hit.

You may also score counter-hits through the use of **frame traps** and by **baiting** the opponent into trying to counter-throw or throw-tech, then striking their throw animation's startup.

These aren't tactics that you confirm hit-by-hit along the way, but more sequences you decide to use ahead of time based on how you think your foe will react. Assess whether they **turtle** up or use risky **reversals**, as well as whether they **buffer** inputs or wait to hit buttons reactively. Most counter-hit fishing involves doing a couple hits and then looking for a particular result. On block or a normal hit, you may just be left at a neutral-ish close-range situation, but on counter-hit, you might hit the combo jackpot.

Crush Counters



Crush Counters are a big reason why counter-hits have increased importance. Each character has specific attacks that cause a special Crush Counter, resulting in a special "CRUSH COUNTER" system message, a special **hitstun** state that almost always affords the chance for special combos, and a generous amount of **V-Gauge** gained—for most Crush Counters, half a V-Gauge stock, but for a few extra-strong Crush Counters, a full V-Gauge stock on counter-hit.

CRITICAL ARTS

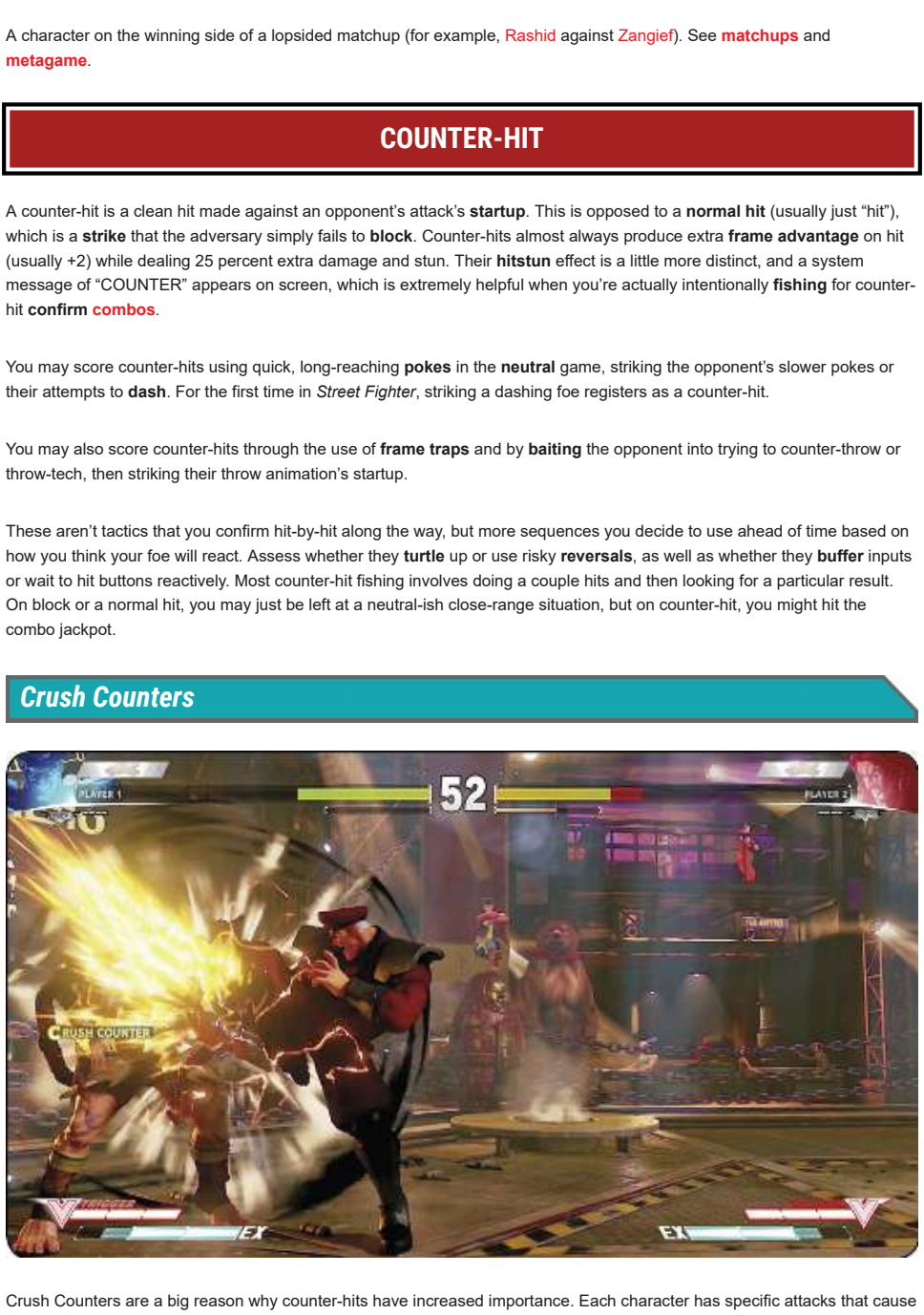
Each character's most powerful **special move** is an explosive attack activated with a double motion, expending all three stocks of the **EXGauge**. Every Critical Art has some degree of **startup invincibility**, so they can be used as expensive, risky **reversals**, and all of them can be used in **combos**… even for the grapplers. Many of them are also fast enough to be used as **footsie** tools in certain situations, like to punish **whiffed** mid-range **pokes**. And you'll never have comeback or K.O. potential like when you're loaded with full **V-Gauge** and EX Gauge at once, so you can **V-Triggerhit-check** into a Critical Art **finisher**.

Your EX Gauge management will center mostly around whether to plan to use **EX specials** or to try landing Critical Arts. Each character's chapter contains data, details, and combos for their Critical Art.

Critical Art-Cancelable

A property that determines whether moves can be **canceled** into a Critical Art. Indicated in the Cancel columns of data tables with **CA**. All **special-cancelable** attacks are also Critical Art-cancelable, but the opposite isn't true: a few attacks are cancelable into Critical Arts but not specials.

CROSS-UP



An attack directed ambiguously over the opponent's midpoint so that it's difficult for them to **block** correctly on reaction. The angle of cross-ups also makes most **anti-airs** ineffective, or at least difficult to perform. Defenders have to block **standing**, holding away from their attacker, but if they aren't sure which side the attacker is actually on at the moment of contact, then this is obviously difficult. Cross-ups are usually **jump-ins** aimed at

the necks of standing characters or characters **waking up** from a **knockdown** (especially after a **Crush Countersweep**, which disallows **quick-recovery**). But grounded cross-ups are also possible, most notably against characters recovering from an aerial hit with automatic **air recovery**, and with specials like F.A.N.G.'s Nikankyaku.

Cross-Cut

A portmanteau of the words "cross-up" and "uppercut."

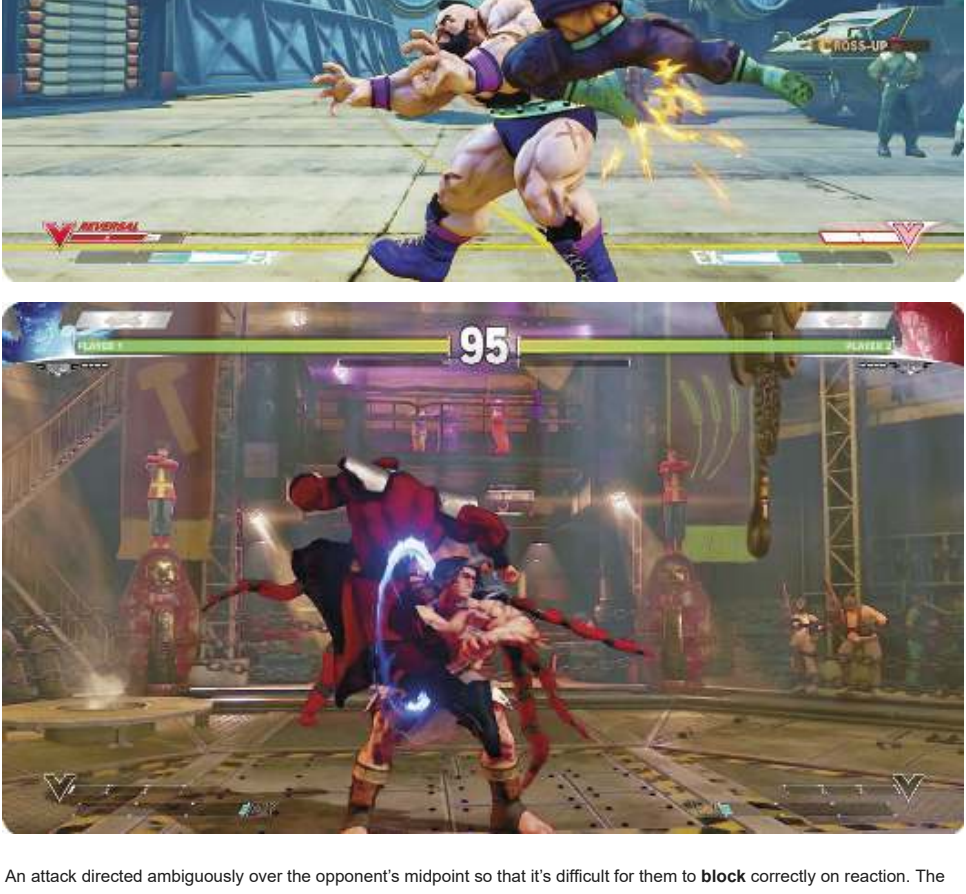
A cross-cut is a **reversal** Shoryuken (or any other invincible ↘ input) performed to counter a jumping **cross-up** attempt. When executed correctly, your character performs the desired move in the opposite direction, hitting the enemy out of the air. You can set up a cross-cut in a couple of ways. If an opponent knocks you down and then goes for an ill-spaced or ill-timed jumping cross-up attempt, you can simply use the "wiggle" technique: repeatedly motioning between ↙ ↓ ↘ rapidly and then pressing P / K while recovering from your **wakeup**. This works in both *SFIV* and *SFV* because these games accept ↘ ↓ ↘ + P / K as a proper dragon punch motion. In conjunction with the six-frame **special move reversal** leniency, you can easily execute a Shoryuken-type move on your wakeup every time using this technique.

However, this motion is only useful for countering mistimed jumping attacks on your wakeup. If the opponent does a proper cross-up, not actually crossing up before your recovery but crossing up and hitting with a rear hitbox just after you actually rise, you'll whiff your standard reversal because you'll fly up into the air in the wrong direction. Being able to identify when you can use a wakeup reversal in this way takes experience and timing.

Another more elegant and accurate technique you can use to perform a cross-cut is executing a → ↓ ↙ motion as the opponent crosses you up. In this sequence, you're relying on the timing of your adversary's positioning for the game to register a proper → ↓ ↘ motion. This has a few advantages over the wiggle technique. Using this technique, you can easily and accurately time your final attack input in cases where you don't want to perform an immediate recovery reversal. For example, if your challenger knocks you down and does a late cross-up jump (as in the previous paragraph's scenario), you won't always want to reversal immediately. You might want to perform a cross-cut Shoryuken at the exact moment after the opponent flies over you. So, you motion → when the foe is on top of your head and in front of you. Then, when the enemy is well over you, finally input ↓ to ↙ (which is now down-forward because you've turned around) plus P. This ensures that you will shoot them down in the correct direction. Seeing you do this will be a strong deterrent against your attacker continuing to attempt bullying you with cross-ups.

More importantly, this motion allows you to perform advanced techniques in the **neutralfootsie** game against cross-up attacks while you're walking forward. For instance, if you're playing a mid-range game and your opponent goes for a well-spaced jump-in that you can't reversal normally, you can actually walk under them (purposely crossing yourself up) and then execute your cross-cut motion. You do this by holding → to walk forward enough to get under the airborne adversary, and then you finish the motion quickly with ↓ ↙ + P / K.

CROUCHING

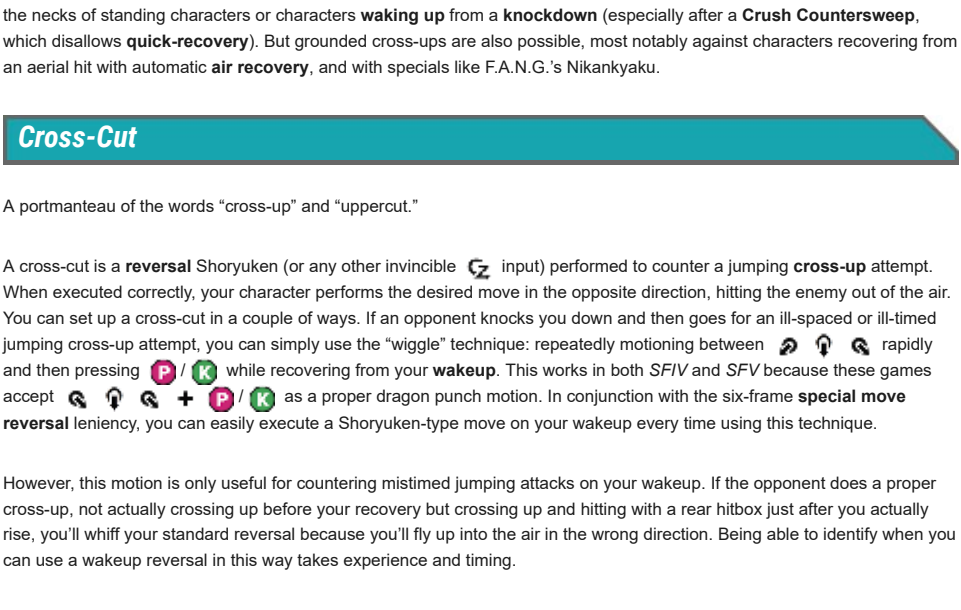


One of the most basic stances available, along with **standing** and **jumping**. Perform by holding any downward direction. Holding ↙ for **crouching guard** blocks low against incoming attacks but will lose against incoming **high** (or **overhead**) attacks. Buttons pressed while crouching will execute crouching **normals**, which tend to be lower-profile than standing moves. Crouching characters may be shorter than standing ones, but they're also slightly wider.

CRUSH

Moves designed to avoid/beat particular kinds of attacks are sometimes said to "crush" them. So, an attack that hops over low-profile **crouching** attacks while cleanly beating them (like R. Mika or Rashid's standing HK) is sometimes called a "**low crush**."

CRUSH COUNTER



A special **counter-hit** caused by using certain attacks from each character's arsenal. Gains **V-Gauge** and causes a special **hitstun** state. Good moves to use as pokes, in large-gap **frame traps**, and for punishing **whiffed** counter-hit-vulnerable specials (e.g., Shoryuken). See **counter-hits**. Every character's chapter contains details on their Crush Counters, including huge combos.

COMBOFIEND'S CORNER

Peter Rosas, Associate Producer

Every character has a Crush Counter, however the action the enemy performs when hit with said Crush Counter attack is different. Be sure to study up on what happens to the opponent when hit by one of your Crush Counter attacks and also what combos are possible upon the successful connection of a Crush Counter attack.

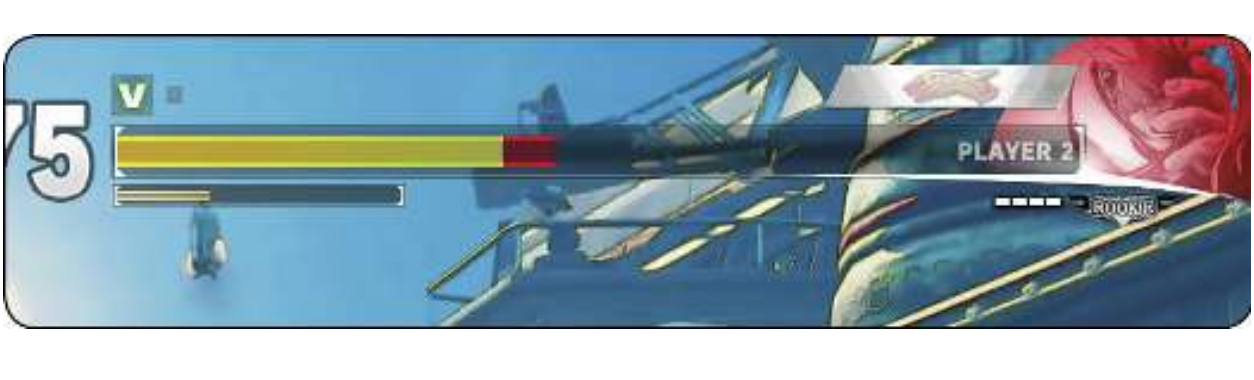
However, you should be aware that Crush Counters are generally tied to attacks that may leave you open on either the startup or on the recovery. Be sure you understand the risk before attempting to throw a Crush Counter attack out.

Lastly, every successful Crush Counter results in a gain to your V-Gauge. This will help you gain access to your character's V-Trigger even faster!

Glossary

D-J

DAMAGE



This almost always refers to **stamina** damage, though someone may occasionally be referring to **stun** damage. Stamina damage (henceforth just "damage") is inflicted cleanly through **strikes** that aren't **blocked** and **throws** that aren't **escaped**, and through **chip damage** when **specials** and **Critical Arts** are guarded. **White damage** is inflicted conditionally when medium/heavy normals are blocked or when **armorabsorbs** attacks; clean damage makes white damage permanent.

Damage Scaling

As **combos** increase in length, and as **stamina** bars dwindle past their midpoints, a couple forms of damage scaling kick in to keep things interesting.

The first form of scaling is sometimes informally called "guts" and, at very low stamina, "the magic pixel." Fighters with less than half stamina remaining take slightly less damage. This is a flat reduction against any incoming damage, including chip/white damage.

LOW STAMINA SCALING

VICTIM'S STAMINA REMAINING	SCALING PERCENTAGE
Under 50% stamina	95%
Under 25% stamina	90%
Under 15% stamina	75%

The former applies in all circumstances. During combos, additional scaling kicks in. After the opening hit deals 100 percent of its potential damage (taking into account any stamina penalty as described before), each successive attack in a combo has its damage reduced by 10 percent. This scaling also applies to **stun damage** and **EX Gauge** gain. The eventual floor is 10 percent per attack after the ninth attack; every additional attack will deal 10 percent. The number of *hits* in the combo isn't important; it's the number of *attacks*. Multi-hit moves count as one

attack for the sake of scaling. This also means that although most **V-Trigger** activations themselves don't hit the victim, using them to continue a **hit-confirm** combo still reduces the scaling by an extra 10 percent after the V-Trigger **link**. There's one exception to combo scaling: **Critical Arts** will always do at least 50 percent of their max damage, no matter how many attacks precede them in combos. This is a nice change from *SFIV*, where using a Super/Ultra at the end of a long combo was usually a big waste of resources unless it would K.O. (or thoroughly embarrass) the victim.

COMBO SCALING (STAMINA, STUN, AND EX GAUGE)

ATTACK NUMBER	SCALING PERCENTAGE
1	100%
2	90%
3	80%
4	70%
5	60%
6	50%
7	40%
8	30%
9	20%
10	10%

DASH

A quick forward movement accomplished with → →. See **movement**.

DEEP

An attack performed very far into the opponent's body, like late during a **jump-in**/**cross-up** or directly against them on **wakeup**. Waiting longer to attack may put you more at risk for a **reversal**, but it usually improves **combo** potential and **blockstring** tightness. Some combos and follow-ups only work if initial strikes connected very deeply.

DELAY

Performing an attack later than expected. May coerce premature reactions, potentially leading to **counter-hits**.

DICTATOR

Frequent nickname for M. Bison used to avoid cross-Pacific name confusion. In English territories, M. Bison is M. Bison, but in Japan, he's Vega. See also **claw** and **boxer**.

DISADVANTAGE

Being at disadvantage means that your opponent gets to act first if you both act as soon as possible. This happens frequently after **blocked** offensive openings and after mistakes like **whiffedpokes**. Fall far enough behind on disadvantage up close, and your foe will have a "guaranteed" **punish** opportunity (depending on distance and your adversary, this begins once you're in -3 to -4 territory up close).

A smaller disadvantage where punishment isn't guaranteed (-1 or -2) usually just means you should use caution. Attacking from mild disadvantage ("**abare**" play) is a recipe for getting **counter-hit** if the opponent scouts out this behavior. See **frame data** in the Primer.

DIVE KICK

A steeply angled air attack that brings the aggressor back to the ground at an altered trajectory. With a lot of variance in how their attacks operate, Cammy, Necalli, Rashid, Ken, Chun-Li, Nash, R. Mika, and Dhalsim all have jumping **uniqueattacks** or **special moves** that act like dive kicks. Dive kick-style attacks are very good for altering jump-in timing, hitting slightly earlier or later than the opponent expects.

DIZZY

A helpless, dazed state achieved when a character's **stungauge** is filled (see **stun**). The dizzied fighter stands in place and wobbles while their head is surrounded by visions of stars, chicks, or little reapers. (There's no difference in the duration of dizzy between the different effects around the dizzied character's head.) The player piloting the victim can **mash** all P, K, and directional inputs to reduce the duration of dizziness, but it will still be enough time for a prepared foe to **jump in** for a full **combo** (or whatever they want).

A dizzied target basically never left **hitstun**, so if a combo is in progress, it'll keep going. If you dizzy an enemy with a long combo, the **damagescaling** will pick up where you left off when you knocked them down. If you have a **CriticalArt** ready to go, it's still great to cap off a huge dizzy combo since Critical Art scaling hits a floor at 50 percent. But otherwise, you might just try finishing long dizzy combos with either a **reset** attempt or whatever finisher puts you in the most advantageous follow-up position.

DP

Shorthand notation for "Dragon Punch," the Shoryuken special move that helps define Ryu and Ken.

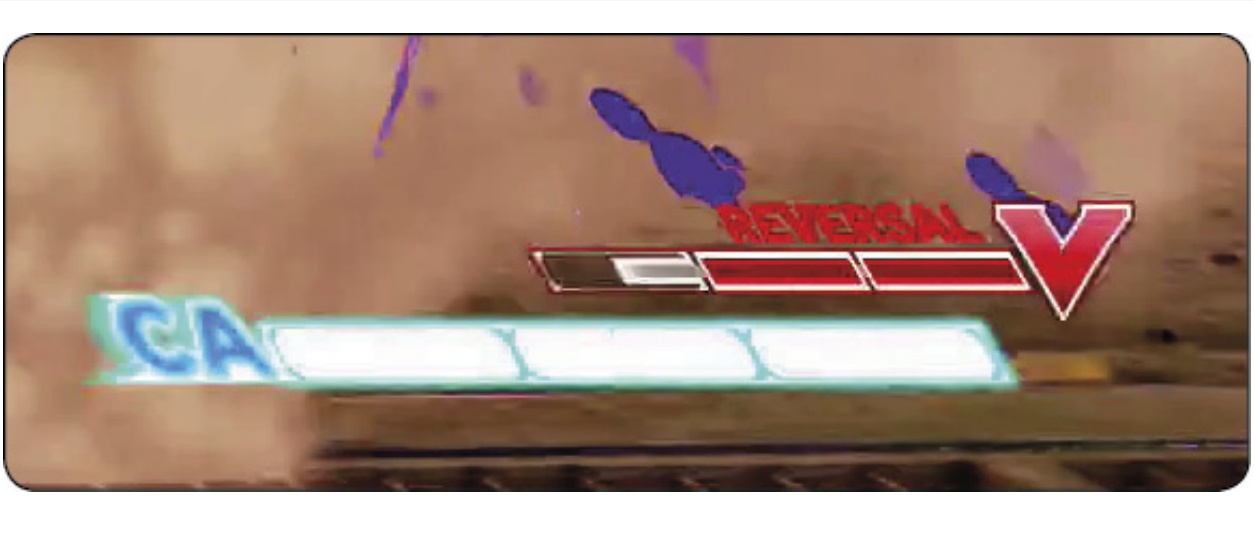
EMPTY JUMP

A **jump** during which no action is taken. This reduces vulnerability on landing and creates mix-up potential. Using attacks or other actions during a jump means you lose **tripguard**, the ability to cancel the first couple of landing frames into immediate blocking or attacks. Empty jumps also often coax opponents into trying to block standing because they expect a **jump-inoverhead**. This makes them vulnerable to an immediate **lowstrike** upon landing.

EXECUTION

Execution is the measure of skill that a player possesses in terms of performing combos and other dexterity-intensive SF tasks. It's an extremely important skill to actively improve. You'll want to be able to execute optimal combos, especially converting them from awkward situations, as consistently as possible at all times. The more you can defer your gameplay to muscle memory, the more you can focus on outplaying your opponent in the mind-game aspect of Street Fighter. Execution is typically improved on in Training Mode (see Training Mode for tips).

EX GAUGE



A meter located at the bottom of the screen that indicates how much energy is available to pour into **EX specials** and **Critical Arts**. EX Gauge is built by **striking** the opponent (**hit** or **block**), **throwing** them, getting hit, and **whiffing** most special moves. (Whiffing normals doesn't build EX Gauge.) Blocking medium and heavy normal attacks builds a small amount of EX Gauge that's proportional to the amount of **whitedamage** taken. Getting hit by a Critical Art also builds lots of EX Gauge, a third of a stock.

MOVE	EX GAUGE EXPENDITURE
EX Special Move	1 stock
Critical Art	3 stocks (full EX Gauge)

EX SPECIAL MOVES

Enhanced versions of **specialmoves** executed by hitting two normal buttons to complete the special move's command. A distinctive flash is visible, making it obvious that an EX move was used. This consumes one stock of the **EX Gauge**. Compared with special moves, EX special moves have enhanced properties, increased damage, or both; in some cases, the EX version of a special is like a different move entirely. Depending on your playstyle and the situation, your use of EX Gauge will be a tug-of-war between EX specials and **CriticalArts**.

COMBOFIEND'S CORNER

Peter Rosas, Associate Producer

Meter gain in *Street Fighter V* is pretty quick and because of this you'll have access to Critical Arts and EX moves quite frequently. Be sure to take advantage of this by using them constantly to maximize damage or pressure. Remember, EX moves give your combos a boost of damage and stun, whereas Critical Arts give you a big damage push all at once.

FGC

Initials that stand for "fighting game community." The wide network of tournament players, stream viewers, and fighting game enthusiasts who congregate on sites like shoryuken.com, eventhubs.com, and Capcom-unity.com, while filling YouTube and Twitch streams up with matches, tutorials, and combo videos.

FIERCE

Original name for heavy punch (HP).

FIREBALL

Informal term for **projectiles**, attacks that exist on screen independent of the fighters who created them. Vital for long-range **zoning**, mid-range **footsies**, and close-range **combos**. Each character's chapter thoroughly details any projectiles they may have, along with any attacks they have that are designed to destroy/evade projectiles.

FISHING

Searching for a clean hit or a **counterhit**, or trying to **bait** the opponent into making a **punishable** mistake.

FLOORED

Refers to characters who are **knockeddown**. Floored characters have reduced options as they **wake up** before a waiting attacker. The anti-wakeup game against floored foes is called **okizeme**. Immediately upon being floored, input ↓ / P P for **quick-recovery** in place, or ← / K K for **backquick-recovery**. Otherwise, waking up will happen at the normal (slow) speed, giving all initiative to the aggressor.

FOCUS

Not to be confused with *SFIV*'s Focus Attack mechanic, focus is a game concept referring to prioritizing which scenarios to look out for. Anything can happen in a fighting game, so choosing what to focus on is crucial. For instance, if you're in a **footsies** battle, you need to think about your opponent's best and most likely options (instead of their complete set of moves) so you can react quickly enough to **punish** them. No one can look out for everything at all times. This is a difficult skill to master, and your focus can vary drastically against different players and characters depending on their habits, your experience and muscle memory with your character, and so on. You must be able to consciously focus on a few specific things at a time (like worrying about good ground **pokes** instead of any possible poke), but you must also keep your focus flexible. You might be fighting a Zangief player where you're heavily focusing on keeping him out and **whiff-punishing** his mid-range moves. However, you'll also have to be prepared to switch focus sometimes so you're ready to **anti-air** his **jump-ins**, as well. If you're too focused on the ground game, you'll sacrifice valuable tempo when you're forced to block his jumping HP. Even worse, you might get punished with a full jump-in combo for whiffing your own ground attack because you were so committed on out-poking him.

It's easier to focus and react to situations when you're comfortable with your character's moveset. Knowledge of when to use a particular button or move will greatly help you focus and react to specific situations.

FOOTSIES

The mid-range to close-range game of controlling space in front of your character. This is a fine positional game that involves walking back and forth, jockeying for preferred position. Footsies can involve filling the space with **projectiles** and high-priority, low-risk **pokes**, or it can involve going for **counter-hits** and **whiff-punishers** against the opponent's pokes. It's important to recognize what has your attention wrapped up at a given moment. If you're trying to control space with pokes, you're leaving yourself open to whiff-punishing moves, and maybe to jump-ins, as well. If you're dancing at the edge of your foe's range, waiting intently for them to whiff something directly in front of you that you can **sweep**, you might not react immediately if they simply walk/dash forward well into your comfort zone, where their attacks will no longer whiff. But then, they wouldn't have been able to simply move forward if you were filling the space with preemptive pokes instead of trying to punish whiffs. It's easy to see how this neutral game can go in a circle. Just as was mentioned in the **anti-air** section, knowing when to switch your **focus** is equally as important as knowing what to do in a given situation because no one can keep every contingency in mind at all times.

FOR FREE

Refers to a guaranteed situation, usually a punish chance. For example, if Ryu's MP Shoryuken whiffs harmlessly in front of you, you can **punish** him "for free."

FORCE STANDING

A property of certain moves, like Ryu and M. Bison's crouching HP and Dhalsim's ← + MP. When these moves strike a **crouching** victim, the target will be forced into **standinghitstun**. Moves that force standing are most useful to ensure that certain **combos** work, like Ryu combos into Tatsumaki Senpukyaku. Tatsu whiffs over crouching opponents, but leading into it with crouching HP to force them up means that won't happen.

FORWARD

Original name for medium kick (MK). Can also refer to → direction (when facing right), toward the foe.

FRAME

The game's smallest unit of measurement. One frame is 1/60th of a second.

FRAME ADVANTAGE/DISADVANTAGE

The current degree of initiative (or lack of it) over the opponent, represented numerically. See **framedata** in the Primer.

FRAME DATA

Numeric representation of just about everything in *SF*. Find a thorough breakdown on reading frame data at the beginning of this Primer and Glossary.

FRAME TRAP

A **poke**/**hit-confirm** sequence timed to leave the opponent a gap to act. Most **hit-check** sequences become natural frame traps when the first attack is guarded. A well-planned and properly timed frame trap gives the enemy enough time to squeeze out attacks or throw-tech attempts, but not enough time for these attacks to actually become active threats. Frame traps are especially good against opponents who are in the habit of hitting buttons too often, whether because of an **abare** playstyle or because they are **mashing**. The **input buffer** carrying forward errant presses means that some players can be expected to habitually play right into the hands of frame traps. Frame trap success creates **counter-hits**.

Frame-trapping counter-hit setups are defeated by either using something fast/invincible enough to squeeze through the gap and hit first, or by just blocking, riding out the offensive fusillade. Against a defender who sits in **crouch guard** stance, switching to **standing block** on reaction to **overheads**, an attacker will get pushed by frame trap openers. To keep up the attack, they'll have to either walk/dash back in or jump in from the edge of close range. If blocked attackers choose to cancel their close-range openers into specials on block, then they'll surely do something punishable eventually. Walking/dashing back in to restart pressure or go for a throw is something that can be reacted to (much slower than an actual frame trap; reacting with a three-frame or four-frame crouching jab is often a decent and obvious option). And close-range jump-ins lead to obvious cross-ups that can be blocked (restarting the close-range defensive situation on the other side) or anti-aired with particular characters and tactics.

It's easy to create your own frame traps and to check whether a sequence leaves a small or wide gap for the opponent to act. Look for the moves in your proposed frame trap in the data tables contained in this book. Find the "**On Guard**" value for the first move, and the "**Startup**" value for the second move. (On Guard must be a positive value.) If Startup is higher, the different between Startup and On Block tells you what your adversary's gap will be, assuming the second move is performed immediately when the first move recovers (using the input buffer for normals works, of course). If Startup is equal to or less than On Block, then performing the second move immediately results in a "true" blockstring, locking the enemy in **absolute guard** instead of a frame trap.

Whether it's better to leave a wide or small gap depends on your opponent and on what you expect them to do:

- If you expect a *mashed* reversal, any gap is bad unless you're ready to just block and wait to punish a mistake.
- If you expect *buffered*mashed three-frame and four-frame light attacks, the smallest gap you can leave is ideal, even just one or two frames. If you can do that while using a medium button for the trade priority, even better. Against a three-frame light attack character, a gap bigger than two frames (for your own light attacks, or three frames or greater for your mediums) will just get you hit yourself. The slower your foe's reactions (and the slower the capabilities of their character), the more leniency you have to leave wide gaps.
- Against incredibly passive defenders, the kind who block three or four pokes in a row willingly, any kind of frame trap will likely be ineffective. By the time you're leaving a space big enough to bait these players, the moves have long since stopped constituting a frame trap and instead simply become a poke into a really delayed poke.

See **blocking**, **combos**, and **counter-hits**.

FREE JUGGLE

A combo-ready **airbornehitstun** state in which any **striking** attack will keep a victim lofted. See **combos**.

FRONT THROW

Normal throw accomplished with LP + LK. Also escaped with the same command. Hurls the victim in the direction the attacker currently faces. See **normalthrow**.

FULL SCREEN

When combatants are all the way across the screen from one another. See **position**.

GIMMICK

A generally unsound/punishable/unsafe tactic, which still might work if the opponent doesn't know how to counter it or if it's used sparingly.

GRAB

Synonymous with **throws**, grabs are of the two main attack types, a counterpoint to **strikes**. Grab attacks cannot be **blocked**, and transition into a **throw** animation on contact with the enemy. When unsuccessful, grab attacks produce a throw **whiff** animation, which is vulnerable to **punishment**. A grab's **hitbox** targets the central collision **pushboxes** of opposing characters, rather than their larger strike-vulnerable **hurtbox** area.

GRAPPLER

A fighter whose motive is to get into close range and scare the enemy with **untachablecommandthrows**.

GUARD

Synonymous with block. See **blocking**.

GUARDSTUN

Synonymous with **blockstun**, a character's blocking animation. No actions are possible except **V-Reversals**. See **blocking**.

HARDENED STATE

This unofficial fighting game term simply refers to situations where a character cannot execute commands. If you're in the middle of **dashing**, stuck in **blockstun** or **hitstun**, lying prone after getting **floored**, or already performing some **uncancelable** attack, then you're committed until the character finishes their animation.

HARD KNOCKDOWN

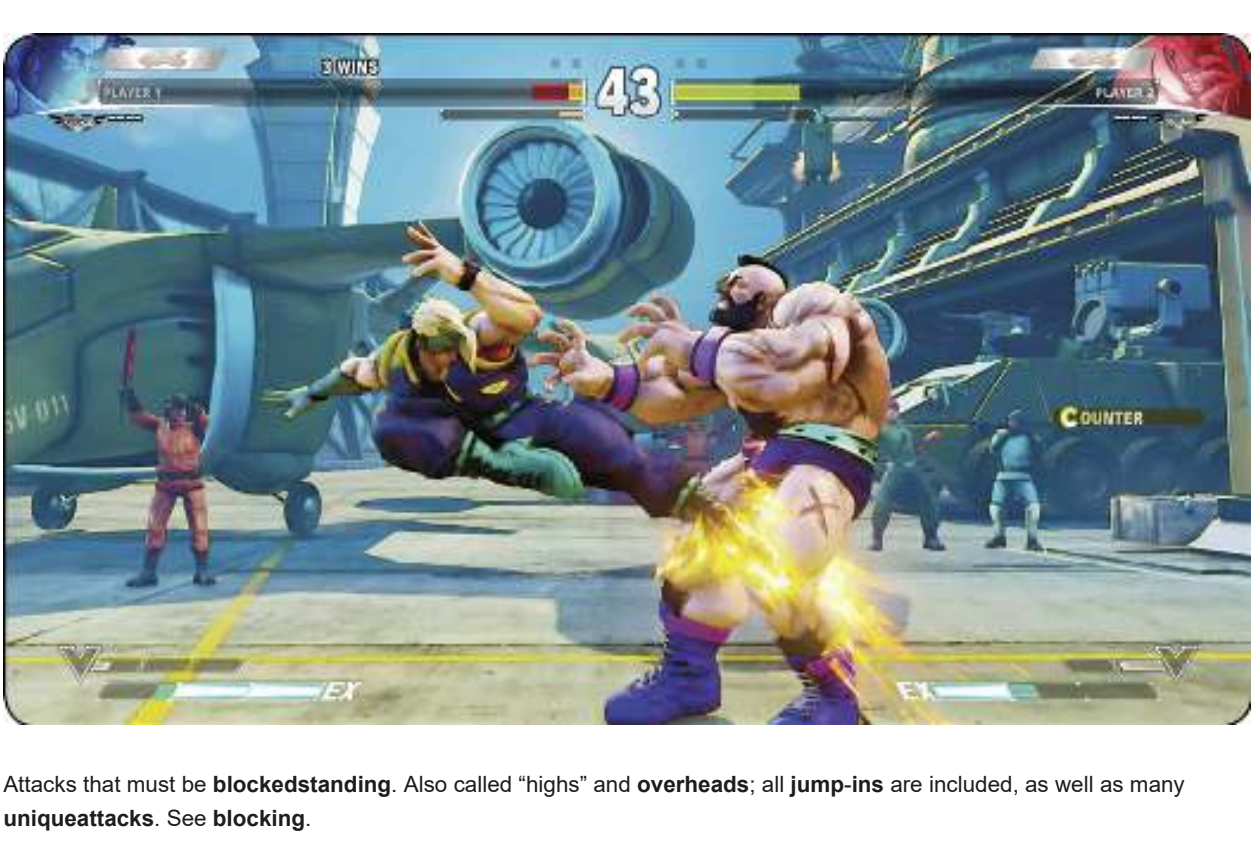
Unofficial term for a **knockdown** that prevents **quick-recovery**. In *Street Fighter V*, the only attacks that are really "hard knockdowns" in the *SFIV* sense of the term are **counter-hit sweeps**; counter-hit sweeps cause a special **Crush Counter** effect that prevents quick-recovery (or **backquick-recovery**). This allows for stronger **okizeme** against the rising target since the defending fighter can't vary their **wakeup** timing. There are certain attacks that prevent victims from using quick-recovery but also don't allow the attacking player to move freely, usually because of some cinematic animation (like after **Critical Arts** for Nash, Karin, and M. Bison). These aren't really hard/unrecoverable knockdowns since they don't confer a big advantage to the aggressor; they just kind of return the situation to **neutral**.

Note: In any instance where "D" is given for a character's on hit data, this refers to a knockdown (a hitstun state where the victim is floored, lying prone on the ground). There is no frame data value due to the opponent's position on the ground.

HCB/HCF

Shorthand notations for "half circle back" **specials** (like Dhalsim's Yoga Flame/Yoga Gale) and "half circle forward" moves (like Cammy's Hooligan Combination).

HIGH ATTACKS



Attacks that must be **blockedstanding**. Also called "highs" and **overheads**; all **jump-ins** are included, as well as many **uniqueattacks**. See **blocking**.

HIT

The result when a **strike** connects with the target. If they just fail to **block**, it's a **normal hit**; if they're sticking out an attack that's still in its **startup** period, it's a **counter-hit**. Hits deal **staminadamage** and **stun** and create a very brief screen-freeze effect called **hitstop** before placing the victim into **hitstun**.

HIT-CHECK/HIT-CONFIRM

An attack opening designed to give you a chance to **verify** if it's hitting cleanly before proceeding into follow-up options. See **combos**.

HIT-THROW

A **striking** attack that transitions into an **inescapable throw** after a successful hit. It's important to note that hit-throws are strikes because they connect with the opponent's **hurtboxes**, not their smaller, throwable "**pushboxes**." Examples include Zangief's EX Borscht Dynamite, R. Mika's Wingless Airplane, and Birdie's Hanging Chain. Since these attacks are strikes, they'll work in **combos**. (True throws typically won't work in combos unless used after a character is **dizzied**, or while they're in particular **Crush Counter hitstun** states.)

HITBOX

A hitbox is an attack's actual **activestriking** area, which doesn't always conform to what the move looks like on screen. Hitboxes are targeted against **hurtboxes**, which are an opponent's vulnerable portions. Moves that are said to be "high priority" are usually so-called because their hitboxes extend well outside the user's vulnerable hurtboxes; a hitbox without a hurtbox is essentially an **invincible** striking area. ("High priority" can also refer to higher-strength normals cleanly beating lower-strength normals when clashing on the same **frame**.)

HITSTOP

The very brief, almost imperceptible screen freeze that occurs to accentuate contact between combatants. Hitstop mostly figures into play when it gives the attacker longer to react to a successful hit, while also giving characters like M. Bison and F.A.N.G. a precious few extra **frames** to build up **charge** for their **special moves** (characters may be briefly motionless, but move charges continue to accrue). Hitstop can also be important for the **option selects** it enables, like hitting HP + HK late during **Crush Counter**-capable moves. On **block** or **normal hit**, the attempted **cancel** is too late and nothing happens, but with the distinct hit effect and extended hitstop of a successful Crush Counter, a properly timed press becomes an automatic "psychic" **V-Trigger cancellation**. The absence of hitstop can also enable some option selects, like for jump-in attacks into immediate moves on the ground in case the jump-ins whiff. You bury an input during where hitstop would normally occur, so when hitstop isn't there (like if the opponent somehow dodges, such as with Dhalsim's Yoga Teleport), the quick input produces your desired secondary assault.

HITSTUN

The helpless stance a character enters when they're struck by an attack. Sometimes also called "hitreel," hitstun is as **hardened** a state as there is; victims can't do anything at all, not even **block**. **Canceling** or **linking** moves together to continue hitting a reeling character is the very definition of a **combo**. There is no way for victims to exit hitstun except to recover naturally over time. Hitstun tends to last longer the heavier the attack, and it will last longer for **counter-hits** than for **normal hits**. **Throws** won't connect against hitstun and will just result in a **whiffed** attempt, but **hit-throws** will work (as well as the throw-based **Critical Arts** of Zangief, Laura, and R. Mika).

Armored attacks absorb an incoming **strike** without entering hitstun; some armored attacks (like Zangief's V-Skill) can absorb multiple hits. The **V-Skills** of M. Bison and Ryu also function somewhat like armored moves, deflecting the incoming attack and skipping hitstun/blockstun.

HURTBOX

Hurtboxes are the actual areas on screen where a character can sustain damage. These areas usually don't conform exactly to a character's appearance; in fact, they're typically much larger. The ratio of a character's hurtboxes to their extended **hitboxes** is most of what determines the **priority** of their moves.

INPUT

A command or sequence given to the game. You can scrutinize your inputs by turning on Input Display in Training Mode, or by watching saved match replays. This is a good way to troubleshoot any problems with **execution** in tight situations, since there will be no question what the game thought you did (regardless of what you hope/claim to have done).

When you input commands during "**hardened**" states where your character is busy and cannot immediately act, the game will carry forward your inputs a certain number of frames, producing your desired action on the first possible frame, if soon enough. This is a first for the *Street Fighter* series and goes a long way toward making player execution more consistent, especially online.

INPUT BUFFER

The input buffer can be used by both attacking and defending players in many very helpful ways. Different classes of action will carry forward different periods of time during **hardened** states:

- *Dash* inputs will buffer forward nine frames.
- *Special* inputs and *throw* commands will buffer forward six frames.
- *Normal move* inputs will buffer forward three frames.

Most obviously, the input buffer for normal moves makes link combos much easier in *SFV* than in other *SF* games (generally speaking). In *SFIV*, necessary two-frame **links** abounded, and many characters had one-frame tactics that were more or less required at a high enough level (shotos linking **sweeps**, Sakura Shunpu loops, Rufus linking standing short to standing fierce, Evil Ryu's extended combos, Gen and C. Viper and Dudley in general, etc.). The "**plinking**" technique did mean that any one-frame link could actually become a two-frame link, but that's using a dexterous motion that itself required understanding and practice to implement fully. In contrast, there are very few important *SFV* combos that require anything tighter than a three-frame link, thanks to the three-frame input buffer. And, in *SFIV* and other fighters, three-frame links are generally considered easy with a little practice.

The input buffer will also smooth over certain instances in online play. When latency affects **wakeup** or **air recovery** situations, for example, the three-frame buffer may still produce your desired **meaty** aggressive attack or defensive jab. Also, lag spikes are less likely to break your **combos**.

But the input buffer may also get you into trouble on defense when you'd really be better off not hitting anything for a moment. **Buffering** a **poke** just before air recovery or waking up or leaving **blockstun** will guarantee that that poke starts with **reversal** timing. This might be playing directly into your enemy's hands, as your "perfect" buffered reversal poke runs into their "perfect" buffered **frame trap** setup, getting you **counter-hit**.

INPUT PRIORITY

The game has a system of prioritizing what to do when it receives multiple inputs at once.

Roundhouse > Fierce > Forward > Strong > Short > Jab

HK > HP > MK > MP > LK > LP

Taunt > V-Trigger > Normal Throw > V-Skill

P P P + K K K > HP + HK > LP + LK > MP + MK

Heavier attacks have priority over lighter attacks, and kicks have priority over punches. Light attacks together produce a **throw**, mediums produce a **V-Skill**, heavies produce (given enough **V-Gauge**) a **V-Trigger**, and all buttons together produce a **taunt**. The old "crouch tech" of *SFIV* is gone; pressing LP + LK while crouching produces a standing throw attempt and will no longer give you a **crouching short** while doubling as a **throw-tech** command.

INVINCIBILITY

There are many ways a move can have absolute priority over certain types of incoming opposing moves. Actions can be categorically immune to certain things, like having **throw**, **projectile**, or **strike** immunity. A move might lack a **hurtbox** at all, making the character invincible to all damage types for these frames. Or, immunity can be limited to certain portions of the body. For example, most jumping attacks have a few frames of lower-body projectile immunity, making it easier for legs to skirt just over the tops of fireballs during jump-ins. Many dashing-type moves have some degree of upper-body projectile invulnerability, so conventional fireballs can be dodged (but unconventional ones, like Rashid's, cannot). Moves with legit full-body invincibility are rare in *SFV*, and they usually come with **counter-hittable** recovery.

Invulnerable periods tend to be very brief, giving a particular move the upper hand when used in the right situation. For example, Ryu and Ken's MP Shoryuken is invulnerable at the very beginning, so they're virtually guaranteed to out-prioritize whatever they come into contact with if used with good timing.

INVULNERABILITY

Synonymous with **invincibility**.

JAB

Original name for light punch (LP).

JUGGLE AND JUGGLE POTENTIAL

The ability for attacks to carry foes reeling in midair. See **combos**.

JUMP

A leaping action that either holds ground while avoiding grounded threats or quickly advances or retreats. See **movement**.

Jump-in

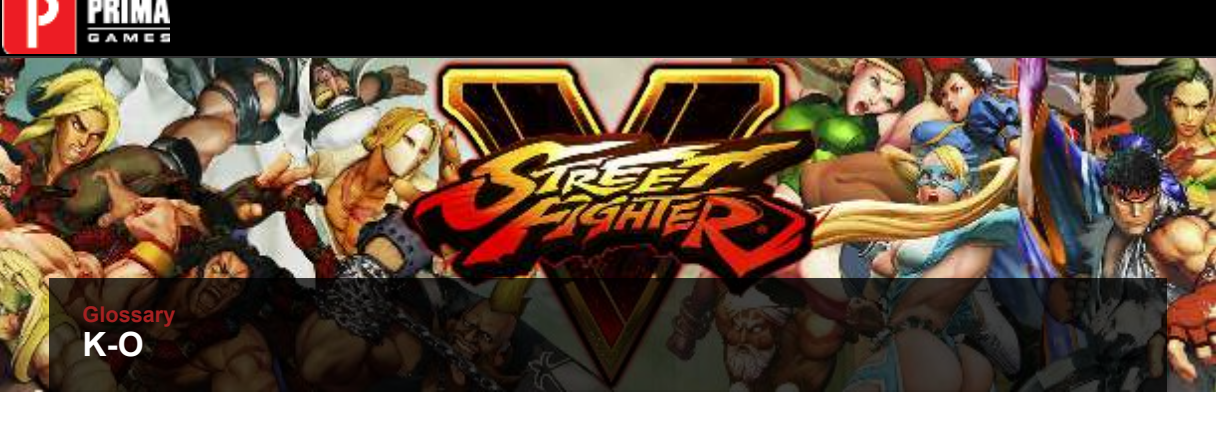
An attack executed from a **jumping** or **airborne** period, intended to hit a **grounded** target. Allows an aggressor to begin **combos**, **blockstrings**, and **tick-throw** tactics from **midair**. But seasoned players will be looking to **anti-air** obvious jump-ins. Successfully using jump-ins against good competition requires that you either divert their **focus** to something else first or that you jump in when you have extreme advantage, like after a **counter-hit sweep knockdown**. Depending on the matchup, you may also have relative freedom to jump at your foe aggressively if your character has jumping options that are difficult for your foe to deal with.

Typically, the term jump-in refers to attacks that hit the opponent's front side, which they block by holding away from your side of the screen. A jump-in attack that hits ambiguously behind the foe, requiring that they block toward your side of the screen, is called a **cross-up**. An attack that seems like it's going to cross-up but then doesn't is called a **fake cross-up**; it's helpful to nail people with one of these every once in a while to make them doubt where your jump-ins will end up. Position on the body also matters. Early jump-ins hit high on the body, increasing recovery; deep jump-ins hit late, resulting in less recovery and a better frame situation upon landing. You'll have to weigh concerns about post-landing link positioning and timing, especially if your jump-ins and cross-ups involve light attacks or dive kicks.

JUST FRAME

A mechanic or move that requires an input within a specific period, usually as part of an exacting **special move** input. Just frames are not necessarily like one-frame-links. Examples of (fairly generous) just frame inputs in *SFV* are Karin's "just frame" Tenko uppercut, and F.A.N.G. canceling Nishikyu poison balls into Nikankyaku dash moves within a tiny window. Similar to the "just defense" mechanic that showed up in SNK fighters like *Garou: Mark of the Wolves* and made it into Capcom's *Capcom vs. SNK 2*, where blocking "just" before an attack connected (like with parry timing on the ← press) resulted in shorter blockstun.

PRIMA GAMES



Glossary

K-O

KARA-CANCEL

This is a type of **cancel** where one move is interrupted extremely early on, typically before it even perceptibly animates. Kara-cancels usually have to happen on the very first frame. This sometimes carries forward properties of the first move to the second move. In some games, this gives tremendous benefits to the user. Kara-canceling forward-moving normals into throws in *SFIII*/*IV* adds meaningful grab range. Kara-canceling forward-moving pokes into fireballs/uppercuts allows Sagat and Ken to eke out extra range on their specials in *SFIV*. And perhaps the most meaningful of all time, kara-canceling *Capcom vs. SNK 2* rolls into special moves carried forward the rolls' considerable invulnerable periods while the specials animated! If you never had to deal with Blanka flickering his electricity directly in front of you while covered every time by the lengthy invincible period of a roll, rest assured that it was tedious.

SFV has seen most kara-canceling benefits intentionally toned down, but kara-canceling still happens all the time. At heart, it's a system **mechanic** designed to make move **execution** more consistent (pressing LP just one frame before LK doesn't result in a failed throw input; it results in one frame of a jab canceled into a throw, among many possible examples). It would actually be pretty miserable if kara-canceling were *truly* removed. It's just that you're much less likely to generate unintentional extra forward range or an extended invulnerable period or whatever, from kara-canceling in *SFV*. But it's still an important historical fighting game concept, and there's no telling when some newly released DLC *SFV* character or updated mechanic might make intentional kara-cancels relevant again.

KNOCKDOWN

A **hitstun** state where the victim is **floored**, lying prone on the ground. Normally, characters are **invincible** during a knockdown, though there are very rare exceptions (R. Mika's tag partner Nadeshiko (Above) can hit floored targets on the ground if they fail to **quick-recover**). *SF* fans who participated in the *SFV* beta will remember that M. Bison's Head Press used to be able to hit floored targets, too, but not anymore.

After being floored, knockdown victims then "**wake up**," rising to their feet. This occurs at different speeds depending on whether quick-recovery or back quick-recovery are employed. Tactics related to **mixing up** characters rising from a knockdown are called **okizeme**. See **wakeup** and **quick-recovery**.

Note: In any instance where "D" is given for a character's on hit data, this refers to a knockdown (a hitstun state where the victim is floored, lying prone on the ground). There is no frame data value due to the opponent's position on the ground.

LANDING

After taking to the air, whether through a **jump** or an attack with **airborneframes**, a character will have to endure **landing recovery**. Normal **jump** recovery takes four frames, with the last two being **cancelable** into any action: **blocking**, **walking**, **striking**, **throwing**, another jump, whatever. Whether the first two landing frames are cancelable depends on whether you performed an action in midair. If you jump and attack, the first two landing frames are essentially helpless. If you **empty jump**, though, you can cancel those landing frames, most importantly into either a **low poke** (thus faking high with the jump, then striking low) or into **guarding stances** in case the enemy sticks out a **poke** for you to land on. This is called **tripguard**, and you'll sometimes hear people say that someone "lost tripguard" when they jumped, attacked, and then promptly landed on a **meaty** attack.

LAUNCHER

A launcher is a **combo**-starting or combo-extending move that pops the opponent into the air, either in a **free juggle** or **limited juggle** state. Examples include R. Mika's Lady Mika, Karin's Tenko, counter-hit crouching HP from Ken and Karin, and Zangief's counter-hit standing HK.

See the **combos** entry, particularly **juggles and juggle potential**.

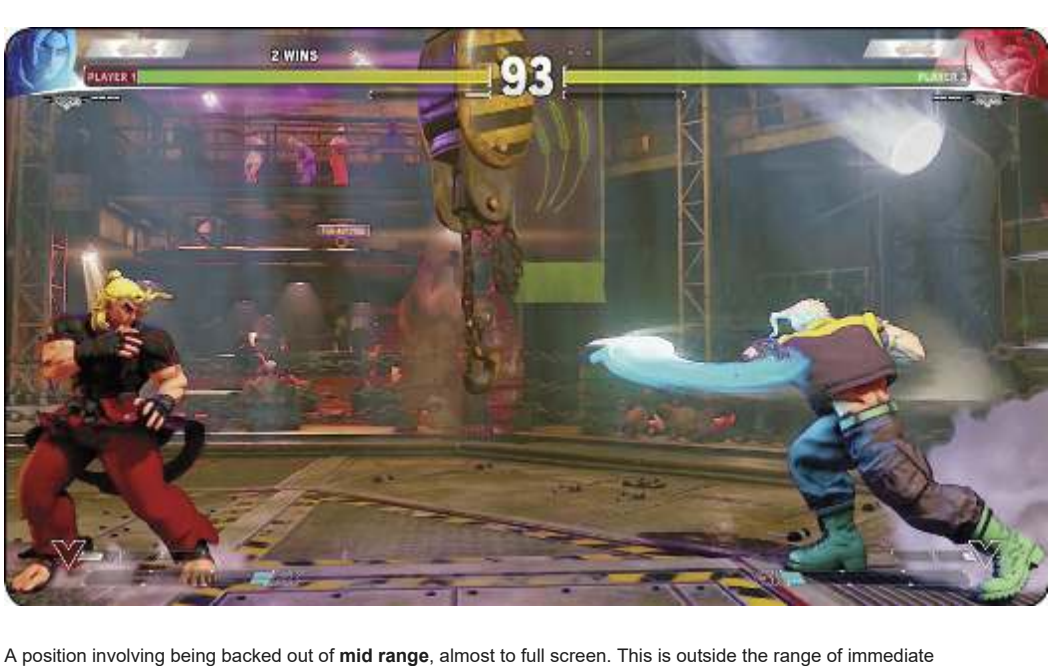
LIMITED JUGGLE

An aerial **hitstun** state where a victim is lofted **airborne** but can only be **juggled** more by attacks with sufficient **juggle potential**. See juggle potential details under **combos**.

LINK

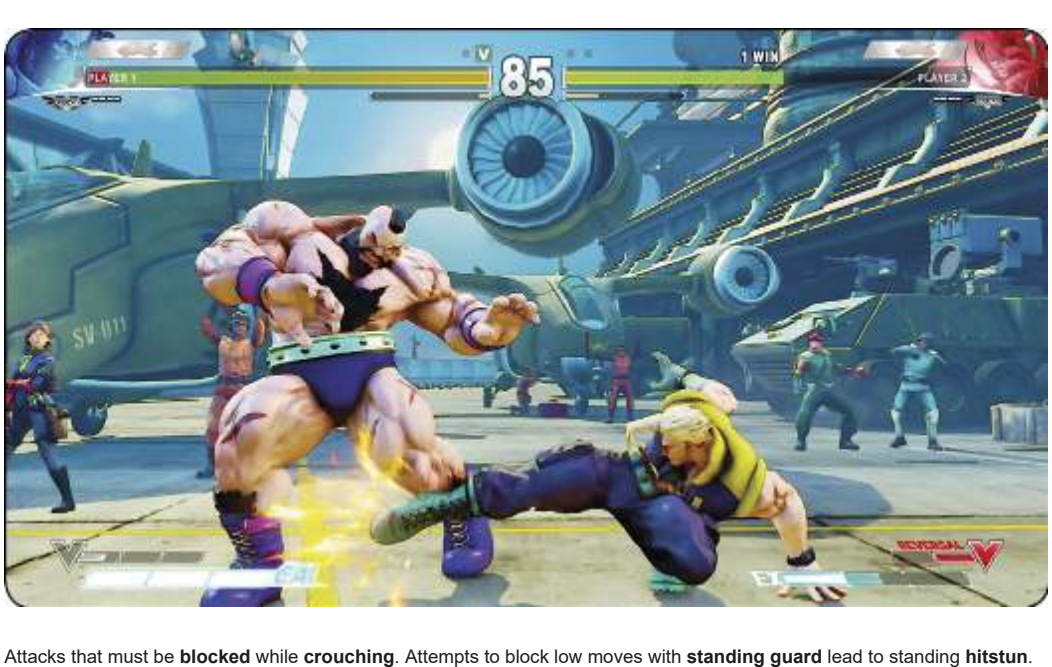
A **combo** achieved by allowing a move that creates sizable **hitstun** to fully **recover** instead of **canceling** it. Links are vital to many **hit-check** **combos** since they allow you to **confirm** a combo is working with a couple of **normal pokes**. This is a much lower-commitment (not to mention more variable) **comboopener** than just **fishing** for a normal canceled to a **special**. See **combos** in the Glossary and **frame** **data** immediately at the beginning of the Primer section.

LONG RANGE



A position involving being backed out of **mid range**, almost to full screen. This is outside the range of immediate engagements or **jump-ins**; only the longest-reaching jump-in attacks will hit (if any at all), and only Dhalsim's limbs can hope to hit here. A prime **fireballzoning** spot. See **position**.

LOWS



Attacks that must be **blocked** while **crouching**. Attempts to block low moves with **standing guard** lead to standing **hitstun**. Many crouching moves are **low-striking** attacks, or simply "lows." Certain **specials** also hit low. See **blocking**.

MASH

Repeating an **input** or input series quickly. Can be command-related, like mashing on P for Rashid's Spinning Mixer extensions, or tactical, like mashing on the input for an **invinciblereversal** during the opponent's **blockstrings** or mashing out a three-frame poke during the adversary's **frame traps**. See **input, input buffer,** and **shortcuts**.

MEATY

Ancient FGC terms like neck kick, top-down, and two-in-one are pretty much gone, but meaty is forever. It's also a really important concept. Hitting meaty means intentionally timing a **strike** so you actually connect with later **frames** in the attack's **active** period.

In practice, you have to time an attack a little early while the opponent is in some **invincible** state (so your initial active frames **whiff**) but right about to be predictably vulnerable (just before active frames end, if you timed it correctly). Obvious meaty timings include just before the adversary rises and just before they land from air recovery or a badly aimed jump. The more active frames a move has, the easier it will be to strike meaty with it. Moves that are only active for two frames or fewer don't tend to be great meaty tools; at most, you're gaining +1 advantage, but you're requiring abnormal precision to do it.

In effect, meaties reduce your **recovery** period. Usually, recovery is really whatever is left of your active frames, plus your recovery frames. Hitting only with later frames leads to safer situations when guarded (perhaps even room for **true blockstring** pressure) and new **links** on hit.

With moves that travel forward during their active periods, like Dhalsim's crouching MK and R. Mika's HP Shooting Peach, you can achieve the same effect by spacing the move so that only the very last active portion hits. (This is really hitting "late" instead of "meaty," but same difference.)

MECHANICS

Mechanics can mean different things when it comes to fighting games. System mechanics are the rules and machinery involved in the actual fighting game engine itself (things like **V-System**, **EX Gauge**, normal/**counter-hits**, **damage scaling**, **blocking**, etc.).

However, mechanics also refers to a player's overall technical and physical skill in a particular fighting game. Not to be confused with **execution** (a subset of mechanics), it is the overall ability to perform moves and feats on demand, quickly and precisely. For example, someone who can deflect a 22-frame **overhead** with a flawlessly executed **Crush Counter** combo on reaction is someone with incredible command of mechanics. Simply having great reactions or superb combo execution doesn't necessarily equate to having exceptional mechanics, though, since these are just simple muscle memory skills in sealed-off environments. Another example of possessing excellent mechanics is being able to perform an optimal punish combo from an unusual position (like punishing Dhalsim's standing MP with Ryu's crouching HP XX Shinku Hadoken from full screen).

The more you actively work on your overall mechanics, the more you can use your mental processing power, or **focus**, to outplay your opponent in a real match. Not only should you practice your execution in combos, but you should test your reactions constantly in a variety of situations—either in real matches, or by using the handy **Training Mode** recording functions.

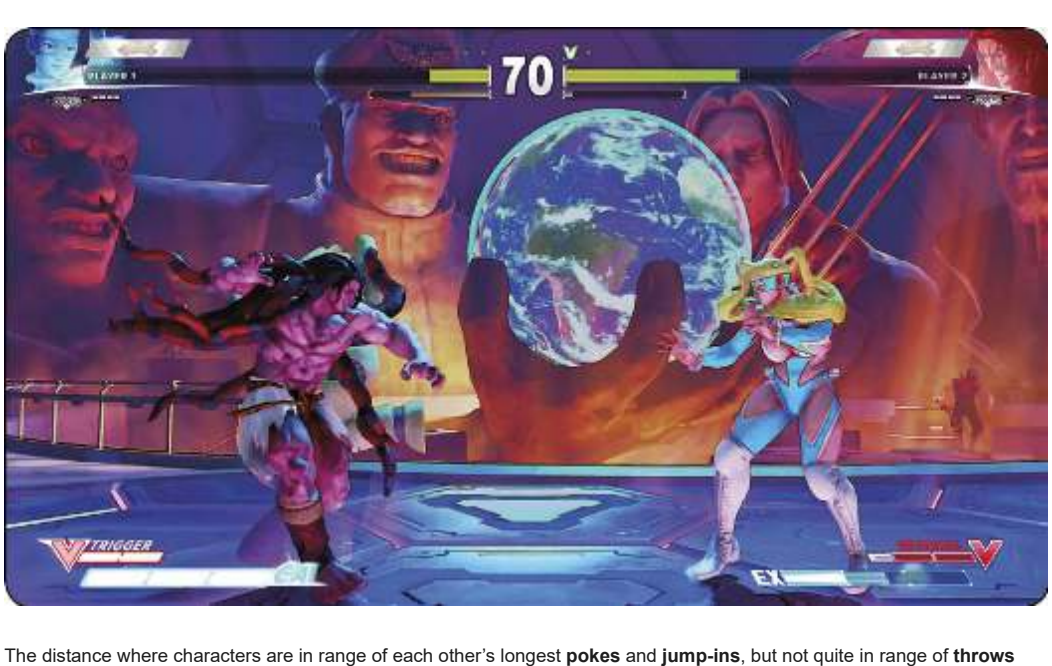
METAGAME

A term that means "the game above the game," referring to the body of knowledge required to play the game well that goes beyond knowing its mere rules and controls. See the **Matchups and Versus** chapter.

MID ATTACKS

"Mids" are not quite an official class of move, but it's a useful catch-all to describe moves that can be **blocked** either **crouching** or **standing**, and which also happen to usually hit at about mid-height. Just about all useful **hit-check** starters are mid **pokes** that **start up** in four to six **frames**. See **blocking**.

MID RANGE



The distance where characters are in range of each other's longest **pokes** and **jump-ins**, but not quite in range of **throws** and short-range moves. It can also become difficult to react to **projectiles** at this range. See **position**.

MIDSCREEN

The center of the playing field, away from **corners**. Also sometimes referred to as mid-stage. See **position**.

MIRROR MATCH

Self-explanatory: a character fighting against themselves. This wasn't even available in the very first version of *SFII* (*The World Warrior*), and it was a big new feature in *SFII: Champion Edition*. Reduces the issue of **matchups** to seeing which player triumphs with the same set of tools.

MIX-UP

A confusing tactic or setup designed to thwart the defender's reactions. Usually works by making them worry about opposing options. Elemental examples include making them choose between **blocking** a **strike** or **teching** a **throw**, blocking **high** against **overheads** versus **crouching** against **lows**, and blocking normally against **frontal jump-ins** or reversed against **cross-ups**. There are many permutations of these, but most mix-ups are riffs on these core 50/50s.

MOTION

A command that requires a fluid input of several directions, one after another. Most **specialmoves** have motion commands driving them. This contrasts with **charge moves**, where a particular direction or button must be held for a certain amount of time. Motion moves are available on command, with no premeditation required. See **shortcuts** for many quicker ways to execute motion moves.

MOVEMENT

Walk Forward

The most basic form of movement. Walk toward the opponent to gain ground, or walk away from them to retreat. Fast characters like Vega and Chun-Li have a big advantage here, while characters with poor walk speed like Nash and M. Bison must frequently rely on methods other than walking to reposition themselves.

One crucial difference between walking and other forms of movement is that it isn't a "**hardened**" state, so you can still perform other actions while walking. If you think you need to **block**, like if you sense a **sweep** coming, simply swap from → to ←. Likewise, if someone jumps unexpectedly at you as you walk forward, press your best single-input normal **anti-air** button to smack them down on short notice. Walking doesn't stop you from doing other things. You don't have the same freedom while **dashing**, **jumping**, or using **specials** to move around. So, although walking isn't as fast as dashing, and although it obviously doesn't lead to big damage like jump-ins and **cross-ups**, it's the safest way to advance on your foe.

Advancing on your opponent by walking forward puts you in range of your own **pokes**, jump-ins, and cross-ups. If your opponent reacts by backing up themselves, good for you—they'll back themselves into the **corner** eventually, and cornering an opponent provides a huge positional advantage.

Although walking forward is the simplest way to gain ground, it's also the hardest to master. Walking forward means temporarily leaving behind standing/crouching guard, so it requires you to have a sense of when the opponent won't stick out attacks. An important aspect of **footsies** is walking forward when you're inside your opponent's attack range but sense that they won't actually attack. When your opponent is conditioned to be scared of other things you might do, you can sometimes just walk directly up to them.

FORWARD WALK SPEED (MEASURED IN PIXELS TRAVELED PER FRAME)

NAME	FORWARD WALK SPEED	RANK
Vega	5.5	S
Chun-Li	5.4	S
V-Trigger Necalli	5.2	S
Cammy	5	A
Karin	4.9	A
Necalli	4.7	A
Ryu	4.7	A
V-Trigger Birdie	4.3	B
R. Mika	4.2	B
Ken	4.2	B
Rashid	4	B
Laura	3.8	B
F.A.N.G	3.2	C
Birdie	3.1	C
Zangief	3	C
Nash	2.7	C
Dhalsim	2.2	C
M. Bison	2	D

Walk Backward

Holding ← to walk backward will also trigger a **standing guard** stance (halting your backward walk) if the enemy has an attack **active** nearby. This is called **proximity block**—without an active threat nearby, you'll just keep walking. With **charge characters**, walking backward also loads a **special move charge**. A fast backward walk speed can be terrific both for retreating and for stepping back just out of your enemy's **poke**/**throw** range, causing their attacks to **whiff**. For the quickest characters, like Vega and Cammy, you can greatly frustrate aggressors by walking backward away from their **tick**/**frame trap** offense about as fast as they can advance. (However, slower backpedalers—Nash, Birdie, M. Bison, Dhalsim, and Zangief—can't really successfully play defensive **footsies** this way.)

BACKWARD WALK SPEED (MEASURED IN PIXELS PER FRAME)

NAME	BACKWARD WALK SPEED	RANK
Vega	4.5	S
Cammy	3.8	A
Chun-Li	3.6	A
Karin	3.6	A
Rashid	3.6	A
V-Trigger Necalli	3.6	A
Ken	3.5	A
Ryu	3.4	B
V-Trigger Birdie	3.3	B
Laura	3.2	B
Necalli	3.2	B
R. Mika	3	B
F.A.N.G	2.8	C
Nash	2.7	C
Birdie	2.4	C
M. Bison	2.3	D
Zangief	2.3	D
Dhalsim	2	D

Dash

Tap → → for a fast forward movement. → taps must be within nine frames of each other and will **buffer** forward up to nine frames during a hardened state (like toward the end of **blockstun** or while **waking up**). Dashing is faster across a set distance than walking, but most dashes (except M. Bison's) lack exceptional properties, aside from quick forward movement. (This contrasts with backdashes, which feature a short period of **throw invulnerability** and a brief **airborne** period.)

A very important new feature in *SFV* is that hits against dashing characters are considered **counter-hits**. Especially considering the strength of **Crush Counters**, you'll want to be very careful going too nuts with dashes.

Characters cannot **block** while dashing, nor can they perform any other actions until the dash ends—dashing is a "hardened" state. Dashing forward is an aggressive action, especially within attack range. Its audacity means that when you sense a passive opponent, it can pay off to dash in suddenly and then go for an immediate point-blank **throw** or **hit-confirm combo**. In general, dashes travel farther than in previous *Street Fighter* titles; the characters with the longest dashes (Rashid, M. Bison, Nash, and V-Trigger Necalli) can now traverse the full screen's distance by dashing only *twice*.

If you make no immediate inputs nor buffer anything at the end of a dash, when forward momentum ends, your character settles back onto their heels slightly, losing a tiny bit of ground. This mild backpedaling actually occurs your character has **recovered** from the dash, so you can interrupt it with actions; it's basically a return to normal idling stand with a quarter-step backward at the beginning. (This is sort of like how **landingrecovery's** last two frames are a landing crouch cancelable by anything, and aren't really a standalone state.) This means that if you dash forward then attack or throw immediately, the range will be slightly longer than if you dashed, paused briefly, and then tried something. This is a tiny boost to distance, but there are situations where every little bit counts. When you aggressively dash inside, if you're not going to lay some bait by just blocking, you always want to start a mix-up right away, so you'll benefit from the bonus here without putting in extra work.

Several characters have **V-Skills** or **special moves** that function like **command dashes** (like the V-Skills of Ken and Laura and the movement-oriented specials of F.A.N.G. and Karin), but these are different actions with their own nuances, although their function is similar.

DASH DURATION IN FRAMES

NAME	DASH DURATION	RANK
Rashid	15 (41 if held)	A
Chun-Li	15	A
Ken	15	A
Ryu	16	B
Cammy	16	B
Karin	16	B
Laura	17	B
Nash	17	B
Necalli	17	B
Vega	17	B
R. Mika	18	B
F.A.N.G	20	C
Dhalsim	21	C
M. Bison*	22	C
Birdie	23	D
Zangief	25	D

DASH DISTANCE IN PIXELS TRAVELED

NAME	DASH DISTANCE	RANK
V-Trigger M. Bison	227	S
M. Bison	198	A
Rashid	193.6 (435.5 if held)	A
V-Trigger Necalli	193.2	A
Nash	175	B
V-Trigger Birdie	170.3	B
Vega	153.7	C
Dhalsim	147.7	C
Necalli	145.9	C
Karin	144.5	C
Cammy	142.1	C
R. Mika	141.1	C
Ken	136.2	C
Ryu	135	C
Birdie	132.6	D
Chun-Li	129.2	D
F.A.N.G	128.6	D
Laura	128.4	D
Zangief	104.6	F

Backdash

Tap ← ← to hop backward quickly. Like with dashes, the taps must be within nine frames. New to *SFV*, they can be **buffered** nine frames ahead while your character is preoccupied. Backdashing moves a fighter backward quickly, faster than walking back across a set distance. The first 10 frames of every backdash are **throw-invincible**, making backdashes a viable defensive option if you're certain that a **throw** is coming up close (as will often be the case against **grapplers**). Backdashes are also **airborne** for a period of time that varies per character; getting hit during these frames results in an air hit instead of grounded **hitstun**.

Backdashes are no longer fully invulnerable at startup like they were in *SFIV*, and hits against dashes/backdashes now register as **counter-hits**. This means that foes don't have to worry about executing some dexterous or elaborate anti-backdash option select (like in *SFIV*); if they predict your backdash, they can just use their most appropriate Crush Counter normal for a potentially devastating **punishcombo**.

BACKDASH DURATION IN FRAMES

NAME	BACKDASH DURATION	RANK
Cammy	21 (frames 3-16 airborne)	A
Chun-Li	21 (frames 3-10 airborne)	A
Karin	21 (frames 3-11 airborne)	A
Laura	21 (frames 3-11 airborne)	A
Ryu	21 (frames 3-10 airborne)	A
Vega	21 (frames 3-10 airborne)	A
M. Bison	22 (frames 3-10 airborne)	B
Necalli	22 (frames 3-11 airborne)	B
F.A.N.G	24 (frames 3-10 airborne)	C
Ken	24 (frames 3-12 airborne)	C
Nash	24 (frames 3-10 airborne)	C
Rashid	24 (frames 3-18 airborne)	C
R. Mika	24 (frames 3-10 airborne)	C
Dhalsim	25 (frames 3-10 airborne)	D
Zangief	25 (frames 3-16 airborne)	D
Birdie	26 (frames 3-20 airborne)	F

BACKDASH DISTANCE IN PIXELS TRAVELED

NAME	BACKDASH DISTANCE	RANK
F.A.N.G	149.7	S
Cammy	143.6	S
Vega	137.7	A
Chun-Li	136.8	A
Birdie	134.6	A
V-Trigger Necalli	130	A
Ken	127.7	B
Nash	125	B
M. Bison	121.5	B
R. Mika	119.7	B
Karin	116.3	B
Laura	113.5	C
Rashid	110.6	C
Necalli	110.5	C
Zangief	106.5	C
Ryu	88.3	D
Dhalsim	82.5	F

Jump

A vertical or diagonal leap, depending on direction used. Jumping backward can be used to retreat, neutral jumping is an invaluable footsies/anti-projectile/stalemate tool, and forward jumps can lead to offensive **jump-ins** and **cross-ups**. After your upward jump input, your character first goes through **pre-jump** animation frames before they actually leave the ground, becoming **airborne**. Pre-jump frames are **invincible** to **grabs**, but **strikes** against pre-jump frames will still register as **grounded hitstun**. These grounded pre-jump frames can still be canceled into grounded actions, preventing the jump from ever happening (this is why doing Zangief's Screw Pile Driver motion very quickly results in a grab before he jumps, as one example).

While jumping, characters are naturally immune to ground throws and will fly over most grounded attacks, but they cannot **block** or **tech**/**escape** air-to-air **normal throws**. After starting a jump, characters are pretty committed along their path, with exceptions for characters with **dive kick**-style moves, or Dhalsim with his Yoga Float and Yoga Teleport.

Upon landing, there are four frames of landing recovery that may be canceled early depending on whether you refrained from attacking while jumping, retaining **tripguard**. Basically, if you don't perform an action while jumping, you'll still have landing recovery, but you can cancel it into attacking or blocking. If you did perform an action during the jump, you can't cancel the landing recovery frames into anything, so there's nothing you can do if you land on extended, **meaty** attacks. A jump performed without an attack is called an **empty jump**.

NAME	PRE-JUMP FRAMES
Most characters	3
Birdie	4
Zangief	5

JUMP DURATION IN FRAMES

NAME	JUMP DURATION	RANK
Rashid	38	A
Laura	38	A
Ryu	38	A
R. Mika	38	A
Karin	38	A
Ken	38	A
Nash	38	A
V-Trigger Necalli	38	A
Cammy	39	B
M. Bison	39	B
Zangief	39	B
Vega	39	B
Necalli	39	B
Birdie	41	C
Chun-Li	41	C
F.A.N.G	43 vertical, 44 diagonal	C
Dhalsim	64	D

FORWARD JUMP DISTANCE IN PIXELS TRAVELED

NAME	FORWARD JUMP DISTANCE	RANK
F.A.N.G	250.4	S
M. Bison	234	A
Dhalsim	224	A
V-Trigger Necalli	216.6	B
Necalli	214.5	B
Rashid	212.8	B
Laura	212.8	B
Ryu	212.8	B
R. Mika	212.8	B
Karin	212.8	B
Ken	212.8	B
Nash	205.2	C
Chun-Li	205	C
Cammy	195	D
Vega	195	D
Zangief	156	F
Birdie	143.5	F

BACKWARD JUMP DISTANCE IN PIXELS TRAVELED

NAME	BACKWARD JUMP DISTANCE	RANK
M. Bison	234	S
F.A.N.G	233.2	S
Rashid	205.2	A
Nash	198.6	A
Cammy	195	A
Dhalsim	192	A
Necalli	187.2	B
Vega	187.2	B
V-Trigger Necalli	186.2	B
Chun-Li	184.5	B
Laura	182.4	C
Ryu	182.4	C
R. Mika	182.4	C
Karin	182.4	C
Ken	182.4	C
Zangief	156	D
Birdie	131.2	F

NECK KICK

An old-school, out-of-use term for **cross-up**.

NEGATIVE EDGE

Refers to using the *release* of buttons to activate **special moves**. Using Ryu or Ken, holding HP, performing ↓↘→, and then releasing HP will result in HP Hadoken, for example. This can sometimes be helpful or hindering for move **execution**, so be conscious of errant button releases. In general, you'll want to tap individual button presses as briefly as possible, avoiding accidental negative edge on actions immediately after. When pressing multiple buttons at once, like for EX moves, you actually will want to press and hold all the buttons briefly instead of tapping and releasing as soon as possible. Going for multiple presses but accidentally releasing one of the buttons just a couple frames early is a common reason why players go for EX moves and get normal ones.

NEUTRAL

Can refer to a character's idle state, **standing**, where they're ready to accept commands. Also refers generally to situations where neither character has a big **advantage** over the other, like in **mid-range footsies.**

NEUTRAL JUMP

A vertical jump generally used to either avoid a **command throw** or **jump** over an incoming **projectile** without much risk at mid to long range.

NORMAL MOVES

Basic attacks executed with one of the six normal buttons. There are different normal moves depending on whether you're **standing**, **crouching**, or **jumping**. (A few characters also have a different jumping **roundhouse** during a **neutral** jump than during a diagonal jump.) There are light, medium, and heavy normals—three punches and three kicks. Normals are the foundation of your arsenal. They're the easiest, fastest, and most reliable way to begin **poking**, **hit-checking**, and **anti-airing** the opposition. Attacks are generally just called light punch, medium kick, heavy punch, etc. now, but you'll still hear the old *Street Fighter* strength names here and there:

LP	Jab
MP	Strong
HP	Fierce
LK	Short
MK	Forward
HK	Roundhouse

NORMAL THROW

Normal throws can be performed either forward or backward for **front throw** or **back throw**, grabbing in five frames. One direction or the other will be better depending on a few factors. Most important is position relative to the **corner**, but **stamina damage**/**stun**/**EX Gauge** gain can differ between throws, as can post-throw **advantage**. Some characters have one throw that leaves the opponent close, while the other throw deposits the victim all the way across the screen. Most normal throws lead to a match **reset**.

Normal throws are **escaped** with LP + LK, the same command used to initiate them. Throw escape attempts will result in a **whiffed** throw if an enemy isn't actually nearby. The window to escape normal throws is 11 frames long, starting five frames before your opponent's throw actually grabs and extending six frames after their throw makes contact. This makes it possible to **tech** preemptively or to tech throw late, reacting like a spring only when the walk-up throw actually happens.

Ground throws will whiff against **airborne** characters, characters in **pre-jump** takeoff frames, and characters stuck in **hitstun** or **blockstun**. **Air throws** are, naturally, targeted at airborne characters, but won't hit grounded foes.

Throws are generally **active** for two frames, so you may hit with a **meaty** throw in certain situations where the first active grabbing frame **whiffs**. Opposing characters continue to be unthrowable for two frames after leaving certain unthrowable states (**air recovery**, **wakeup**, and the end of **hitstun**/**blockstun**). These are exactly the kinds of places when a meaty throw might be good, so *intentionally* trying to use throws as meaty attacks doesn't work. The extra grab frame is really just to help the throw hit, but not to allow for abnormal grab timing.

OKIZEME

A Japanese term referring to **mix-ups** used against an opponent rising from a **knockdown**. Okizeme is stronger after **throws** and **counter-hit sweeps**, where the defending character's **quick-recovery** options are restricted. See **wakeup**.

ON GUARD/ON HIT

Quantifies the **advantage**/**disadvantage** created on contact. See **frame** **data** in the Primer. On **counter-hit**, most moves do +2 over normal On Hit figures. **Crush Counter** moves do even more.

Note: In any instance where "D" is given for a character's on hit data, this refers to a knockdown (a hitstun state where the victim is floored, lying prone on the ground). There is no frame data value due to the opponent's position on the ground.

OPTION SELECT

An option select involves combining **inputs** or performing sequences in such a way that, depending on the situation, you receive the best outcome from several. Using option selects may seem hard at first, mostly because this involves executing lots of extra, often useless inputs. But once upon a time, a mere Shoryuken motion seemed exacting to basically the entire gaming audience. Once you've thrown enough Hadokens, you don't need to think about the command anymore, and these tactics are the same. You just have to get over the hump of committing them to muscle memory.

Buffered Pokes

This involves intentionally **whiffingcancelablenormal moves** just outside of the enemy's **poke**/**dash** range, while performing the commands for certain **specials**. You have to perform the follow-up command very quickly, so you don't risk simply producing the special after the initial normal move **recovers**. The intent is to preemptively snuff the opponent's pokes or dashes. If they don't do anything, you simply whiff a normal, but if they stick something out or dash in, your normal connects and cancels into your next input. Using this well can sometimes make you look clairvoyant (or very brave/foolish), but it really just involves good spacing. (It would be ill-advised to use this tactic when you're still close enough to make them **block**, for example.) There's no decision-making involved.

Naturally, you'll want to use good pokes that have good **priority** and don't put your character at too much risk when **buffering**.

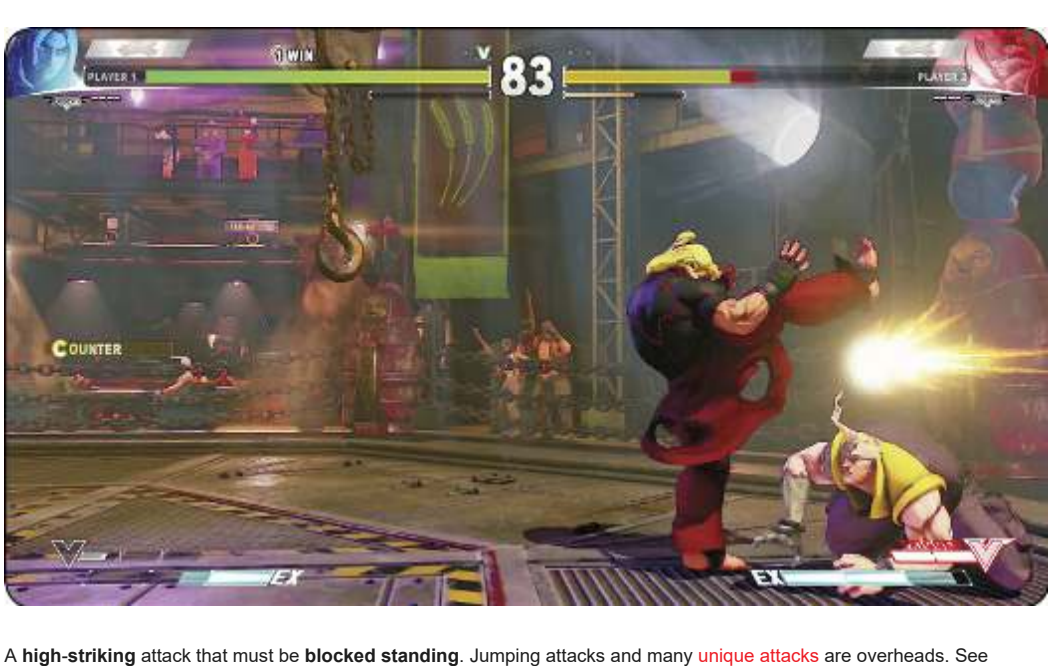
Some characters have normals that are only **Critical Art**-cancelable, like R. Mika's crouching HP and Ryu's standing HP. The principle works exactly the same here: you simply can't buffer special commands, as only a Critical Art motion will work.

Anti-Escape Option Select

Characters like Dhalsim and V-Gauge-loaded Nash have a sort of "get out of jail free card" during **wakeup** situations because of their teleports. Other characters have **special moves** that aren't expressly teleports but accomplish the same objective of getting out of trouble in a hurry (like F.A.N.G.'s EX Nikankyaku). Depending on your character, you can install option selects in your offense that may catch these escape attempts. For example, with a shoto character, you can jump in with jumping HP, immediately input ↓↙← + HK before landing, then land and begin whatever grounded attack you'd planned for anyway. If jumping HP hits or is blocked, your ground sequence will simply occur as normal because **hitstop** eats up your option-select Tatsumaki input. If jumping HP misses, you'll land and immediately perform HK Tatsumaki Senpukyaku. Depending on your foe's escape method, the Tatsumaki may catch them. The success of such a tactic depends a lot on the character **matchup** at hand (as Cammy, you'd use Spiral Arrow instead; as Zangief, you won't be getting much use from this kind of tactic) and your **read** of the opponent's eagerness to get away.

Defensive players may anticipate this kind of anti-escape tactic and opt to teleport/escape toward your side of the screen rather than away from it. This may cause your option-selected special to **whiff** in the wrong direction. The catch here is that if you read their intent to thwart option selects by teleporting/escaping toward your side, you can just forego using any trick during your jump-in, readying yourself instead to **punish** them hard if they do teleport to your side. This situation requires hard reads on both your parts.

OVERHEAD



A **high-striking** attack that must be **blocked standing**. Jumping attacks and many unique attacks are overheads. See **blocking**.

STREET FIGHTER V

Glossary

P-S

PERFECT K.O.

78
7 WINS
PERFECT!
K.O.
COUNTER
CROSS-UP
EX
EX

A round won without taking any damage. The **stamina gauge** remains full.

PERSONAL ACTION

A **taunting** move executed with all six normal buttons together. Personal actions are just for show.

PLINK

An **execution** technique that stretches a normal single-frame input to two frames. This was extremely helpful for making tight **link**combos consistent in *SFIV* and *Street Fighter X Tekken* but has greatly diminished importance (although the technique still works) in *SFV* thanks to the **input buffer**. (Adding one frame to input windows isn't that hot when the game itself now adds three automatically.) See **plink** under combos.

POKE

A quick, useful move stuck out during **close-range** and **mid-rangefootsies**. Pokes control space, provoke reactions, **punish whiffs**, and begin **hit-checks**. Single pokes can serve as **ticks** up close, setting up **throws** and **frame traps**. You can **bufferknockdownspecials** during intentionally **whiffed** pokes as an anti-dash **option select**. Every character uses pokes, but the most poke-centered characters are those with fast **movement** speed and great normals, like Vega and Chun-Li. Their pokes can check the opponent's guard from afar, whiff-punish the opposition's missed pokes, and set up offense from mid range into close range, which is not a game that every character can play.

POSITION

Street Fighter has always been defined by its **special moves**, and the most fundamental specials (and the least realistic, for being in a game called "Street Fighter") are **projectiles** (or as most players affectionately call them, **fireballs**). Projectiles allow users to attack from great distances and often without much risk, setting the tone for the way combat in *Street Fighter* evolved. Characters like Zangief, whose only wish is to **throw**, need to bypass a flurry of shots before even considering it. Vega wants to get in range to slash with his claw, but to do that, he must jump around countless fiery bolts. Even today, a quarter-century into *SF*, this aspect of its design hasn't changed.

Close, Mid, and Long Range

Characters strike from a variety of distances at varying angles, which complicates trying to describe their tactics. To establish a visual notion of where certain strategies are effective, this guide references three general positions: close, mid, and long range.

Close range is directly next to the enemy, within range for both characters' **throws** and short-range attacks. There's some leeway with this definition because some characters' best close-range pokes aren't in range for certain opponents' throws.

Mid range is defined as being about three character lengths away from the opponent, just on the edge of the range of their longest-reaching normal move. Throws aren't an immediate threat, but jump-ins and walk-up pokes are. This isn't an accurate description in Dhalsim's case, so for the sake of finding a precise example, think of it as being just outside of range of Karin's standing MK.

Long range is typically defined as being well outside of range of an enemy's normal moves, being reachable only by unique means (like special moves that travel forward or projectiles). This is usually just outside the reach of even long-reaching jump-ins. Again, Dhalsim is the exception to the rule here.

Corner, Midscreen, and Full Screen

Another important position is based on your character's distance from the stage edge. A character with their back hugging the edge of a stage is considered **cornered**, which is generally the worst place to be. If your character is directly at the center of a stage (a position noted in Training Mode's Grid stage with a thick red line), you're **midscreen**. If you're at the opposite edge of the screen in relation to your opponent, you're at **full screen** distance.

Altitude

Altitude matters because of **jumps**, and thus jump altitude is frequently described (roughly). The apex or peak of a jump is self-explanatory; this simply describes the maximum height of a character's jump. "While rising" refers to a jump's ascent into the air before it meets its apex. "While falling" means the opposite, the period where a character passes the peak of their jump and descends. In reference to attack timing during jumps, "early" attacks are just after beginning to fall from a jump, while "late" attacks are near the end of a jump's descent.

A common strategy when jumping in cautiously is to aim so only the tip of a far-reaching jump-in attack contacts the foe. If you decide to forgo the jump attack from this range, an attempted **anti-air** from the enemy may **whiff** because you've extended no limb for them to clip.

Corner

The left and right edges of the playing field. It's usually bad to be backed into a corner because you have no space to back away, which makes it harder to avoid **pokes** and **sweeps**. Foes can create extremely ambiguous **cross-ups** by seeming to jump over you into the corner, but not quite making it. And **combo** potential increases near the corner for many characters. Conversely, cornering your foe and keeping them there is almost always a great goal.

PRE-JUMP FRAMES

A character about to **jump** doesn't leave the ground immediately. Depending on the character, there are a certain number of pre-jump frames that must elapse before they actually take to the air. These pre-jump frames are **throw-invincible**, but can still be hit with grounded **strikes**. Most characters have three pre-jump frames to go through, but Birdie has four, and Zangief has five. See **jumps** under the entry for **movement.**

PRIORITY

The likelihood that one attack will beat another. Influenced by a move's actual **striking** area (its **hitbox**), as well as the attacker's vulnerable areas (their **hurtboxes**). Also influenced by various properties like being **airborne**, **button strength** and **trade priority**, **invulnerability** to certain types of moves, having a low profile, etc.

PROJECTILE

2 WINS
63
PLAYER 1
PLAYER 2
REVERSAL

A **striking** object separate from a fighter thrown into the playing field. Projectiles are essentially horizontal **pokes** with long or infinite range. (Some character's projectiles dwindle and disappear eventually, like Chun-Li's, while characters like Dhalsim, Rashid, and F.A.N.G. hurl projectiles at unconventional angles.) Projectiles are crucial for **zoning**, for **baitingjumps** and bad reactions, as lengthy pokes at close range and mid range, and as useful **combo** components. Foes facing a projectile user must deal with it by blocking, by canceling out projectiles with their own, or by jumping over them. **Armored** moves can absorb single-hit projectiles, and many other moves can dodge or destroy incoming fireballs. Both creating projectile threats and circumventing them is as much a fundamental part of *Street Fighter* as jump-ins and blocking.

PROXIMITY BLOCK

A game mechanic where holding ← or ↙ when only slightly out of range of the opponent's **active** attack frames still causes your character to enter a **blocking** animation. This can prevent walking backward out of mid range if the opponent **whiffs** attacks. In general, proximity block range and duration has been reduced in *SFV*. You'll still block as a fail-safe if something is truly close to hitting you (which is the point of proximity block at all), but you'll also have more freedom to actively walk around while opponents are whiffing moves near you. See **blocking**.

PUNISH

Capitalizing on an opponent's error, ideally with a damaging **combo** or at least with something that gives you a leg-up on **position** and **tempo**, like a **sweep**. The most obvious examples of things to punish are **whiffedthrow** attempts and **reversal**-type **special moves**. Throws (which can't be blocked) and moves like Shoryukens (which are extremely **high-priority**) are so good that everyone naturally wants to use them often. When you read your opponent's intention to throw or use a big "get off me" reversal, you can simply step out of throw range or block, then reap a big opening when they whiff. Even beginners can quickly learn to at least throw in these situations, but eventually, it's important to have good punish combos ready to go, even in awkward or tight situations.

PUSHBACK

The degree to which a character is pushed away from another character when attacks connect. Pushback is the reason why you can't just get next to someone and mad-dog them all day with offensive **mix-ups**. After they **block** no more than two or three opening salvos, you're already pushed back too far to be an immediate threat anymore without repositioning.

PUSHBOX

The throwable central **hurtbox** for a character. It's easy to find the boundaries of characters' pushboxes: that's where **walking**/**dashing**/**jumping** characters literally "push" each other. Just from cursory explorations of this, you'll see that **strikable** hurtboxes surround characters on all sides much more than the **throwable** pushbox. Generally speaking, you have to be much closer to someone to throw them than to strike them.

QCB AND QCF

Shorthand for the classic quarter-circle forward/backward motions. These actions drive most special moves, like Hadoken and Tatsumaki Senpukyaku.

QUICK-RECOVERY

In addition to quick-recovery, this is often called quick-rise or **tech** rise. Just as your character is **floored** from a **knockdown**, tap ↓ or P P to get right back up in place, returning to the flow of combat quicker. For **back quick-recovery** (rising five frames slower but about a dash's distance farther back), tap ← or K K as your character hits the turf.

You almost always want to use quick-recovery or back quick-recovery if possible. Staying floored for the full duration gives your opponent time to set up whatever **mix-up** they'd like for when you finally **wake up**. In normal gameplay situations, the only time you can't quick-recover at all is after eating a **counter-hit sweep**. And after being **thrown**, you can only quick-recover in place and cannot use back quick-recovery. See **wakeup** and **okizeme**.

READ

An educated guess about what the opponent is going to do. Your ability to make solid reads depends on your knowledge (of your character, your opponent's character, and your opponent's tendencies), your reactions, and your intuition. Feeling like you know what your opponent will do can be helpful to **focus** your attention. Every character has dozens of options available at any given time, but you should worry only about what the opposing player is likely to do.

There's sometimes a thin line between a read and a guess—it's a read if it works, it's a guess if it doesn't. Try to determine in your own gameplay when you're sometimes doing a move just because "it's invincible" (or whatever reason) instead of because you specifically think that move will win at that moment. Everyone looks silly **whiffing** a **reversal** attempt here and there, and you can't clam up or swear off risky plays entirely. But stay in the moment and don't go on autopilot, and you'll find yourself making more good reads and fewer bad guesses.

RECOVERY

Primarily refers to the period of a move after active frames, while it's winding down. Canceling a move skips over this period. **Whiff-punishing** tactics are primarily aimed at recovery frames after something has barely missed. See **frame data**.

Recovery may also refer to **quick-recovery** and **back quick-recovery**, methods for **wakingup** from **knockdowns** quicker than usual, and **air recovery**, where fighters hit out of **airborne** actions land on their feet.

RESET

There are **combo** resets and **tempo** resets. A combo reset involves intentionally breaking a guaranteed combo or sequence with an unexpected alternate **mix-up**. Breaking a combo resets **damage scaling**, so if your mix-up is successful, you can end up doing more damage than you would've done with whatever guaranteed finisher you passed up. A reset can also be great right before the opponent gets **dizzied**. Stop a combo just short of dizzying them, then cause the dizzy with a quick overhead or low attack, keeping the combo hit total down (and damage scaling low) going into the dizzy combo itself.

Tempo resets, also called match resets or **neutral** situations, refer to exchanges that end with both sides fairly even, with neither character holding significant **position** or **frame advantage**.

REVERSAL

Refers to two things that are sometimes the same but not always. A reversal can be a counterattack (preferably something with **high priority**) used on the very first frame after certain inactive "**hardened**" periods (leaving **blockstun** or **hitstun**, **waking up** from a **knockdown**, and landing after **air recovery** are most prominent). *SFV*'s input buffer helps you time reversal attacks perfectly like never before. Reversal also often means a high-priority or **invulnerable** move that blasts through the opponent's offense, overpowering their **mix-up** attempt. In comparison, the meaning of reversal is obvious in context; it often means both, and everyone uses the term both ways anyway.

RISKY

A tactic that hands the opponent a golden opportunity if it fails. **Invulnerable specials** that make good **reversals** are also pretty risky to use for this purpose since they're open to **counter-hits** on **recovery**. Sure, they might knock an aggressive foe off you and turn the tables. But if the adversary **reads** your urge to take back initiative and consequently just **blocks**, your **whiffed** special can become their harshest **Crush Counter** combo.

ROUNDHOUSE

Original name for heavy kick (HK).

RUSHDOWN

Aggressive, forward-moving strategy. Generally, working to get inside to go for **knockdowns**, **cross-ups**, **throws**, **combos**, and **close-rangemix-ups.**

SAFE

A move or tactic that doesn't hand the opponent meaningful **advantage**. With rare exceptions, hurling **projectiles** from full screen is generally safe. Having crouching LP blocked is generally safe. Having a sweep **blocked** is never safe… though sometimes moves like this become safe if used from max range, despite having lots of **frame disadvantage**.

SAFE JUMP

A jump attack timed to **strike** as late as possible against a foe rising from a **knockdown**. Ideally, the jump-in is blocked on the last possible frame of the jump-in and the first frame they rise. If the opponent tries a **wakeup reversal**, and if the safe jump is properly timed, the character who jumped in will already have landed and be resting in crouching block, and the reversal will probably just **whiff**. Proper safe jumps require immaculate timing and spacing. This is difficult to accomplish in *SFV*, where most set play is undone since almost all knockdowns allow for **quick-recovery**. Players generally use specific actions that always occupy the same length of time to try to set up safe jump attempts, like **throws**.

SHENANIGAN

See **gimmick**. If you're unfamiliar with your opponent's character, everything can feel like this. A tactic that doesn't quite pass the sniff test for actually being good but works because you don't expect it or don't know how to respond to it.

SHORT

Original name for light kick (LK).

SHORTCUT

A method for performing a move or sequence that manages to omit portions of the command. This can make **execution** easier and more consistent, or simply different. Of particular importance to note in *SFV* is the addition of a new potential shortcut motion for **Critical Arts**, listed among these entries.

→↓↘ and ←↓↙ Shortcuts

↘ ↓ ↘ AND ↙ ↓ ↙

The advertised motion of →↓↘ is not exactly accurate. The motion is actually any forward direction, any downward direction, then any forward direction again. The most useful shortcut application is the "wiggle" of ↘ ↓ ↘. When you're safely outside of **poke**/**footsie** range and you expect your opponent to **jump** or do something else that's easily reversible, hold ↘ and wait a moment. If they jump (or whatever), the only thing you need to do to produce your Shoryuken-like move is to input ↓ ↘ and then the correct button. You don't have to start from ↘; you can use this trick out of a crouch from ↙ also. Using only downward directions prevents your character from standing, even for imperceptible amounts of time. This keeps them lower-profile so your foe's jump-in can't hit before you activate your desired special. Performing it while ducking makes your character's **hurtbox** shorter and increases the distance your foe has to descend before they can hit you.

This trick is also useful in **combos** where the official motion is awkward. For example, Ken and Ryu can cancel crouching HP into Shoryuken. By performing crouching HP as ↘ + HP, all you have to do to finish the cancel is ↓ ↘ + HP.

←↙↓↘→ and →↘↓↙← Shortcuts

↙ ↓ ↘ → AND ↘ ↓ ↙ ←

Moves like Dhalsim's Yoga Flame have official commands that are half-circle motions. The trick here is that you don't actually have to start these motions from → or ←. You can start them from a defensive or offensive crouch. This mainly makes combos easier, like allowing Dhalsim players to hold ↘ + HP for his crouching fierce, then simply perform →↘↓↙← + MP to **combo** Yoga Flame.

Critical Art Shortcuts

↓ → ↓ → AND ↓ ← ↓ ←

The old "Super" shortcut of ↓ ↘ ↓ ↘ → is gone. This worked in many previous games, and allowed your Super to execute without you technically finishing the motion. (This was useful in footsies because it meant you could perform Supers straight out of a crouching position, from a wiggling input.)

The listed **Critical Art** motion for almost all characters is ↓↘→ ↓↘→, then punch or kick, character depending. R. Mika's Critical Art also uses a double motion, but it's with →↘↓↙← →↘↓↙← instead. (The only non-double-fireball-motion Critical Art is Zangief's, which is not relevant for this shortcut, but is relevant to the ↻ shortcut listed after this one). For any of these double-motion Critical Arts, the actual command isn't ↓ ↘ → x2 (or ↓ ↙ ← x2 for R. Mika).

It's actually just ↓ → ↓ → (or for R. Mika, ↓ ← ↓ ←). Four directional inputs minimum is fewer than five for the old shortcut or six for the official motion, so this new motion can be faster to execute, if you quickly tap it out on a joystick or use a keyboard or custom button controller.

Otherwise, it's important to be aware of just so you don't trigger Critical Arts on accident in the normal course of **footsie** battles. While feinting and jockeying for position against an adversary, you might incidentally crouch, step forward, crouch, then step forward again all relatively quickly; if you happen to hit a button for a poke at the end, and all the inputs are close enough together, and your EX Gauge is filled, you'll activate a Critical Art.

↻ Shortcuts

← ↓ → ↑

The circular ↻ command has always been a little inexact. You can start it from any position, whether walking forward or backward. Given enough inputs around the circle, it can finish at any position, too. It requires upward motions by definition, but this is okay because **pre-jump** frames allow built-in leeway for upward motions in specials. The actual input the game is looking for isn't a circle at all, though. It's four different inputs from each of the cardinal or inter-cardinal directions. It doesn't matter which order they're in. To illustrate this, here are some legitimate commands to execute Screw Pile Driver: ← → ↓ ↑, ↙ ↘ ↗ ↖, ↖ ↘ ↗ ↙, ← → ↙ ↗, and ↓ ← ↘ ↑. These aren't necessarily even feasible unless you're using certain custom controllers or a keyboard on PC, but this is simply meant to illustrate what the game is looking for. It isn't really a circle, and it isn't really even however many consecutive inputs along a circular path as is sometimes claimed. It's just one input each from backward, downward, forward, and upward. Repeated inputs don't count, and you can't make an input count for more than one direction (↙ can only count as your backward or your downward input in a given SPD motion, but not both).

For most players who are using a regular controller or joystick, this primarily just helps explain why you can somewhat seem to flub SPD motions and still get them. It also explains the OG trick of performing a half-circle motion, then heading to up. For players on keyboards and custom controllers, this can actually be used to a fairly large advantage. If you know that SPD only really requires four inputs, and it's possible for you to hit only those inputs without having to travel along the edge of a d-pad's or joystick's inputs going from one to another, then you have a faster motion altogether.

SHOTO

Gouken's disciples, the Shoryuken and Hadoken-wielding Shotokan fighters. Ryu and Ken are the originals, going all the way back to the first *SF* game, and they're naturally back in *SFV*.

SIZE

The gap between character sizes isn't as big as it is in many fighting games, but characters still differ in size in various ways. This can have implications when poking, zoning, jumping in, crossing up, and performing combos.

A character's actual strikable size is determined by **hurtboxes**, which don't conform perfectly to on screen character images. A character's throwable area, as well as the area where they'll literally push against other characters, is their **pushbox**. The pushbox is smaller than the hurtbox area, more central in a character's visual, and shorter, too. It's the height of the pushbox, not the height of the hurtbox, that determines when and at which angle an **airborne** character might **cross-up** through a character.

With the exception of Vega, who's unusually tall for his speed, the fastest characters also tend to be small (Chun-Li, Cammy, V-Trigger Necalli). The bigger the character, the slower their pace (Zangief, Birdie). Being huge has other consequences: tall crouchers are much more susceptible to "instant" jumping **overhead** tactics than smaller characters, especially Birdie.

The measurements here are not official units and are intended to show character sizes generally, relative to one another.

STANDING HEIGHT

NAME	HURTBOX HEIGHT
V-Trigger Necalli	75
Most characters	100
M. Bison and Vega	110
Birdie, F.A.N.G, and Zangief	125

STANDING PUSHBOX HEIGHT

NAME	PUSHBOX HEIGHT
Cammy	85
R. Mika	95
Most characters	100
Nash	103
F.A.N.G	105
M. Bison and Vega	110
Birdie and Zangief	125

CROUCHING HEIGHT

NAME	CROUCHING HURTBOX HEIGHT
Most characters	100
Zangief	120
Birdie	140

CROUCHING PUSHBOX HEIGHT

NAME	CROUCHING PUSHBOX HEIGHT
Vega	83
Cammy	85
Chun-Li	85
R. Mika	85
M. Bison	90
Most characters	100
Birdie and Zangief	110

WIDTH

NAME	HURTBOX WIDTH STANDING	HURTBOX WIDTH CROUCHING
Most characters	7	8
Birdie and Zangief	9	10

SOFT KNOCKDOWN

Refers to **knockdowns** that allow the victim to "**tech**" back to their feet immediately somehow. In *Street Fighter V*, almost all knockdowns are "soft," allowing **quick-recovery** or **back quick-recovery**. Only knockdowns from **counter-hit sweeps** and a few certain moves are **unrecoverable** "hard" knockdowns. See **wakeup** and **quick-recovery**.

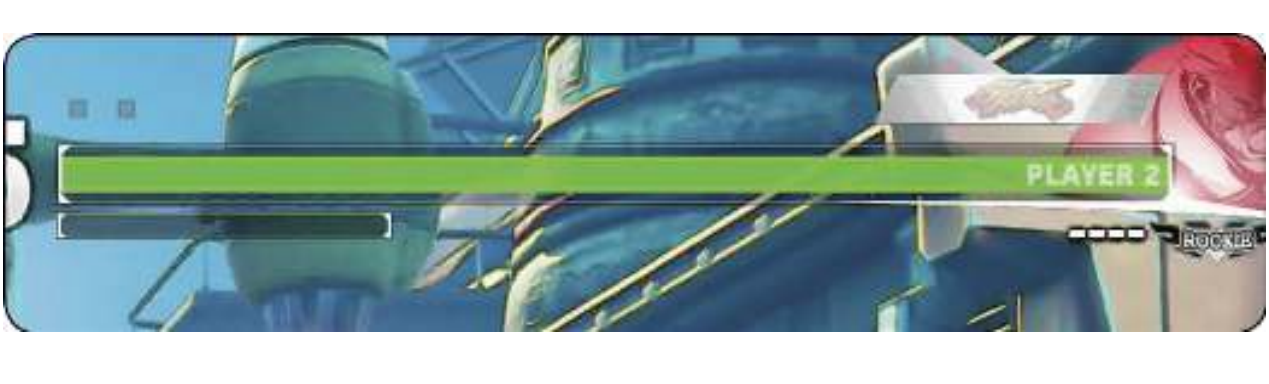
SPD

Initials for Zangief's Screw Pile Driver, the game's dominant **command grab**.

SPECIAL MOVES

Special moves (usually just "**specials**") are executed by correctly inputting a short motion sequence followed by a normal button. Most special moves are executed with one of the classic motions that dates all the way back to the first *Street Fighter*: quarter-circle and dragon punch motions. Other specials use half-circle motions or charge techniques. Most special moves have an **EX version** that can be performed (at the cost of a stock of **EX Gauge**) by pressing two normal buttons to complete the command. With a full EX Gauge, you can spend the whole thing to execute a character's strongest special move, their **Critical Art**.

STAMINA



This represents how much punishment a character can take before being **knocked out**, and it is displayed by two gauges at the top of the screen. A character loses a round when all their stamina is wiped out. Slower, sturdier, heavier characters tend to have more stamina, requiring a bit more punishment to knock them out than diminutive, quick, lower-stamina characters. Stamina damage is usually just called **damage**.

Your playstyle means more to your survivability than these figures, and there's less of a delta between the sturdiest and flimsiest characters than in previous titles anyway. Still, it's worth being aware of. Higher-stamina characters will sometimes end up trading some of their stamina advantage taking risks to achieve their objectives, while lower-stamina characters pay a relatively higher price for their mistakes. Damage taken from **combos** begins to scale as the hits mount; some **damage scaling** also goes into effect after the stamina bar is less than half full.

Characters also have a **stun** gauge: a smaller bar just under the stamina gauge that displays how much stun damage they can sustain before becoming **dizzied**.

NAME	STAMINA	RANK
Birdie	1050	A
Zangief	1050	A
Laura	1000	B
Ryu	1000	B
Ken	1000	B
M. Bison	1000	B
Necalli	1000	B
Vega	1000	B
Rashid	950	C
Chun-Li	950	C
R. Mika	950	C
F.A.N.G	950	C
Nash	950	C
Cammy	900	D
Dhalsim	900	D
Karin	900	D

STANCE

A stance is a character's current posture and determines what kind of actions are available to them. Basic voluntary postures like **standing**, **crouching**, and **jumping** give access to different sets of **normal** and **special moves**. Involuntary stances like **hitstun** and **knockdowns** hurt your character, while giving various advantages to your opponent.

STANDING

3 WINS
87
PLAYER 1
PLAYER 2
REVERSAL

A character's most basic, neutral posture, upright on their feet and ready to act. **Normals** will be the standing versions, as opposed to **crouching** or **jumping** variants. Standing characters can **walk** and **dash** for movement, and also **guard standing** against incoming **high**/**mid strikes**.

STARTUP

The initial wind-up **frames** of an attack prior to **active** frames. **Counter-hits** are attacks that **strike** the startup of the opponent's attacks, interrupting them and dealing extra **damage** and **hitstun**. See **frame data**.

STRIKE

One of the two main classes of attack types, with the other being **grabs**. Strikes target opposing characters' **hurtboxes**, and must be **blocked** to avoid **staminadamage**, **stun**, and **hitstun**. (Striking medium and heavy normals still cause **whitedamage**; striking **specials** and **CriticalArts** still cause **chipdamage**.)

STRONG

Original name for medium punch (MP).

STUN

Stun is a parameter that builds up over time as characters sustain repeated damage. The heavier the attack, the more stun it deals, generally speaking. A gauge located just under the stamina bar represents accrued stun. Like stamina damage, stun damage scales in multi-hit combos. If the barrage of hits doesn't continue, accumulated stun damage begins to wear off quickly. If the stun gauge is filled up, a character is dizzied. They'll fall down immediately, then rise at normal speed while unable to act for a considerable period of time.

Activating a **V-Reversal** immediately removes 200 stun.

NAME	STUN THRESHOLD	RANK
Zangief	1050	A
Rashid	1000	B
Laura	1000	B
Birdie	1000	B
Ryu	1000	B
Chun-Li	1000	B
R. Mika	1000	B
Ken	1000	B
Necalli	1000	B
F.A.N.G	950	C
Dhalsim	950	C
Karin	950	C
Nash	950	C
M. Bison	950	C
Vega	950	C
Cammy	900	D

SWEEP

Crouching HK, or **low roundhouse**. Every character's crouching HK is a damaging **knockdown** move that must be **blocked crouching**. If a sweep **counter-hits**, it causes an **unrecoverable** (or "**hard**") **knockdown**, giving the sweeper the perfect chance to set up an ideal **cross-up** or **meaty**. This is especially relevant since hits against **dashes** are counter-hits. Sweeps usually also have decent range, making them good **footsie** and **whiff-punish** tools. Remember that every character's sweep is very **punishable** when guarded.

Glossary
T-Z

TARGET COMBO

A **chaincombo** specific to a particular character. Involves **cancelingnormal moves** into one another. Ken's ← + MP XX HP and Nash's standing LK XX MK are just two examples. Target combos are listed under each character's **uniqueattacks** section.

TAUNT

Each character's "**personal action**," a harmless move intended to rile up their opponent. Accomplished by pressing all six normal buttons at once. (Obviously, it's easiest to just have buttons assigned to P P P and K K K and simply hit those together.) Taunting has **input priority** over all other actions, including **V-Trigger**, so you can't get any **option-select** juice out of trying to press everything at once.

TECH

A term that has spanned so many games that it gets used even where it doesn't show up, a "tech" is a general defensive escape appropriate to the current situation. So, a "tech throw" is a **throwescape**, a "tech rise" or "tech get-up" is a **quick-recovery**, and so on. Can be used by itself, as in "Wow, he teched that?"

TEMPO

Tempo is essentially the rhythm of the game. Having tempo advantage means you're the one asking the questions, whether it's having a **projectile** in play or putting your enemy in repeated **blockstun** sequences in your close-range offense. You're challenging the opponent to come up with an answer. It doesn't necessarily equate to **frame advantage** since it's an abstract (but noticeably real) concept. For instance, if you **knock down** an opponent with enough advantage to apply pressure, you're at a massive tempo advantage. You're the first to act, and you set the pacing for the next scenario. Another example is if you're applying constant blockstun with sequences that are difficult to deal with, such as performing Ryu's standing MP up close and then following up with walk-up jab pressure. Your opponent has to deal with being in guardstun, and the onus is on them to be able to react and time their defensive maneuvers appropriately. On paper, it's easy to think that you can just use **frame data** to counter these kinds of strategies and simply press the right buttons at the right time. However, this isn't a turn-based game like chess; you have to take human error and habits into account and exploit them. Being aware of tempo is an excellent way to do just that.

One of the most important ways to use tempo is being unpredictable with it. The best tournament players have excellent tempo management in that they can put you in awkward spots at awkward times, causing you to mistime or misjudge attacks because of an earlier pattern they performed. For example, Ken's standing HP XX Quick Step is -6 **on block**, but it can be made "safe" by using an unpredictable bullying tactic. If the Ken player has been mixing up his attacks with lights, mediums, and heavies (which all have varying blockstun timings), he can potentially get away with using standing HP XX Quick Step to get in safely and **strike**/**throw** you.

While you're improving your fighting game skills, keep this concept in the back of your mind. You'll be able to identify how certain players react to certain rhythms, and you can start taking advantage of their weaknesses by adjusting your own tempo patterns.

THROW

Throws are **unblockable** attacks that **grab** instead of **strike**. Execute **normal throws** with LP + LK, or ← + LP + LK. Also, escape normal throws with LP + LK immediately before or after your opponent initiates a throw. **Normal throws** are active on the fifth frame, slower than in previous *Street Fighter* titles. Only some **Critical Art** throws grab sooner than the fifth frame (Laura's, Zangief's, and R. Mika's). Many characters have inescapable **command throws** in addition to **normal throws**.

Behind the scenes, throw **hitboxes** target opposing **pushboxes** instead of **hurtboxes**. You can tell where pushboxes end by just walking into opposing characters. That's the same boundary targeted by throws, so keep that in mind when gauging throw ranges.

THROW INVULNERABILITY

Some moves have periods of throw invulnerability during which **grabs** will **whiff** through them. Some moves aren't explicitly throw-invulnerable, but they have an **airborne** period that will cause ground throws to miss. **Backdashes** are all inherently throw-invulnerable upon startup.

TICK

A tick is a quick **poke** (probably with **advantage on block**) intended to set up the expectation that more **normalmoves** are coming. This instinctively gets defenders to **block**, creating a perfect opening to **throw** them. Many ticks can also double as the initial hits during a **hit-check combo** or **frame trap**.

TOP-DOWN

An old early fighting game term for **overhead** attacks that must be **blocked standing**.

TRADE

An attack exchange where both attacks succeed, sending both combatants into **hitstun**. This is a bit rarer in *SFV* compared with other *Street Fighter* games because of the **trade priority** system. A trade requires same-priority attacks to connect with their targets on the same **frame**. While all **specials** have the same trade priority, **grounded normals** and **unique attacks** won't often trade for the sheer variety of buttons available to both players and the way that up-close combat generally shakes out. Players with **tempo** advantage will tend to use slower, heavier attacks, basically "spending" their **frame advantage** for a chance to more safely use a higher-strength attack. Defending players, on the other hand, will tend toward quicker, lighter-strength attacks, hoping that quick **pokes** will thwart their aggressors. These tendencies are only encouraged by the trade priority system. Players acting from **disadvantage** must beat their attackers to the punch and act as quickly as possible since they'll lose any head-on trade anyway. Conversely, aggressors are incentivized to add a little extra oomph to their assaults, thanks to trade priority and **counter-hit** potential.

Trade Priority

When different-strength attacks each strike their targets on the same frame, the higher-strength attack wins cleanly, scoring a **counter-hit**. This priority applies to ground-based **normals** and **unique attacks**. If Ryu's standing LK overlaps with Ken's crouching MP, Ken wins cleanly. If Dhalsim's crouching MK overlaps with Karin's crouching HP, Karin wins cleanly (and scores a Crush Counter launcher, to boot). This priority system for trades was also in *Street Fighter III*, and it generally reduces the number of trades you'll see in a given match. It helps strongly incentivize the use of heavy attacks, especially those that lead to **Crush Counters**.

TRAINING MODE

Training Mode is an invaluable resource for competitive fighting game players and one you should spend much of your time in if you're serious about improving. You can strengthen almost all aspects of your play in Training Mode, ranging from **execution** to reaction time and even **matchups**. Many of the world's best fighting game players commit substantial amounts of time testing and practicing drills in Training Mode. It's highly recommended that you learn the ins and outs of *SFV*'s extensive Training Mode to further your game.

The basic Training Mode settings let you adjust various parameters to fit whatever scenario you encounter in combat. Instead of just thrashing the training dummy when practicing your combos, you can set up the dummy to emulate a realistic and unpredictable opponent under Dummy Settings. The primary options you'll want to adjust are Guard, Recovery, State, and Counter.

Training Hit-Confirm Reactions

Set Guard to Random to test your **hit-confirm** reactions and Counter to Random to practice **counter-hit** hit-confirms. Set both on Random for the most realistic simulation against a human being, where you might want to be ready to react differently to block, normal hit, and counter-hit. It's also a good idea to set the dummy's State to Crouch if you're practicing a **frame trap** scenario, since most players naturally **guard crouching** while on the defensive. Some may find this type of practice tedious, but just like in real sports, you'll find your drills paying off dividends in matches. The more you can store into your muscle memory and natural reactions, the more you can **focus** on other aspects of the game in the middle of a match.

Training Against Different Knockdown Recovery Timings

With **knockdowns** and knockdown follow-ups being a significant portion of how *SFV* is played, you can set the Recovery options to Quick Recover, Back Recover, or Random to help you create setups and follow-ups to your combos and knockdowns. Normal Recovery causes the training dummy to use **quick-recovery** (P P or ↓ version), waking up quickly in place, while Back Recovery causes the dummy to use **back quick-recovery** (K K or ←). Note that if you knock down the dummy with a **throw**-type move while it's set to Back Recovery, it will default to quick-recovery.

Training Against Different Wakeup Reversals

In conjunction with the Recovery settings, you can set the dummy to perform certain attacks or sequences upon **wakeup** (from any recovery). Under Record Wake-Up Actions, you can store up to five sequences. Select a Recording Slot, and hit the PS4 X button. You'll see a timer indicating when to execute your recording; buffer your command as soon as the timer hits 0 to set that wakeup recording. Then, turn on the recording by going into the Set Wake-Up Actions menu and setting that slot to ON. If you record multiple sequences and turn more than one on, the dummy will randomly pick a sequence to wake up with on its recovery.

This is an incredibly handy tool to use in practicing your **knockdown** setups because it emulates a realistic situation so well. For instance, you can create three recordings of Ken performing a wakeup MP Shoryuken, a wakeup crouching LP, and a wakeup throw (tech attempt), each in its own recording slot. Then, regardless of the settings you have for Recovery, the dummy will randomly perform one of those sequences whenever it recovers from a knockdown. This lets you practice just about any kind of setup so you can test out various follow-ups to your knockdowns.

Training Recording and Playback

The other advanced recording features of Training Mode let you practice more than just your **combos** and **knockdown** setups. You can use the Record feature to practice **punishing** moves and **teching throws**, and even to set up your own offensive patterns against yourself to test the difficulty of deflecting them. You can configure these settings by changing the Dummy Settings Status to Playback Recording, where you'll find two more sets of options under Action Recording Settings and Action Playback Settings.

These settings store up to five separate sequences that can be turned on or off individually. If multiple recordings are activated, they'll be played back at random, allowing you to practice reacting against varying sequences.

To practice punishing attacks (with Start Recording Settings set to Button Input), highlight the Recording Slot you want to use and press the PS4 X button. Then, just perform the attack you want to punish, followed by ↙ (which simulates blocking afterward). To play it back, under Action Playback Settings, change your Recording Slot to ON. For instance, if you want to practice punishing Rashid's Eagle Spike, select Rashid as the training dummy and start the recording for one of the slots as mentioned. Then, execute ↻ + K, followed by holding ↙ long enough to block after his recovery. Go back into the menu and turn the recording on. Now when you unpause, Rashid will repeatedly execute your recording exactly as you performed it, including the blocking portion. All you have to do now is **block** his attack with your primary character and practice **punishing** his **recovery**.

Making use of the random playback of multiple recordings lets you practice defending against a variety of situations. If, for example, you wanted to train your up-close defense against **throws** and **frame traps**, you could set multiple recordings that branch off to separate follow-ups. Let's say you want to

practice defending against Laura's **ticks** into **command throws** with a frame trap mixed in. Set the training dummy as Laura, and then for the first recording, record a sequence of → → (to **dash** in next to you), standing LK XX ↻ + LK (her hard-to-escape standing short into LK Sunset Wheel). Then, make another recording where she does → →, standing LK ⇨ standing MP. Now, go into the Action Playback Settings and turn both of these recordings on. Unpause the game, and she'll constantly vary between the two sequences, letting you practice escaping these **mix-ups**.

The allowed recording time is extremely long (especially compared to *SFIV*'s 10-second limit), so you can record elaborate sequences to test almost anything you want. Creative use of these features can go a long way toward making you a better player, even if you don't have access to other players to train with.

TRIPGUARD

An unofficial term referring to the ability to act immediately when **landing** from a **jump**. Jumps have **landing recovery**: four frames, in the absence of further input. Whether you act or not during a jump, you can cancel the last two frames of landing recovery into other actions. The important frames are the first two, though.

If you don't act in midair, you still can't cancel into ground movement for two frames on landing, but you CAN attack or (much more importantly) block. If you DO act in midair, then you cannot do anything for the first two frames (with the exception of **teching** a **throw**, which is still possible).

In other words, you make yourself unavoidably vulnerable upon landing if you attack in midair. When you attack in midair, you are giving up tripguard—the ability to block immediately on landing. When you want to **empty jump** on purpose but retain tripguard (like when you want to empty jump into a **low-hitting** poke), avoid inputting your ground attack slightly early on the last frames of the jump before landing. There won't even be time for the jumping move to animate to let you know you did that, but you will still lose tripguard.

Tripguard is most important for empty jump-in tactics like the one just mentioned, or for jump-ins from the inside edge of **long range**, where far-reaching jump-in attacks will just hit with their tips. If you have a low-profile, long-reaching poke from this range, like Chun-Li's crouching MP, you can simply perform that as an unconventional anti-air at the last moment. Depending on the range and the matchup, the enemy's jump-in may **whiff**, and then they'll land on her low poke, unable to block. And if you're the aggressor jumping in from long range, it's often better to refrain from attacking during far jumps; your follow-ups from max range aren't great anyway, and you'll probably just get **anti-aired** or low-profiled as mentioned here. And, since you're not sticking out an extra **hurtbox** of your own, you are more likely to bait a big **whiffedanti-air**.

TURTLE

An overly defensive character or player. Some players are just turtles dispositionally, while some characters lend themselves to turtle play (obvious examples are Dhalsim and F.A.N.G). See **metagame**, and also the **Matchups and Versus** section at the end of the guide.

TWO-IN-ONE

SFII-era term for **specialcancels** that's no longer used much (like "cheese" and "top-down" that way). Originated because you were getting two moves for one combined motion.

UNBLOCKABLE

An attack that cannot be **blocked**. **Throws** cannot be blocked, and neither can F.A.N.G.'s Nishodoku **V-Skill**. **Cross-up** tactics are not strictly unblockable but are useful for their ambiguity; no one blocks truly ambiguous cross-ups every time. They can be sort of quasi-unblockable (or maybe just quasi-blockable) sometimes.

UNIQUE ATTACK

The official term for what are usually called "command moves." These are **normals** that are executed with a directional press in addition to the normal button. These attacks may be available **grounded** or in the **air**, and they usually have some property that distinguishes them from other normals. Several are **dive kick**-like attacks, like R. Mika's Dive Bomb and Dhalsim's Drill Kicks. Some are simply variant ground **pokes**, like Chun-Li's ← / → + MP and Ryu's → + HP. Many are command **overheads,** like Ryu's → + MP, Karin and Ken's → + MK, and Birdie's → + HK, among others. They can also be pokes that move forward quickly or that go briefly airborne, avoiding **lows** and **throws**. Numerous unique attacks are also parts of **target combos**.

UNRECOVERABLE KNOCKDOWN

Synonymous with **hard knockdown**. In *SFV*, this generally only happens after **counter-hit sweeps**, which cause an unrecoverable (sometimes also called "untechable") knockdown as part of their **Crush Counter** bonus. This creates a huge **advantage** in both **frames** and **position** since the attacker can move freely while the victim is forced to lie **floored** for the full knockdown duration. Other moves that cause an unrecoverable knockdown don't usually give the attacker an advantage and are typically hard knockdowns for cinematic reasons (e.g., Karin's Critical Art, which prevents quick-recovery so that Karin can laugh). See **quick-recovery**, **wakeup**, and **okizeme**.

UNSAFE

Refers to tactics that guarantee some **punishment** to the enemy if they fail. For example, Shoryuken, EX Ressenha, EX Spinning Mixer, etc. are unsafe **reversals** because if they're **whiffed** or **blocked**, the defender gets a clean opening. (These moves are particularly unsafe in *SFV* because they're susceptible to **Crush Counter** punishment during **recovery**.) Depending on whether the opposing character's fastest moves are three or four frames, that'll represent the beginning of your **punishable disadvantage**. Unless you're against Zangief loaded with **EX Gauge**, situations of -2 or better are generally **safe** (though you may give up **tempo advantage**).

VERIFICATION

Confirming a desired result before performing a potentially risky follow-up. See the **hit-confirm** entry in **combos**.

VORTEX

This is a concept that isn't significantly applicable in *SFV*. It's a strategy that involves putting the opponent into coin-flip situations repeatedly until they're out of **stamina**. It was a prevalent win condition in the earlier versions of *SFIV* before delayed wakeup was introduced in *USFIV*. Characters with combos that led into **hard knockdowns** made the most out of this strategy (Akuma and Sakura were notorious for this). The idea is to knock down the opponent and then follow up with a hard-to-block attack that combos into another knockdown, putting the enemy back into the same coin-flip scenario. Characters and playstyles centered around a vortex can make **matchups** feel like they mean a little less. No matter the situation, it can seem like all that's needed is that one opening, which is not a feeling most characters experience.

In *SFV*, this has been almost completely removed from the game thanks to the amount of recovery options the defender has access to. Not only do **quick-recovery**, **back quick-recovery**, and standard recovery have varying **wakeup** timings, but back quick-recovery also rises in a different spot, thwarting distance-dependent **okizeme** tactics. The only meaningful **unrecoverable knockdown** you can get is off of a **Crush Counter sweep** (counter-hit crouching HK for every character). It's impossible to combo into it for a guaranteed hard knockdown state since you have to counter-hit with the actual sweep attack.

V-SYSTEM

Completely new to *Street Fighter V*, the V-System is somewhat like the Ultra/Revenge Gauge mechanic in *SFIV* but differs in interesting ways. Instead of just one gauge building up to a kind of desperation Super/hit-confirm tool, you have a gauge building up to an "Alpha Counter" defensive move and an Ultra-like action that is a special striking move for some characters and a lengthy power-up state for others. Each character also has a V-Skill, which is like a special move oriented around building V-Gauge and helping cover their weaknesses.

NAME	V-SKILL	V-TRIGGER
Birdie	Chow down to build V-Gauge with Break Time, set up a banana peel obstacle with Banana Time, or set a can rolling on the ground with Drink Time.	Enjoy Time has an initial flaming hit that can be used in juggles and greatly powers up Birdie's speed and damage.
Cammy	Axel Spin Knuckle can close in, pass through projectiles, and cross-up on the ground.	Delta Drive is a power-up state that gives Cammy access to amplified versions of her special moves.
Chun-Li	Rankyaku is a command jump with an attack on the ascent that gives Chun-Li different jump-in trajectories and situational juggle potential.	Renkiko powers up all of Chun-Li's attacks, making them all multi-hit moves and altering their parameters in many ways.
Dhalsim	Yoga Float enables hovering for unpredictable air movement.	Yoga Burner gives Dhalsim a knockdown hit that bathes much of the screen in white damage-inflicting flames.
F.A.N.G	Nishodoku is an unblockable projectile that poisons targets.	Dokunomu poisons anyone who nears F.A.N.G.
Karin	Karin has a quick version of her Meioken palm strike, as well as a slower, harder-hitting one.	Kanzuki-Ryu Guren No Kata gives Karin access to her Guren Ken special move, a double-punch that branches off to amped-up versions of all her other specials.
Ken	Quick Step can move forward quickly after normal moves, and Step Kick is an optional knockdown hit on the end.	Heat Rush begins with a built-in Quick Step, then powers up all of Ken's special moves.
Laura	Volty Line is an overhead wheel kick, Linear Movement – Avante is a forward command dash, and Linear Movement – Esquiva is a backward command dash.	Spark Show electrifies Laura, improving her Thunder Clap projectile characteristics, her V-Skill movement range, and her stun damage.
M. Bison	Psycho Reflect allows absorption of single-hit projectiles and strikes and lets M. Bison hurl back a unique projectile.	Psycho Power unleashes the power of Shadaloo, giving M. Bison new versions of all his special moves and forward dash, and allowing his EX specials to be canceled into one another.
Nash	Bullet Clear works as a V-Gauge-building poke and a move that swats away incoming projectiles.	Sonic Move – Hide, Blitz Air, and Steel Air are single-use teleports that allow Nash to either escape from dire situations or set up sudden mix-ups and huge combos from anywhere on screen.
Necalli	Culminated Power geysers can be directed at close, mid, or long range and are a bit like C. Viper's Seismic Hammers from SFIV.	When activated, Torrent of Power permanently transforms Necalli into his darkest self for the remainder of the current round, powering him up in basically every way.
R. Mika	Heated Mic Performance is an armored taunt that powers up R. Mika's next throw attempt.	Nadeshiko is an "assist"-like helper who can be summoned to dropkick in from either side or splash down from the top of the screen.
Rashid	Front Flip and Rolling Assault special movements help give Rashid unparalleled hit-and-run ability.	Ysaar is a huge spinning tornado that helps Rashid take up screen space and will power up his movement options and specials as he passes through it.
Ryu	Mind's Eye is SFV's version of SFIII's parry mechanic.	During Denjin Renki, Ryu's punches are all amplified, including his Shoryuken and Hadoken.
Vega	The Matador Turn dodge maneuver can lead into the Matador Turn Attack, a slicing knockdown hit.	Vega's Bloody Kiss rose projectile can be tossed at three different angles, leading into a multi-hit slashing attack on a successful hit.
Zangief	Iron Muscle allows Zangief to flex so intensely that he'll absorb two incoming hits with armor and can lead into a flexing follow-up strike.	Cyclone Lariat allows Zangief to pull opponents to him from almost half the screen away and gives him a combo/mix-up tool once they're up close.

V-Gauge

The V-Gauge's stocks are 300 points wide, so two-stock characters require 600 points of V-Gauge for V-Trigger, while three-stock characters require 900 points. Single stocks of V-Gauge are burned when using **V-Reversals**; the full V-Gauge is required to use a **V-Trigger**. In between rounds, the V-Gauge resets to zero.

NAME	V-GAUGE SIZE
Most characters	600
Birdie, Ken, M. Bison, Necalli, Zangief	900

V-Gauge is built up most reliably by taking **stamina damage**. Damage received translates directly into V-Gauge at a rate proportional to your character's max stamina. Cammy receives about 1.5 times stamina damage taken as V-Gauge, while Zangief receives about 1.25 times damage taken as V-Gauge. (So, a 100-damage attack gives Cammy 150 V-Gauge and gives Zangief 125 V-Gauge.)

Ultimately, this works out to receiving slightly more than a stock of V-Gauge for every 25 percent stamina damage you receive.

It's important to note that V-Gauge gain from damage includes **white damage**. This means that it is possible to slowly gain V-Gauge just by **blocking** and **armor-absorbing** attacks, without giving up clean damage.

Crush Counters also build V-Gauge. Most of them build 150, but a handful actually build 300 (a full stock) all at once. Depending on how frequently you land your Crush Counter-capable heavy normals as **counter-hits**, this can be a huge boon to your V-Gauge gain. It can load you up with early V-Reversal potential when you haven't taken much damage, letting you keep **tempo** with an extra defensive move to widen an early lead. You can help an early lead landslide without giving up your shot at V-Trigger later if your opponent staunches the bleeding and whittles you down. It can also lead to getting V-Triggers much earlier than normal, especially two-stock ones.

The nature of V-Gauge (gained mostly through damage attrition and gone in between rounds) basically means smoke 'em if you got 'em. There is no point to conserving V-Gauge. Don't be shy about burning V-Reversals to release pressure, to take back tempo, and to avoid getting stunned. Likewise, don't hesitate to use V-Triggers for their **hit-check** potential and game-changing bonuses.

V-Skill

V-Skills don't cost V-Gauge to use, and all have the potential for building V-Gauge themselves. Depending on the current character **matchup**, your V-Skill may be great for building V-Gauge and helping control the pace, but in other matchups, it won't be helpful at all. For example, Nash's Bullet Clear can be great against Ryu but is not very relevant against Zangief.

V-Skills are activated with MP + MK. Most characters also have variant V-Skills, activated either by holding the medium inputs or by holding a direction with them.

V-Skills are sort of like a character-unique **special move**, but they don't have quite the same properties as specials. Most characters cannot **cancelnormals** into V-Skills, for example, and most V-Skills can't cancel into anything else. This isn't universal, though: Ken and Laura can cancel normals into their movement-oriented V-Skills. Rashid can fire HK/EX Whirlwind Shot and cancel into his movement-related V-Skills, too. Birdie can cancel normals into his food-related V-Skills. And Necalli and Vega have target combos that lead into their V-Skills. But for most characters, a V-Skill is a standalone activity.

COMBOFIEND'S CORNER

Peter Rosas, Associate Producer

Be sure to learn your character's V-Skill, as they may help you around your character's weaknesses.

In addition to helping you around what may be difficult, if you successfully use a V-Skill, it will fill up your V-Gauge more quickly.

V-Reversal

This hearkens back to "Alpha Counters" from the *Street Fighter Alpha* series. While **blocking**, tap → + P P P / K K K (character depending) to instantly cancel **blockstun** with a counterattack. This is the only possible way to leave guardstun early. V-Reversal attacks are fully **strike**- and **projectile-invincible** but are vulnerable to **throws** and are typically somewhat slow. Upon activation, 200 **stun damage** is immediately removed from the V-Reversal character's stun gauge.

Opponents who expect a V-Reversal can use a quick, light **tick** and then do nothing, baiting out a V-Reversal they have time to block. Or, they can tick and simply go for a throw, which may grab the V-Reversal before it's even active. Against blocked medium or heavy attacks, though, V-Reversals will usually strike before the attacker recovers. V-Reversals deal light damage, and in non-permanent white damage form, too, but their point is regaining momentum, not dealing damage.

Not every V-Reversal is a strike: Nash, F.A.N.G, and Vega have strictly evasive V-Reversals.

COMBOFIEND'S CORNER

Peter Rosas, Associate Producer

When you're being pressured heavily, don't forget to use your V-Reversal. In addition to knocking the opponent back, it also provides the instant benefit of reducing your stun gauge by 200 points.

Take caution when using V-Reversals, since your character can be thrown out of it. You'll want to make sure your opponent is not waiting to counter the V-Reversal before using it. Otherwise, you just may end up back where you started.

V-Trigger

V-Trigger, *SFV*'s new capstone system, usually gives each character one extra-special hit-check and a powered-up state per round. Even if a character doesn't land any Crush Counters or V-Skills, they will usually have access to V-Trigger at around half of max stamina for two-stock characters and at around a quarter stamina left for three-stock fighters. (You'll generally get a stock for every 25 percent stamina damage you take.) This means that two-stock characters can safely blow a V-Reversal early in rounds if it'll help maintain tempo advantage, while almost certainly still getting V-Trigger before the end (unless the opponent does something stellar like finish them off at half stamina with a 500-damage combo or something).

Vega and R. Mika have V-Triggers that are like abnormal single attacks, useful in hit-confirms and as neutral game deterrents. Rashid's V-Trigger doesn't last much longer, nor does Dhalsim's. But for most characters, V-Trigger is a power-up state that lasts quite a while, as long as over a minute (or, in Necalli's case, for the rest of the current round). V-Trigger power-up state duration is usually a combination of a ticking timer, plus an extra drain on the timer when you use certain actions. These are radically different between characters. For example, Cammy's V-Trigger timer lasts more than 30 seconds, but each V-special you use will eat up more than 16 seconds of duration. M. Bison's V-Trigger lasts 25 seconds, and each V-special used burns up 2.5 seconds of duration.

COMBOFIEND'S CORNER

Peter Rosas, Associate Producer

Make sure you learn what V-Triggers do and how to use them strategically. They are essential for helping to mount a comeback in an easier than usual manner. However, the V-Trigger won't be all that helpful, if you don't know how they work.

Also, don't be stingy with V-Trigger activation. If you use the V-Trigger early enough in the round, you may gain a chance for a second activation. Don't be afraid to use this ability.

WAKEUP

When a character is **knocked down**, they enter a **floored** period, laid out on the ground. They're normally **invincible** during this time until they rise, or "wake up." Since a floored character can't move or act, and since they'll rise predictably with limited options, waking up is a weak position to be in. **Mix-ups** directed at a character on wakeup are called **okizeme**. Every character rises from a knockdown at the same speed and with the same options available.

From a **recoverable knockdown** (or techable/soft knockdown), P P / ↓ **quick-recovery** allows characters to spring immediately back to their feet. K K / ← **back quick-recovery** allows a rising position farther back, at the expense of five extra frames of rising time. After getting knocked down, it's generally always best to quick-rise (whether in place or backward), unless you're getting mixed up repeatedly and need a breather to think things over and slow down your foe's progress toward **dizzying** you.

Unrecoverable knockdowns (or untechable/hard knockdowns) can't be cut short with quick-recovery but only really occur after **counter-hit sweeps**. The only other restriction on quick-recovery in *SFV* is that after being **thrown**, you'll only have the option to use quick-recovery in place, not back quick-recovery.

WALK

The most basic form of movement. See **movement**.

WHIFF

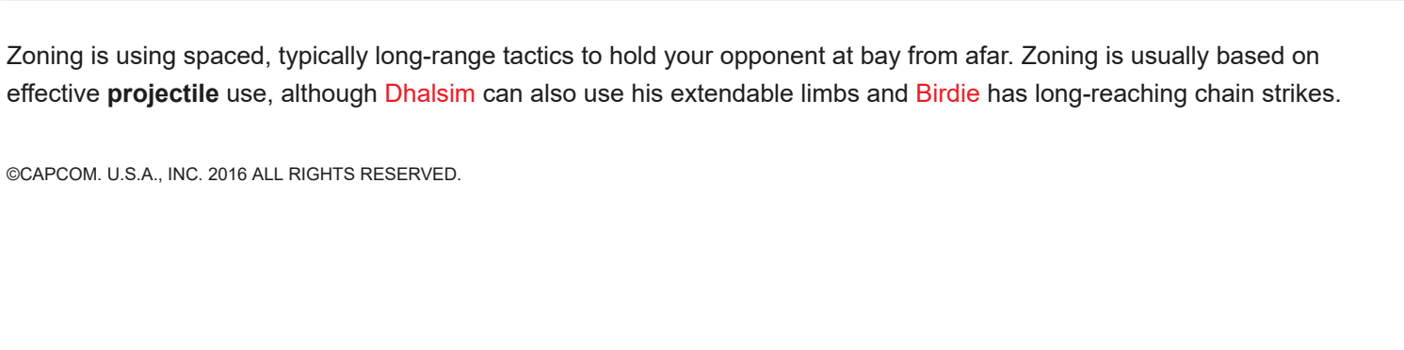
An attack that misses, whether intentionally or unintentionally. **Special moves** may be whiffed at long range or when retreating to build **EX Gauge**. **Normal moves** might be whiffed at mid range to long range as fakes for more committed actions (like throwing a **projectile**). At mid range and close range, moves will often be whiffed at the edge of their ranges in **footsie** battles. Whiffed normal moves cannot be **canceled** into other actions like **specials**, **Critical Arts**, or **V-Trigger** activations (an exception being Ken's standing MK XX HK **target combo**, possible on whiff).

WHIFF-PUNISH

Punishing a whiffed attack by **striking** either late **activeframes** or the **recovery** period of the move. Often employed in **footsies**, as opponents may stick out **pokes** that just barely miss, leaving them vulnerable. Whiff-punishing can also occur after your opponent guesses that you'll continue being aggressive and then goes for a big **reversal** move. If you **read** their desire and do nothing, they'll leave themselves wide open for whatever punishment you want to dole out.

Effective whiff-punishing in footsies requires a combination of effective **spacing**, **matchup** knowledge, and educated guesses about what the opponent will do. This allows you to narrow down your **focus** to the most likely options your opponent will use, greatly raising the odds that you'll react properly to beat them out. You don't have to worry about the dozens and dozens of potential moves your opponent can access—just the things they'll probably actually do.

WHITE DAMAGE



A new type of damage similar to *SFIV*'s "gray damage." This provisional damage is built up by certain circumstances and then "unlocked" with "real" damage from a successful **strike** or **throw**. White damage builds up through **blocking** anything stronger than a **normal** LK or LP attack. In other words, blocking **jabs** and **shorts** won't build up white damage, but medium and heavy normals will, as will blocked **specials**.

White damage build-up from blocked attacks is one-sixth of a clean **hit**. For example, a 90-damage normal move will accrue 15 white damage when blocked. White damage will recover quickly, but only if no contact is made with the opponent for 90 frames, or a second and a half. You can see how several **blockstrings** or heavy **pokes** blocked back-to-back can ultimately lead to a poke that deals lots of extra damage on hit.

White damage also builds up from **absorptions** during **armored** periods. The full damage is registered—an absorbed 90-damage poke is still a 90-damage poke—but the damage can be recovered over time.

Like taking normal damage on hit, taking white damage on block builds up the **V-Gauge**, though at one-sixth of the normal rate. (V-Gauge gain for armor-absorb hits is normal.)

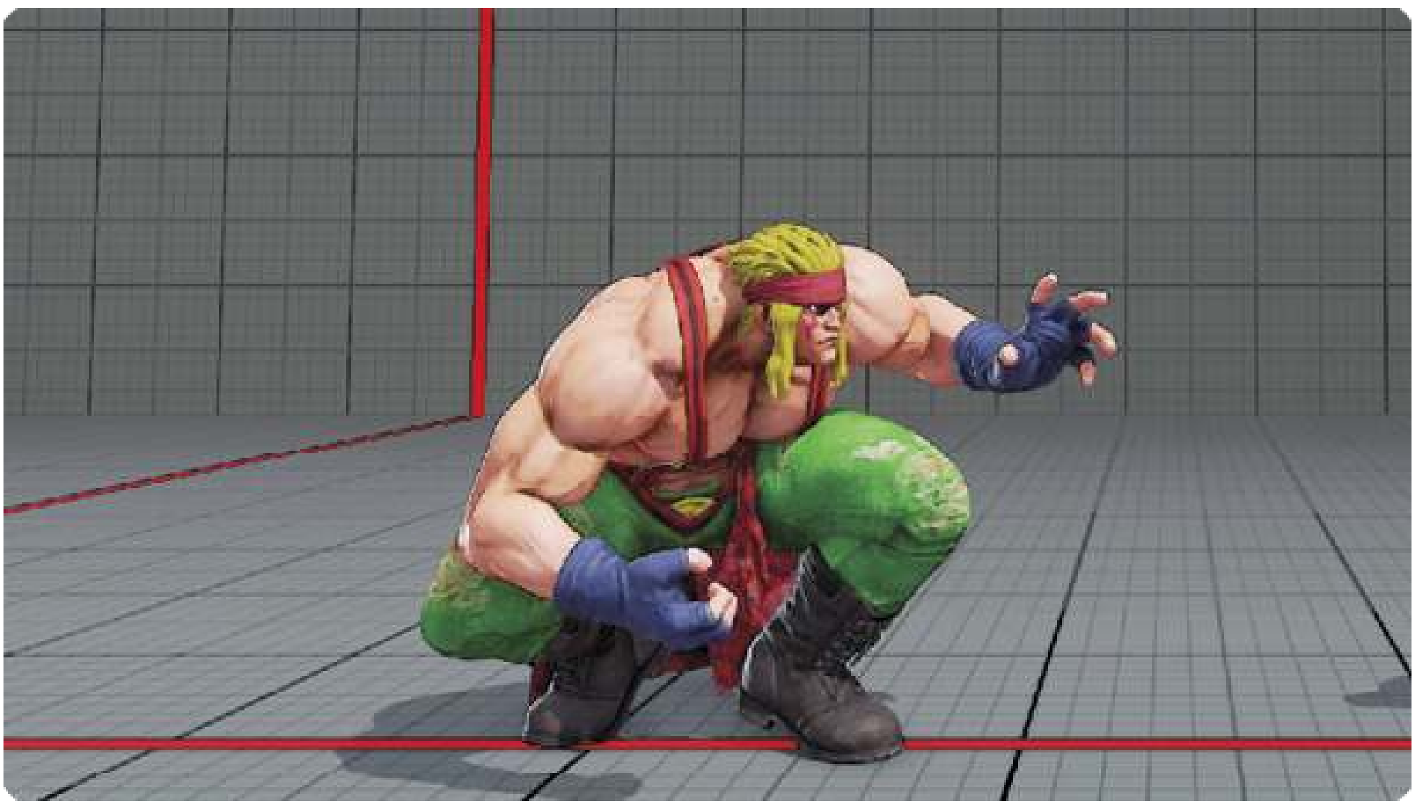
ZONING

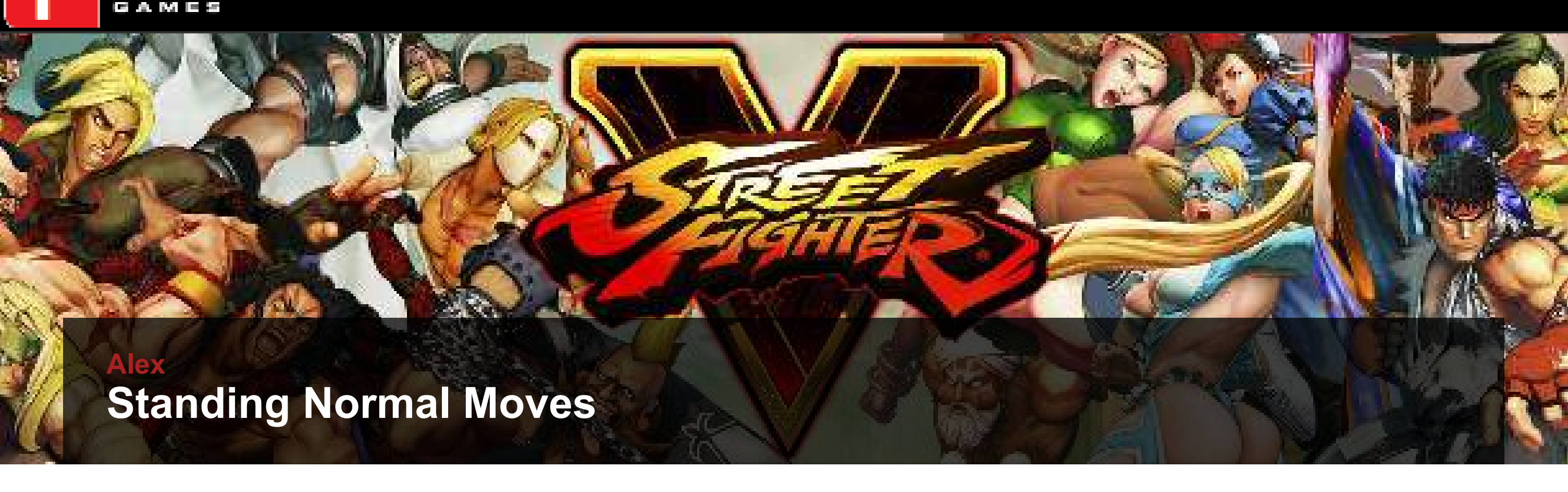
Zoning is using spaced, typically long-range tactics to hold your opponent at bay from afar. Zoning is usually based on effective **projectile** use, although Dhalsim can also use his extendable limbs and Birdie has long-reaching chain strikes.

Street Fighter V

Alex

Data

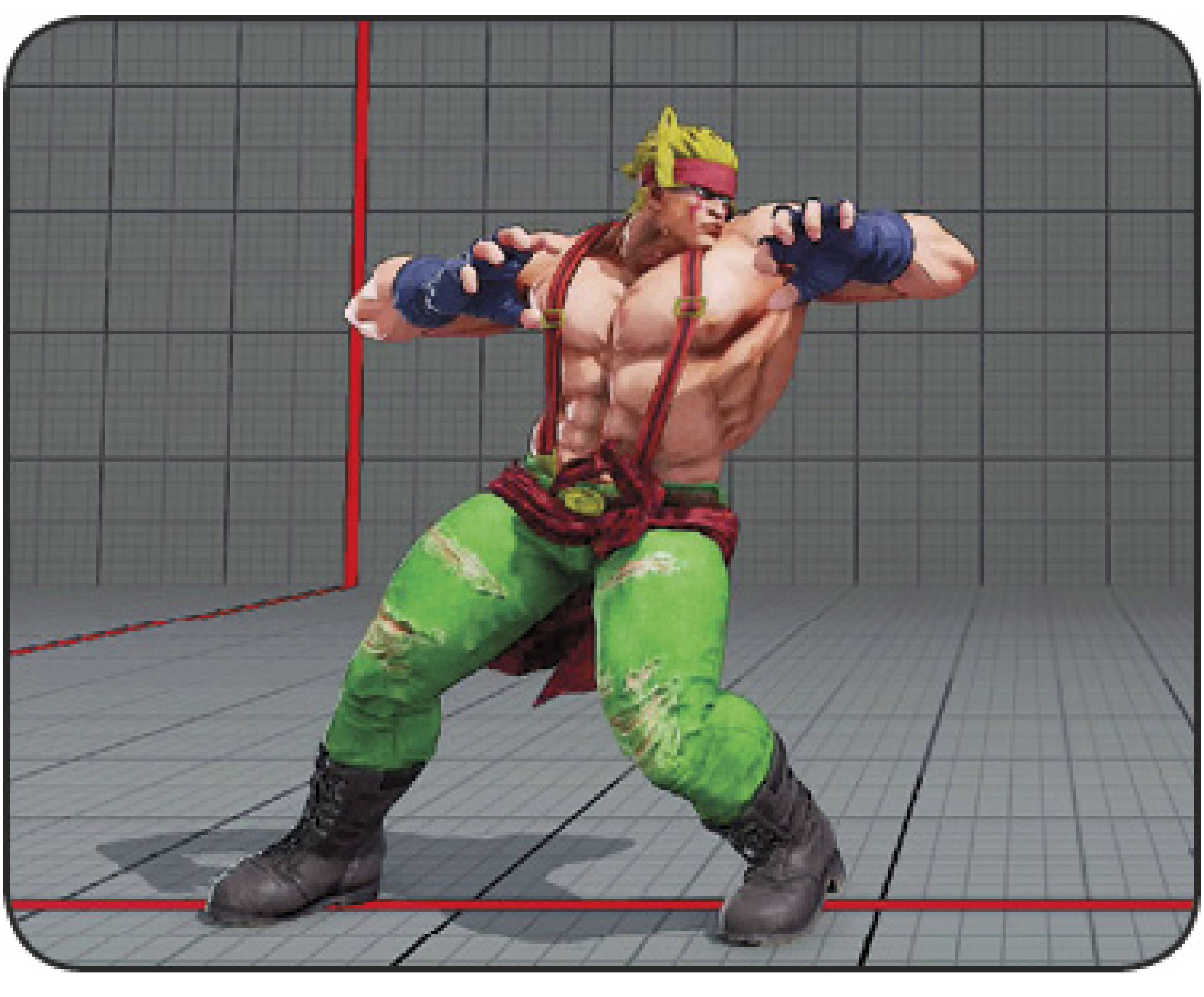




Alex

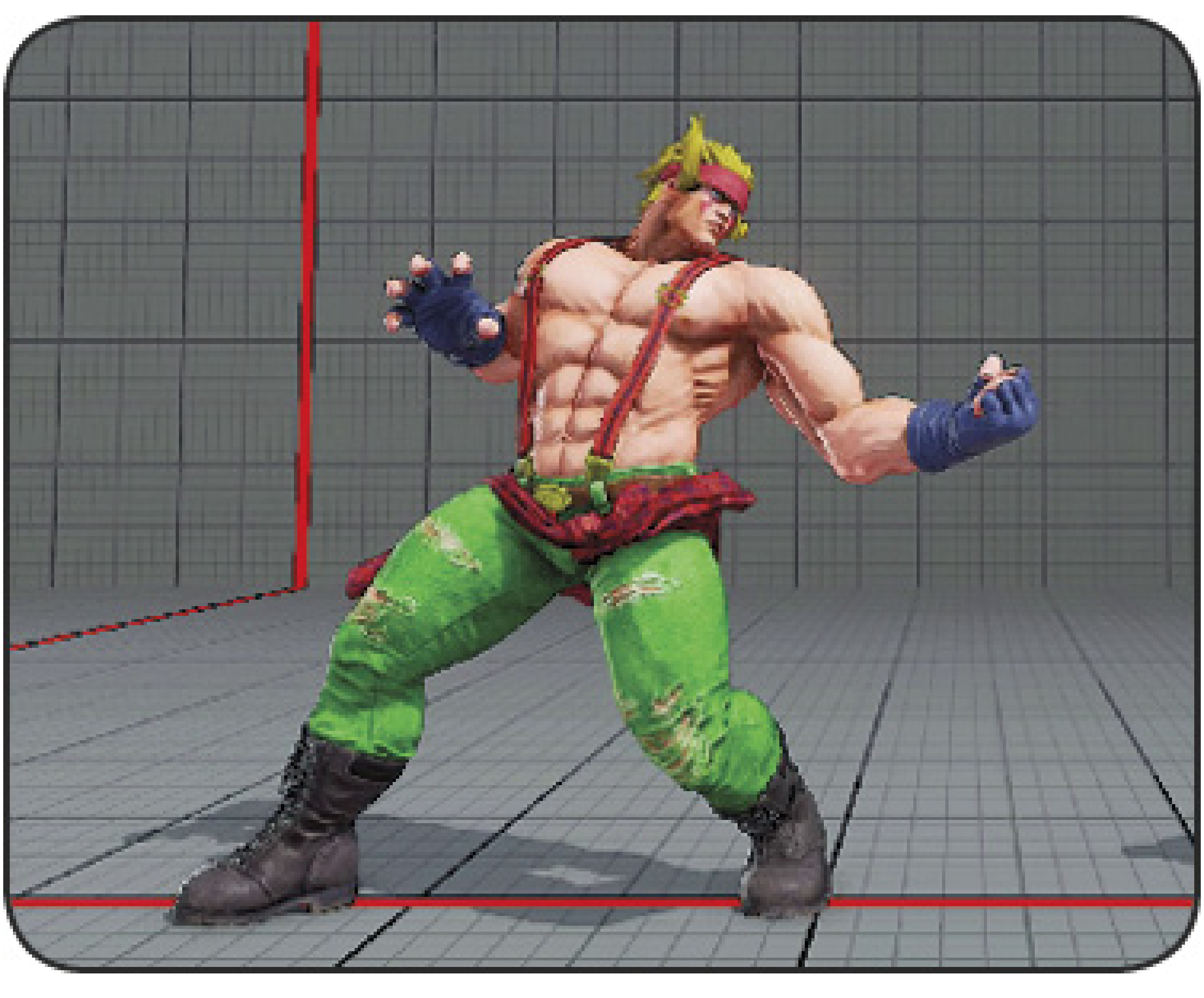
Standing Normal Moves

STANDING JAB LP



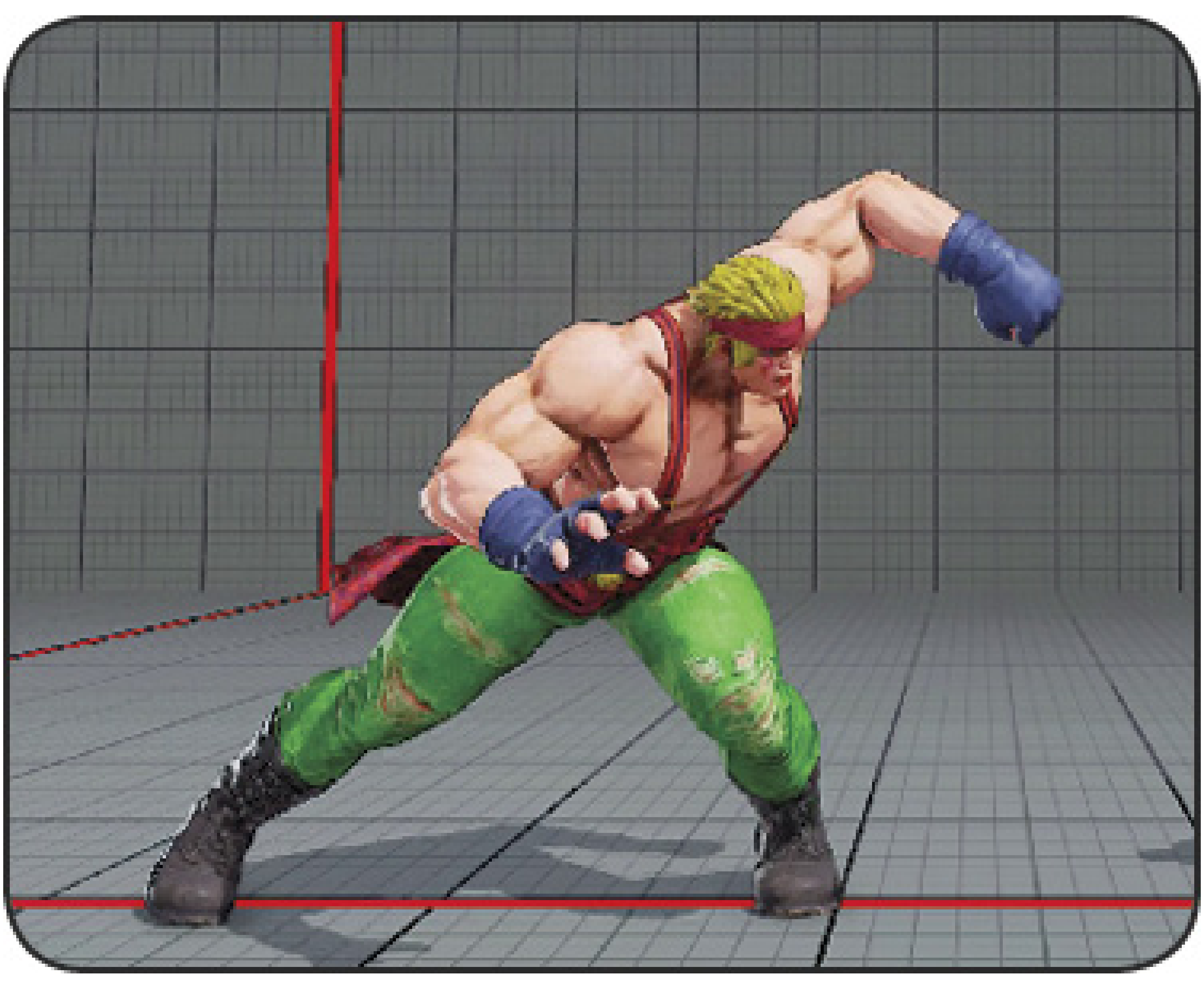
STARTUP	4
ACTIVE	3
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



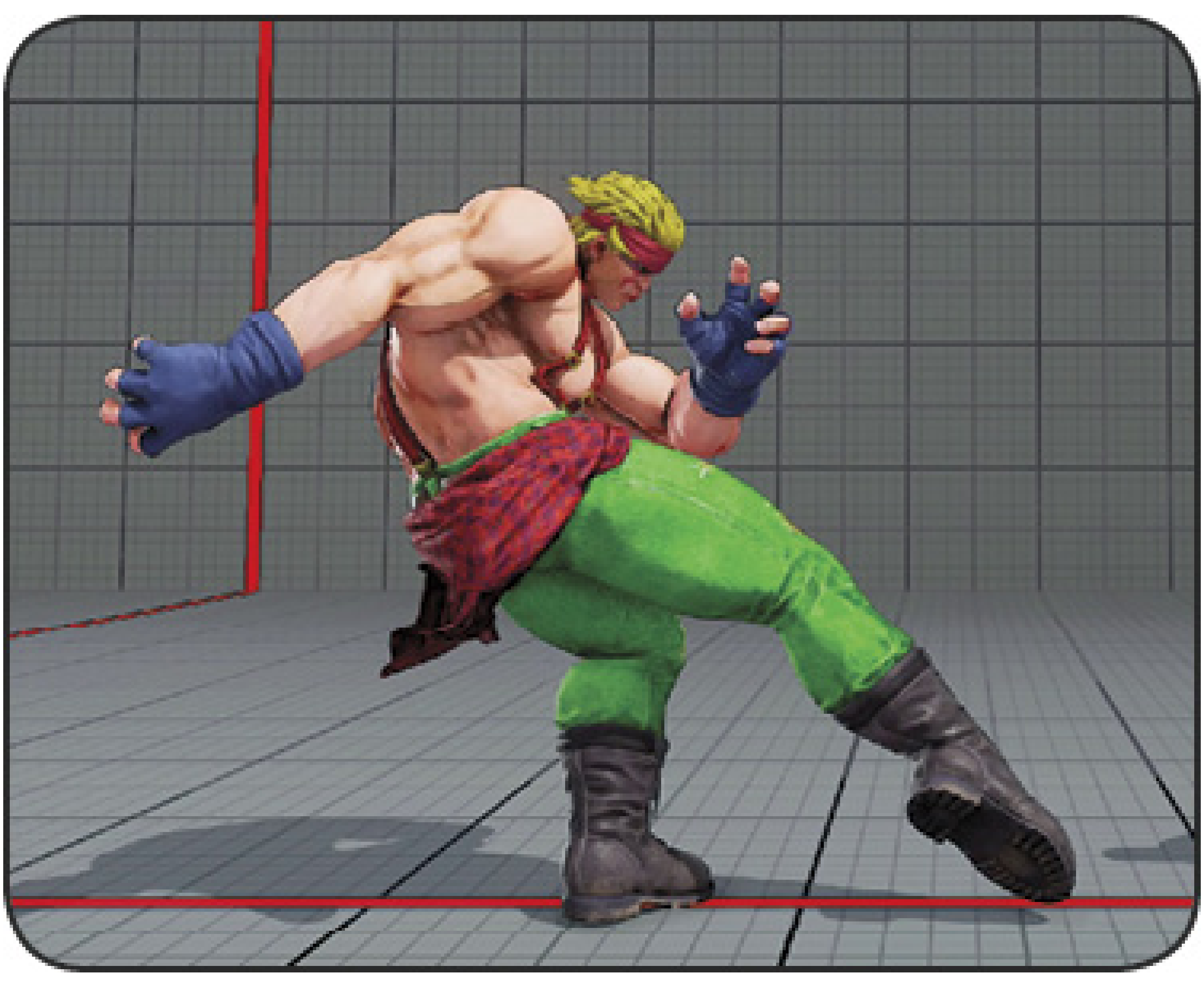
STARTUP	6
ACTIVE	2
RECOVERY	12
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



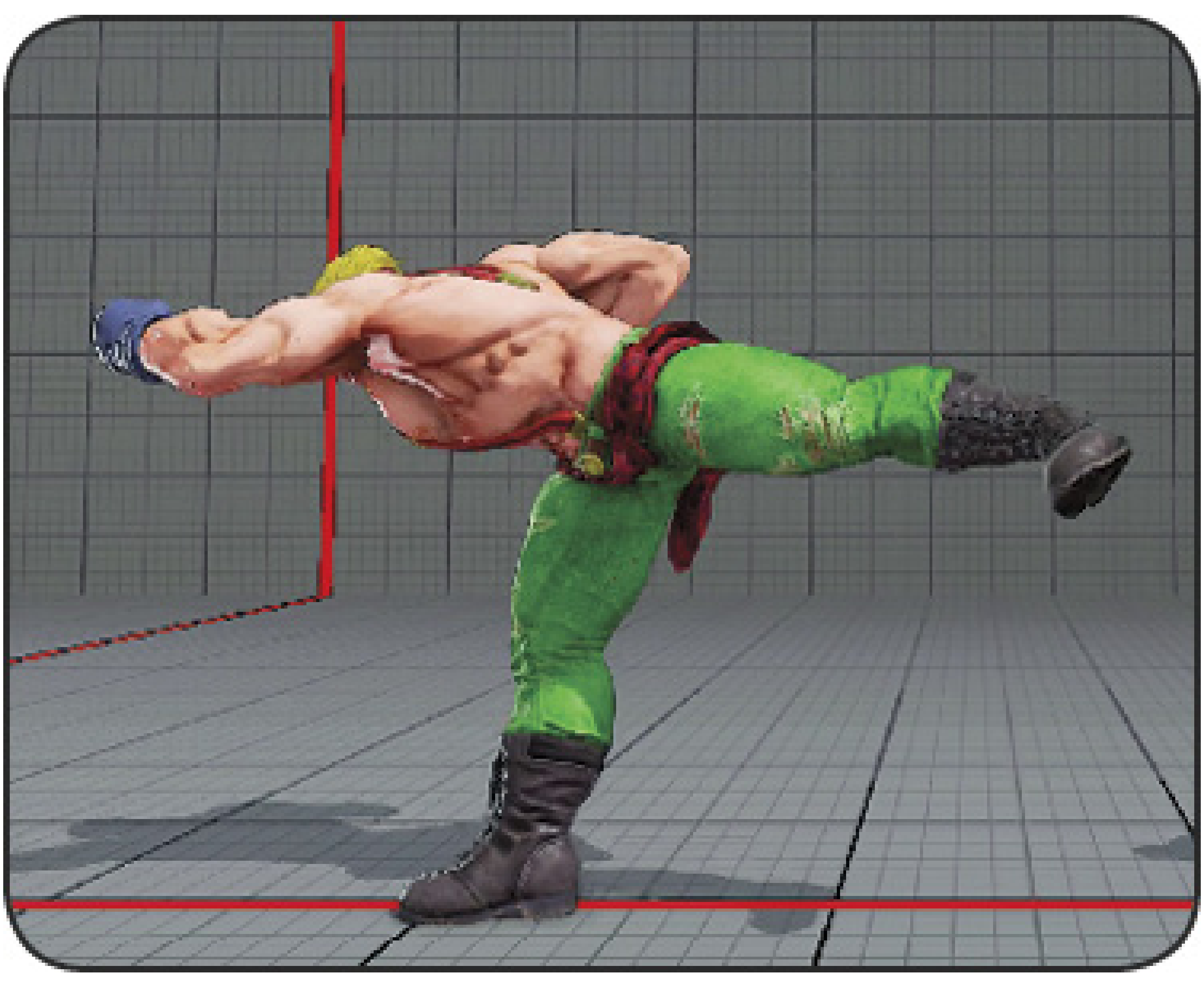
STARTUP	10
ACTIVE	3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-3
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

STANDING SHORT LK



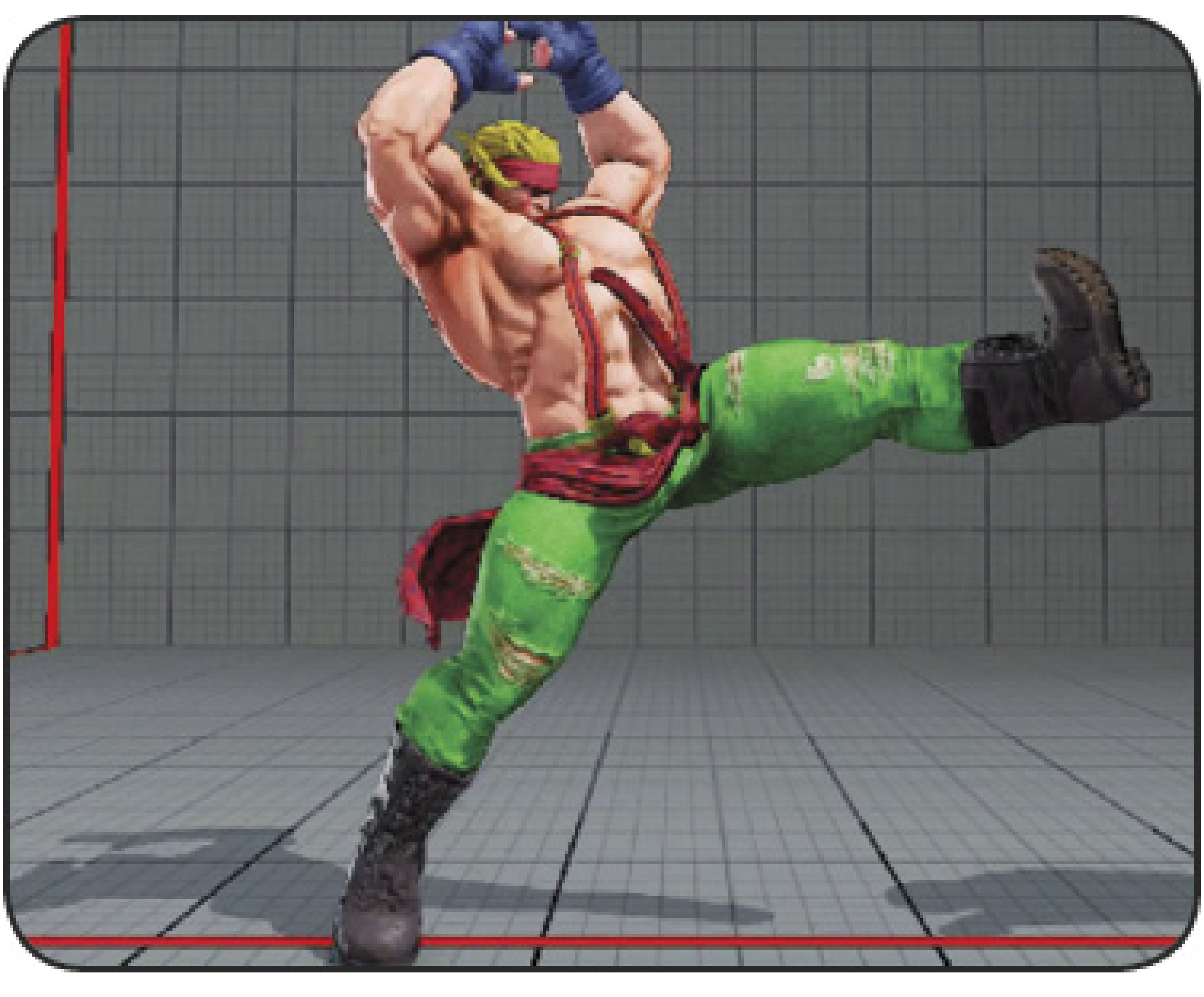
STARTUP	5
ACTIVE	3
RECOVERY	8
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-1
CANCEL	SP, V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



STARTUP	8
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	V
DAMAGE	70
STUN	100
METER GAIN	30/15

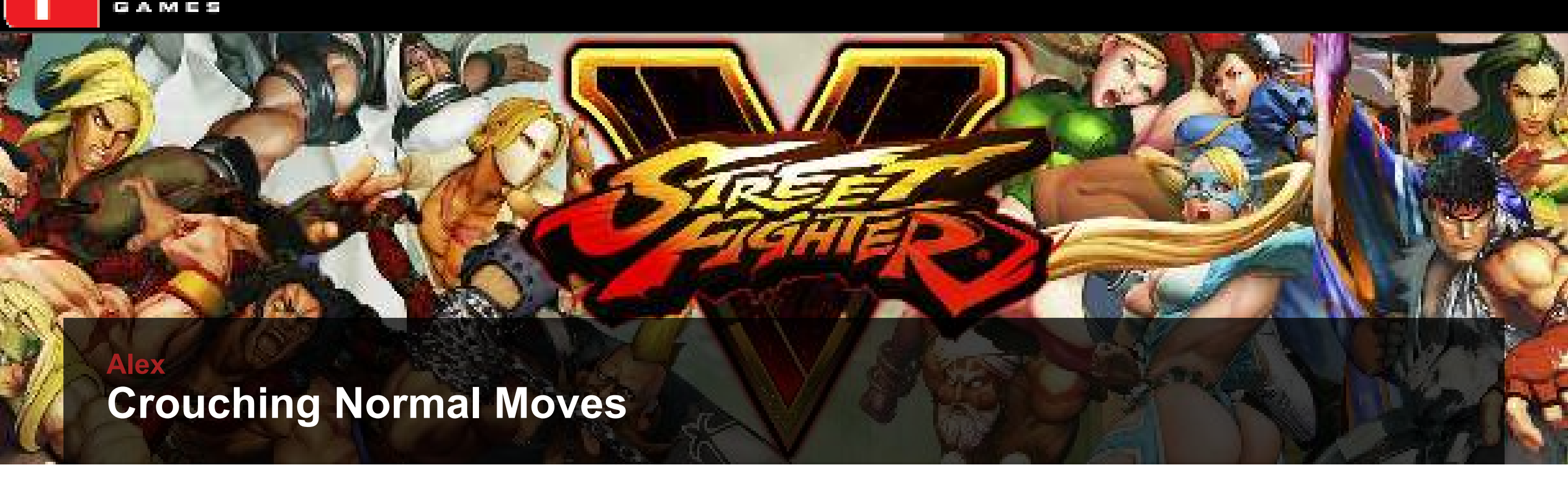
STANDING ROUNDHOUSE HK



STARTUP	17
ACTIVE	3
RECOVERY	25
GUARD LEVEL	HL
ON HIT	-4
ON GUARD	-4
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

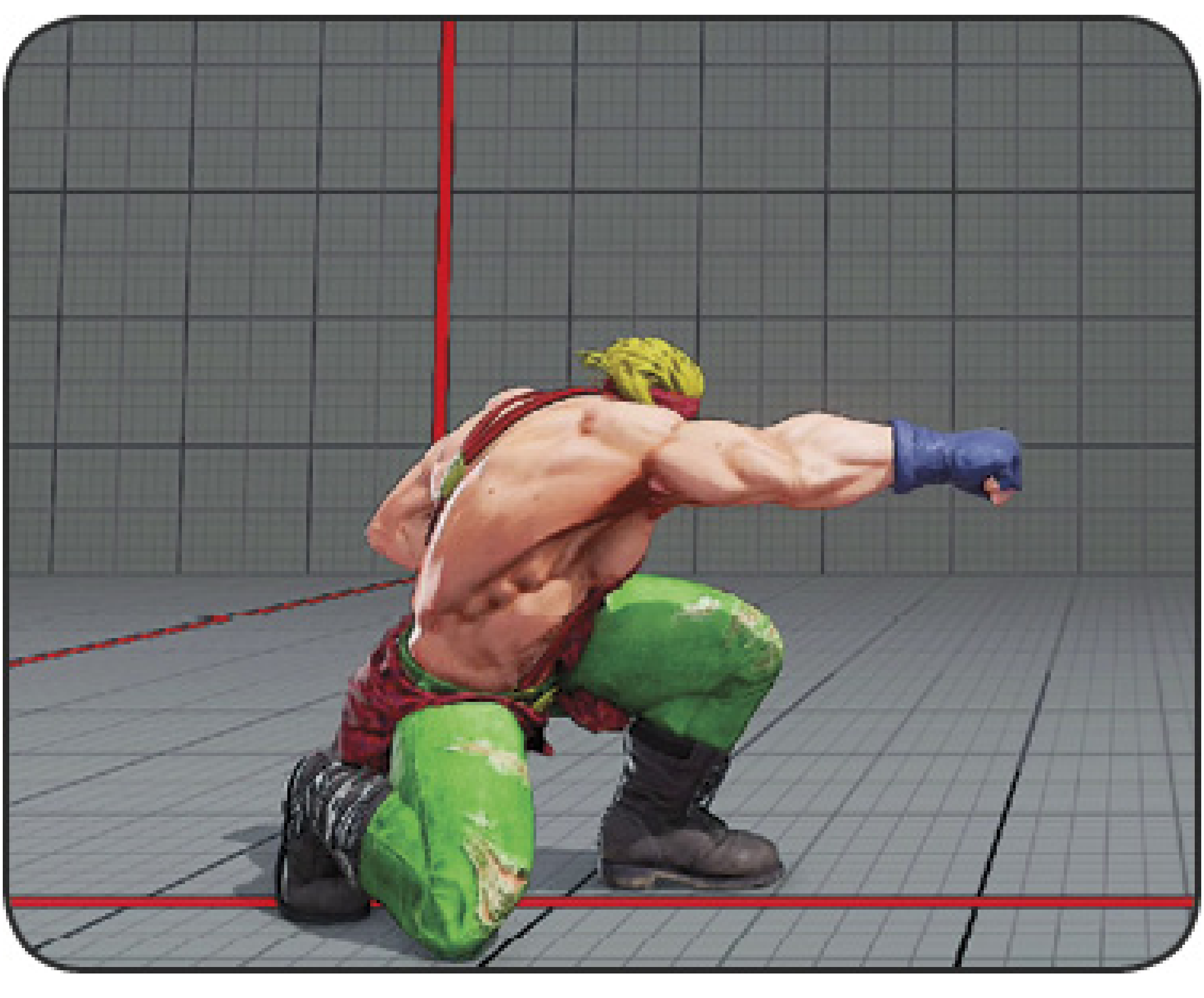
On Counter-hit: Crush Counter crumple, V-Gauge +150 (anti-air counter-hit: free juggle state, spinning knockdown)



Alex

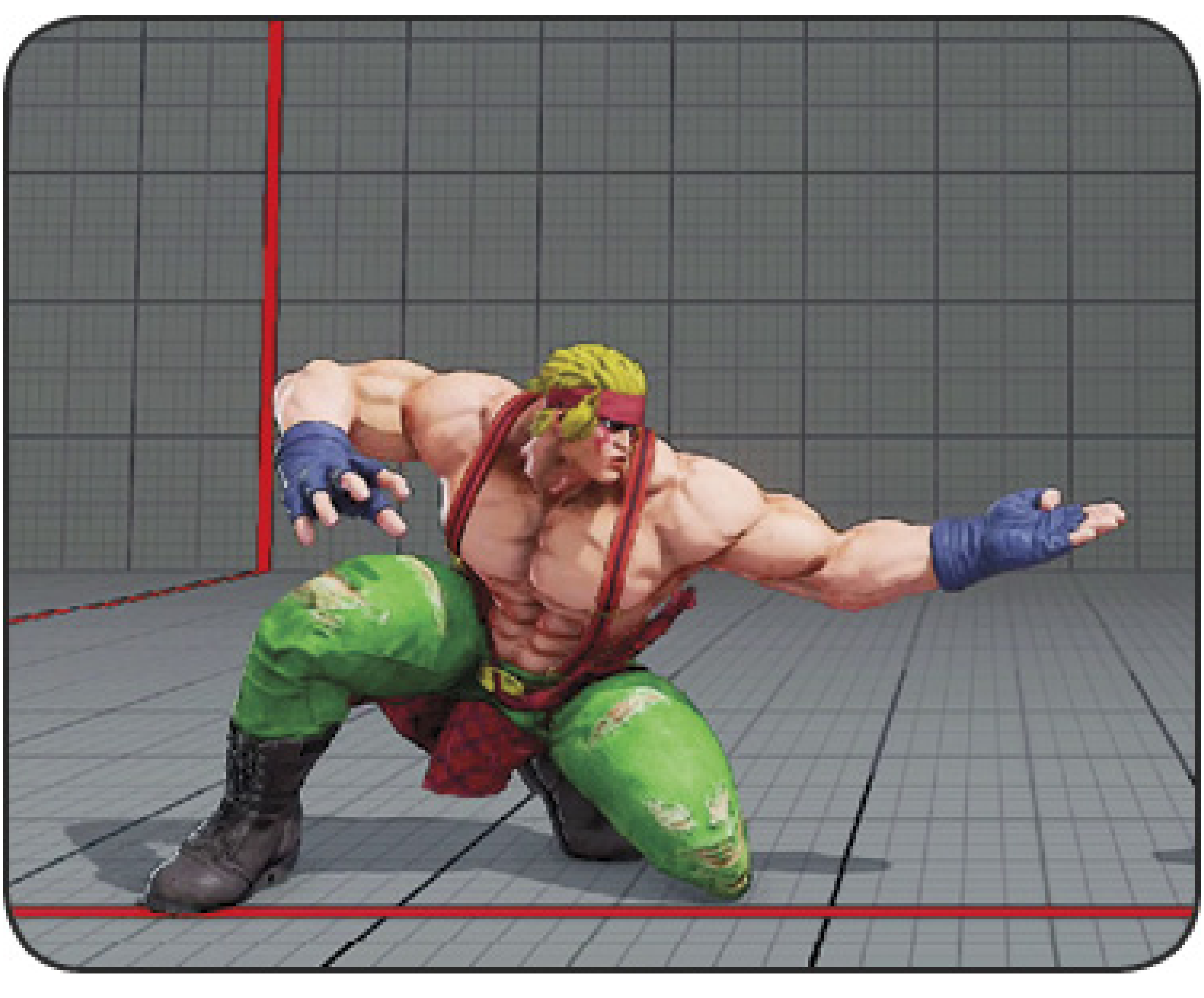
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



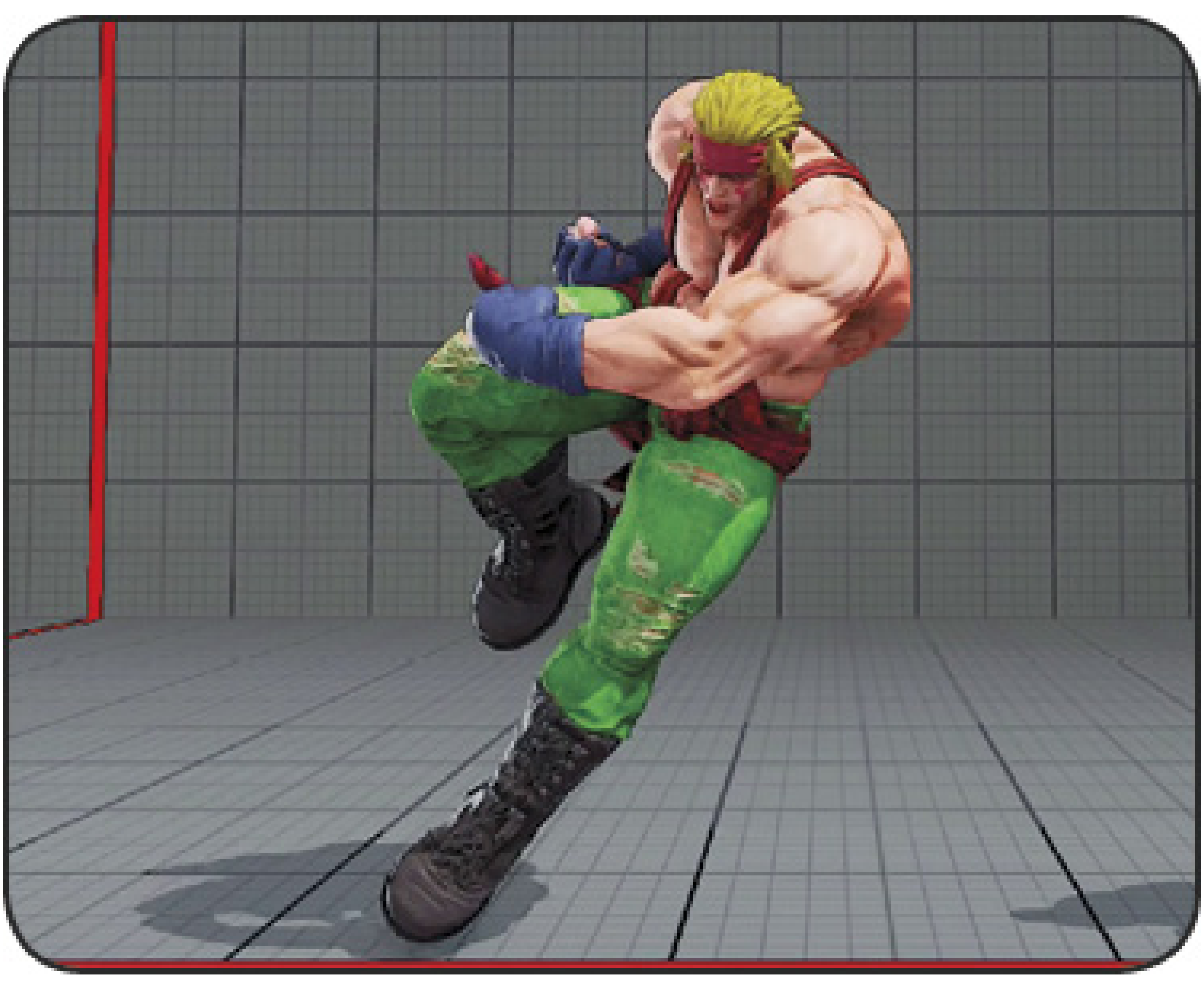
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



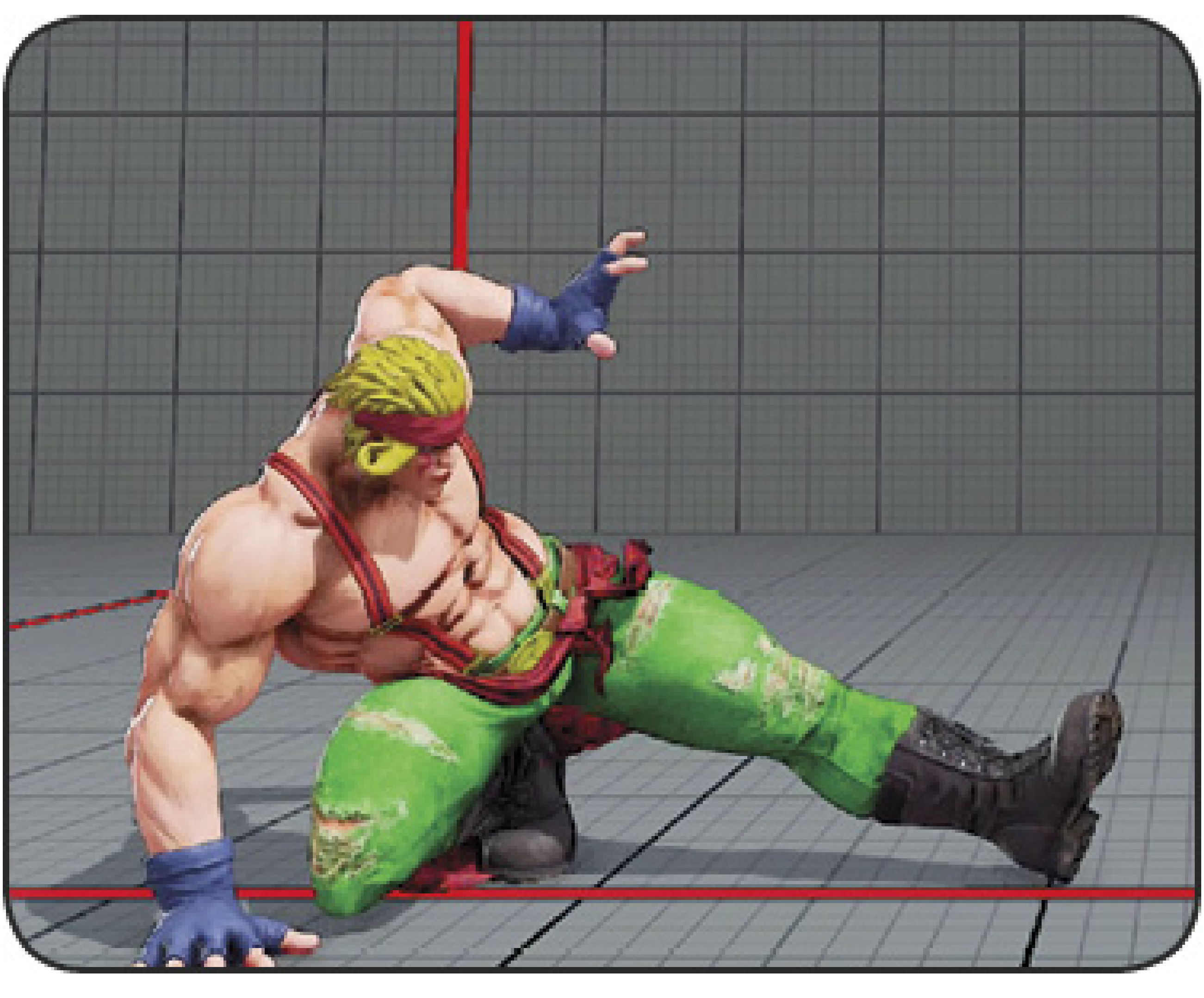
STARTUP	7
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-1
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



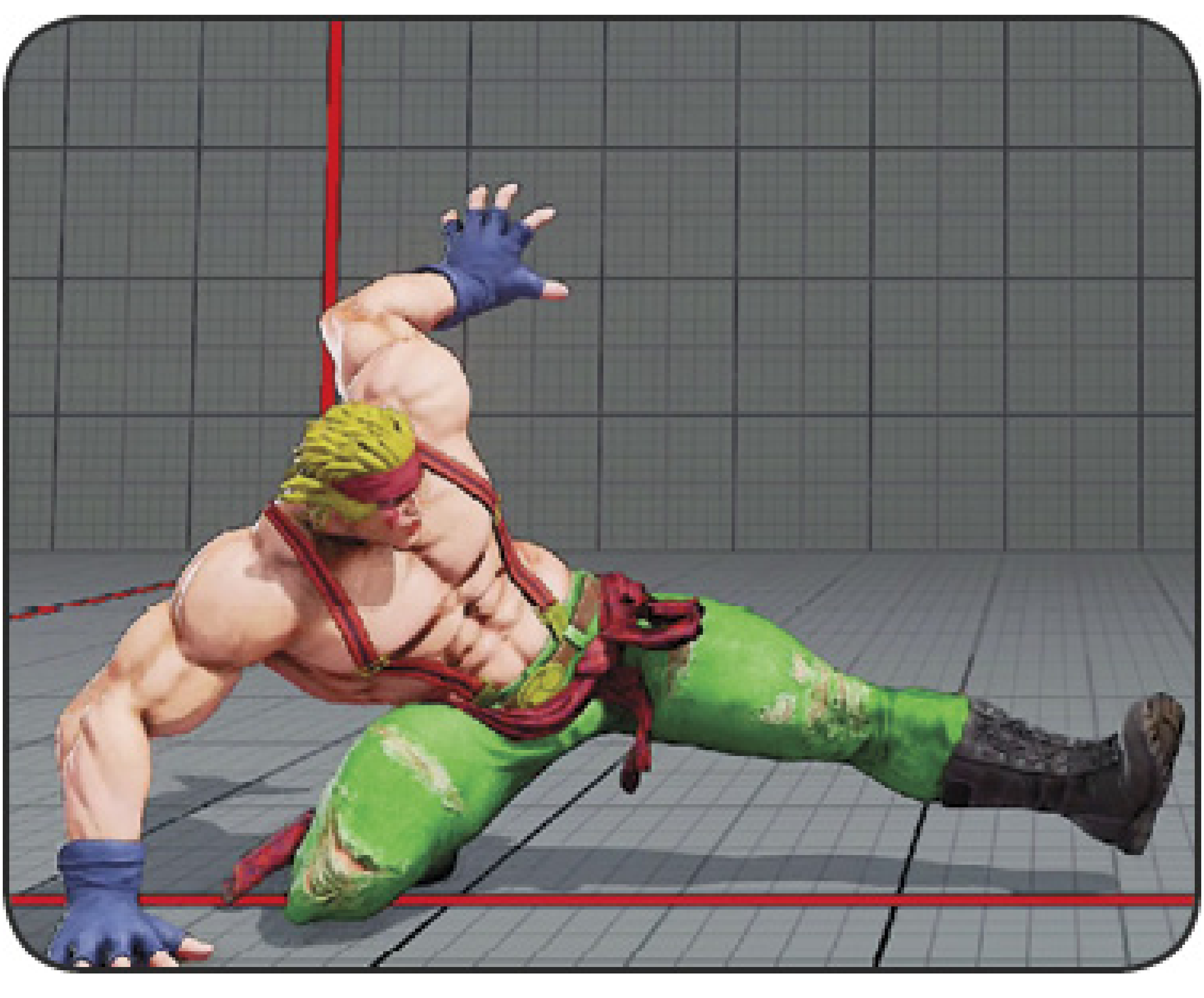
STARTUP	12
ACTIVE	–
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
CANCEL	V
DAMAGE	90(50+40)
STUN	150(75+75)
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING



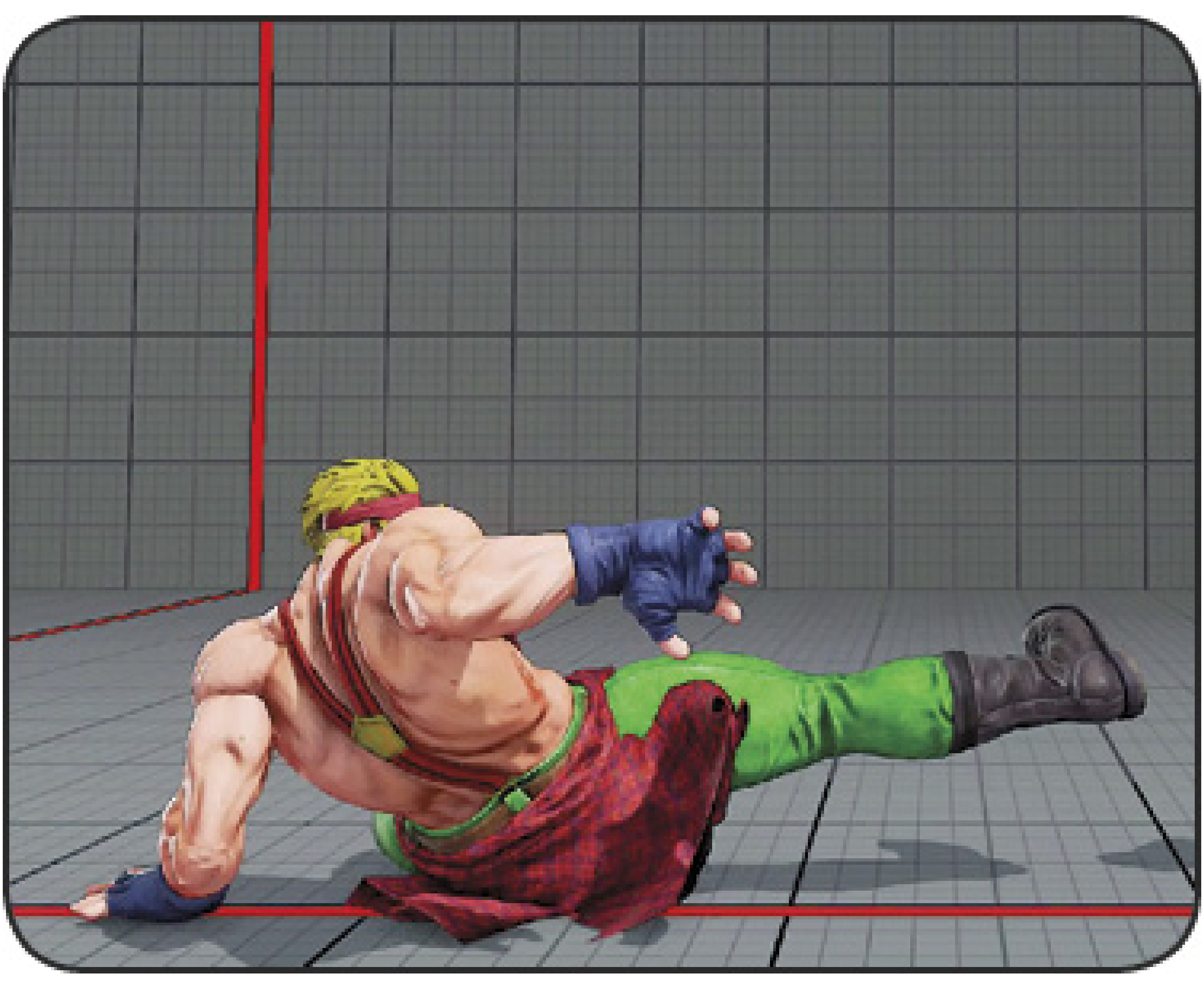
STARTUP	4
ACTIVE	3
RECOVERY	6
GUARD LEVEL	L
ON HIT	4
ON GUARD	±0
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	8
ACTIVE	2
RECOVERY	18
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-3
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

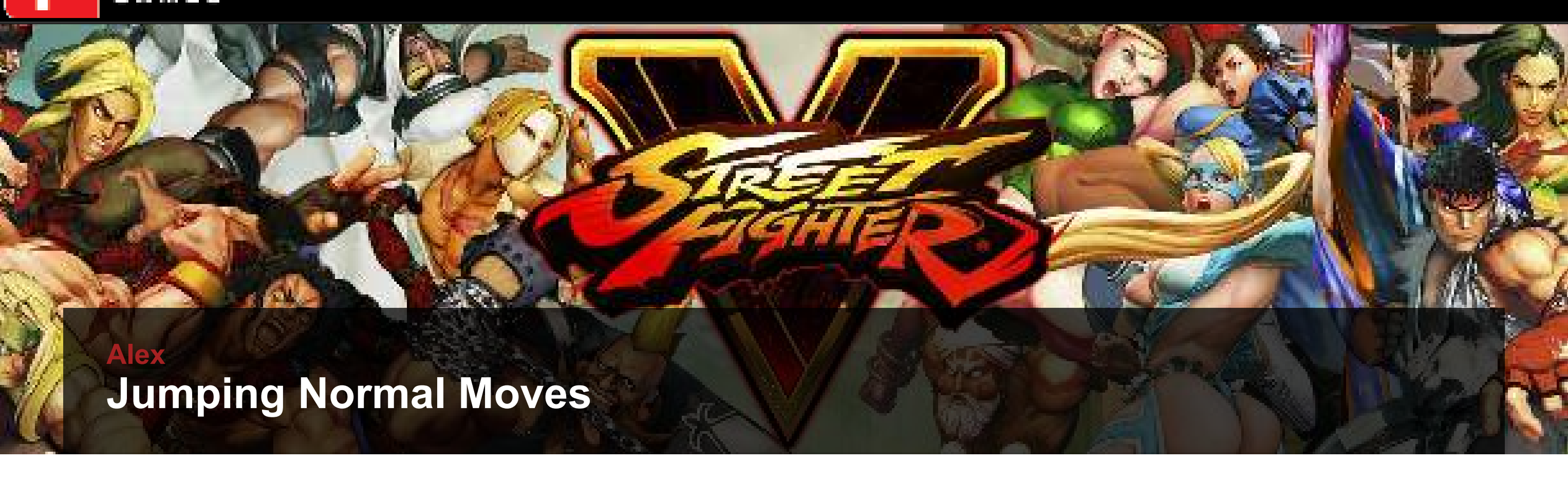
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	11
ACTIVE	2
RECOVERY	24
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

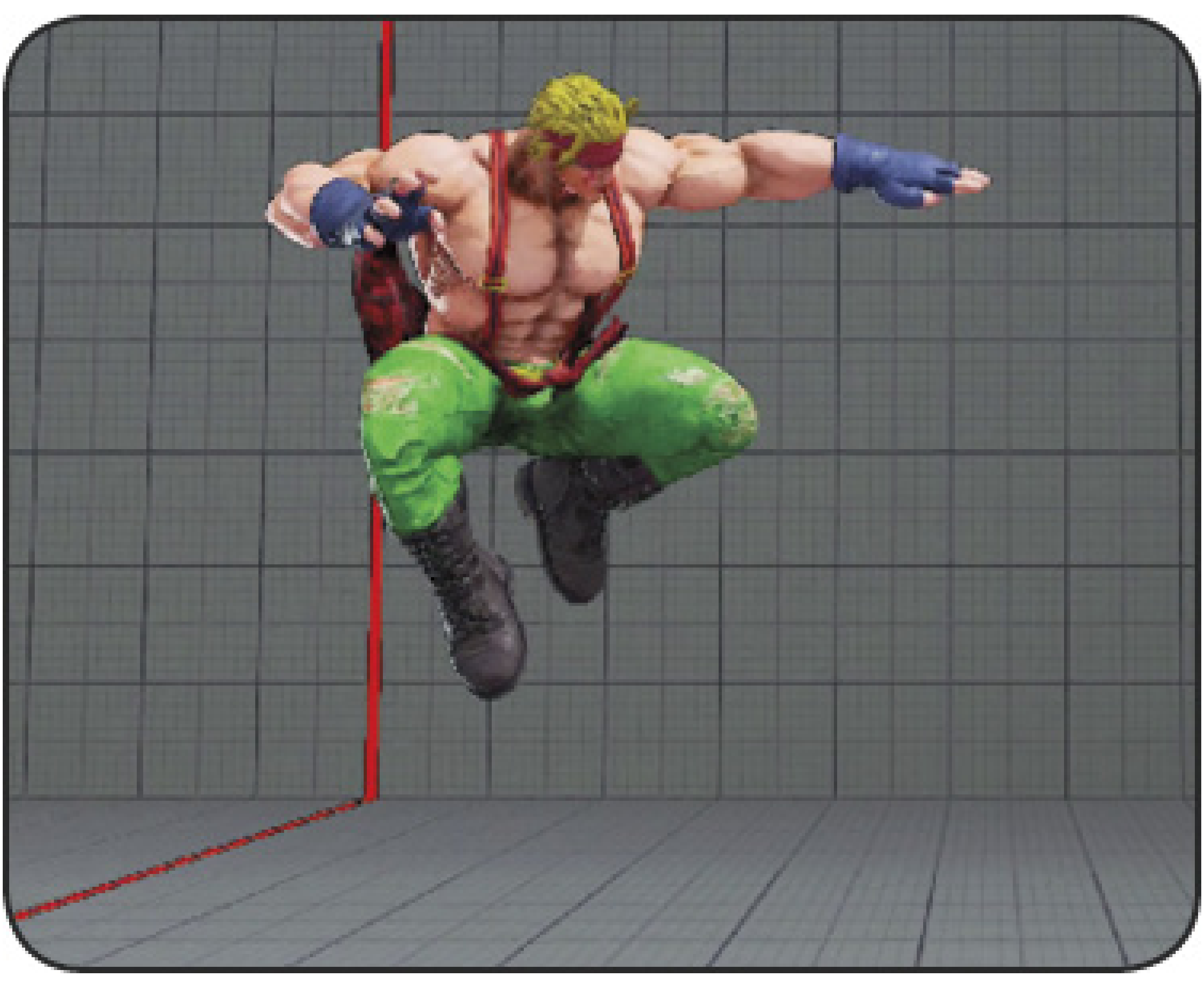
On Counter-hit: Crush Counter knockdown prevents quick recovery, V-Gauge +100



Alex

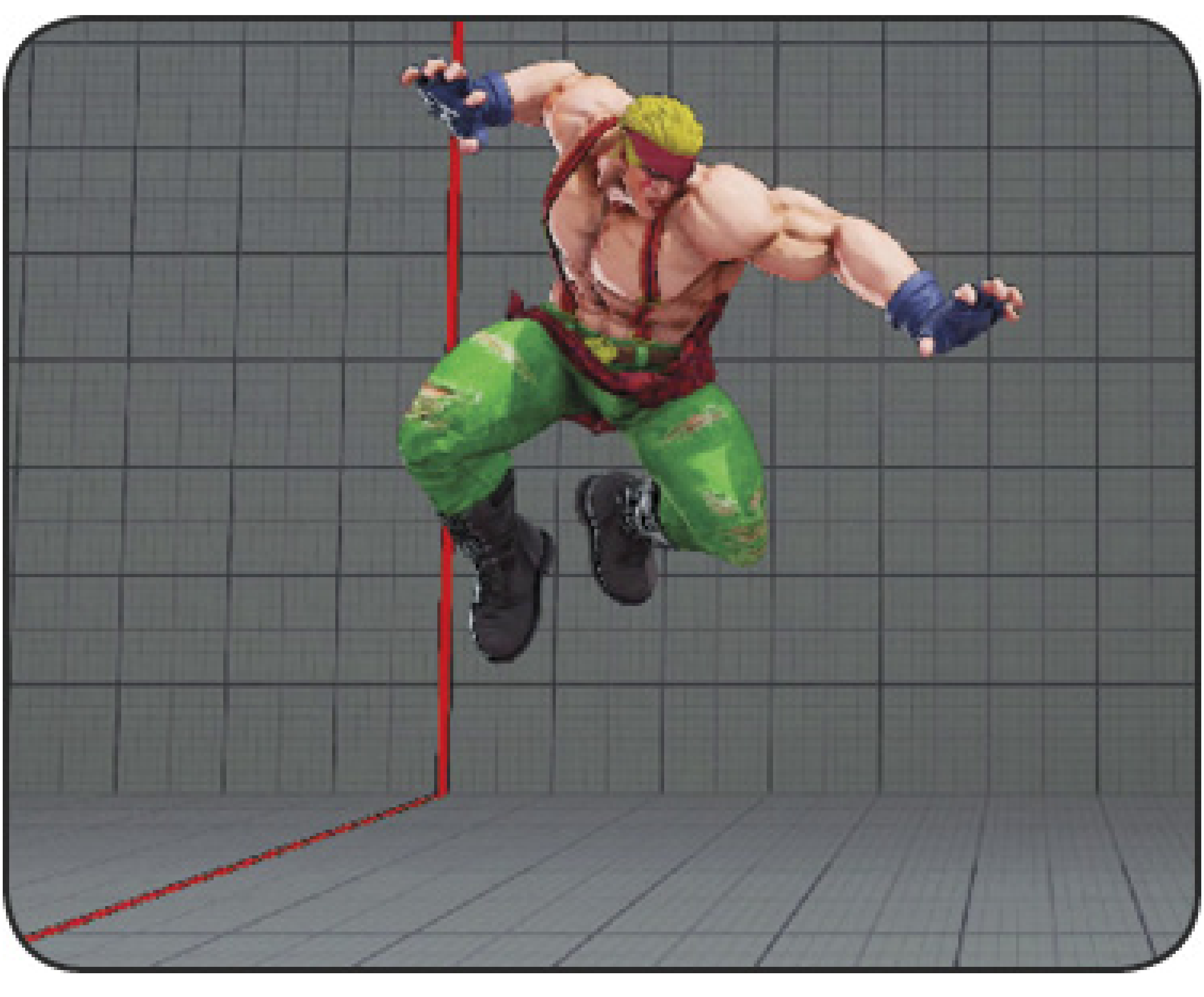
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



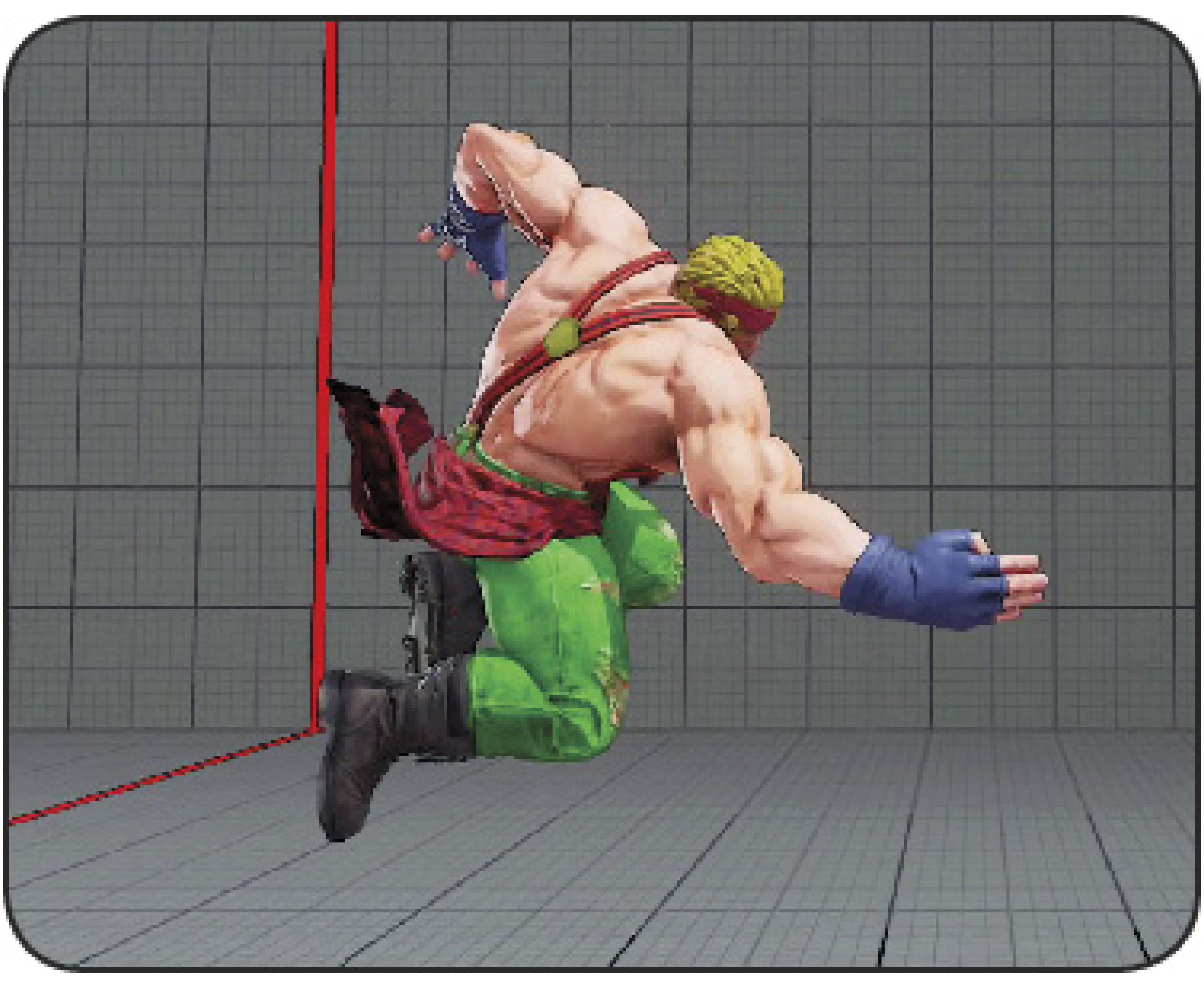
STARTUP	4
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



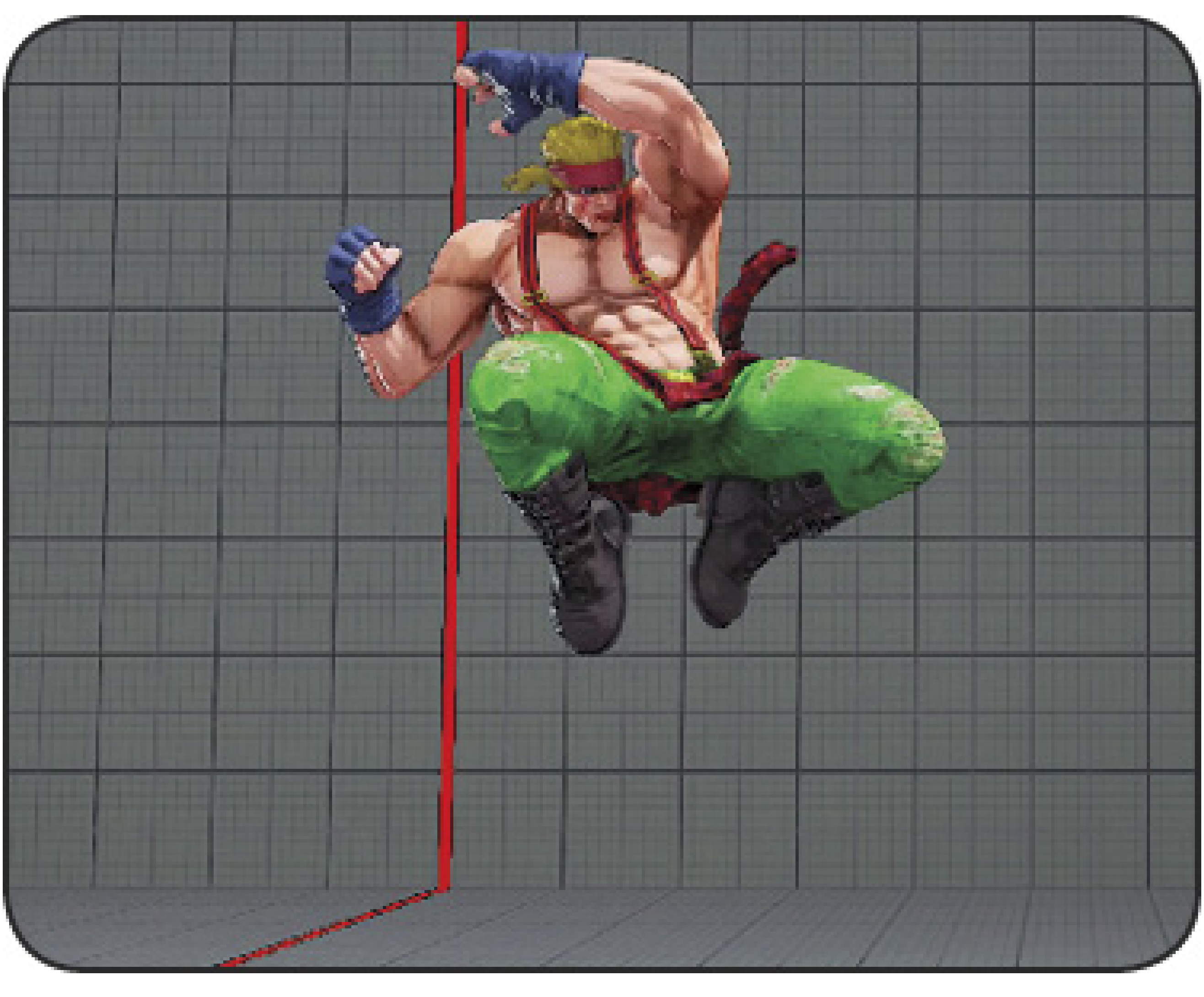
STARTUP	6
ACTIVE	7
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



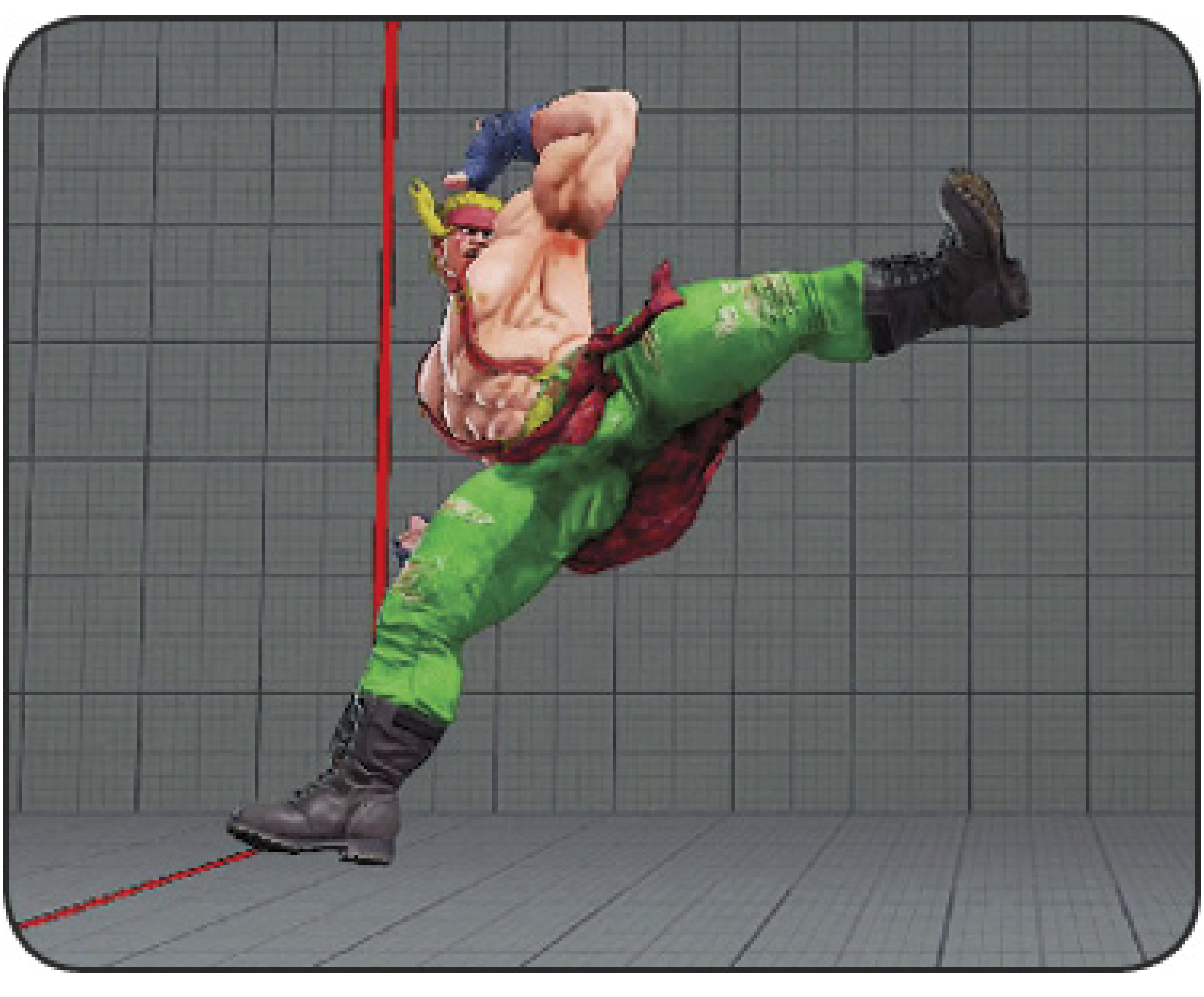
STARTUP	8
ACTIVE	3
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



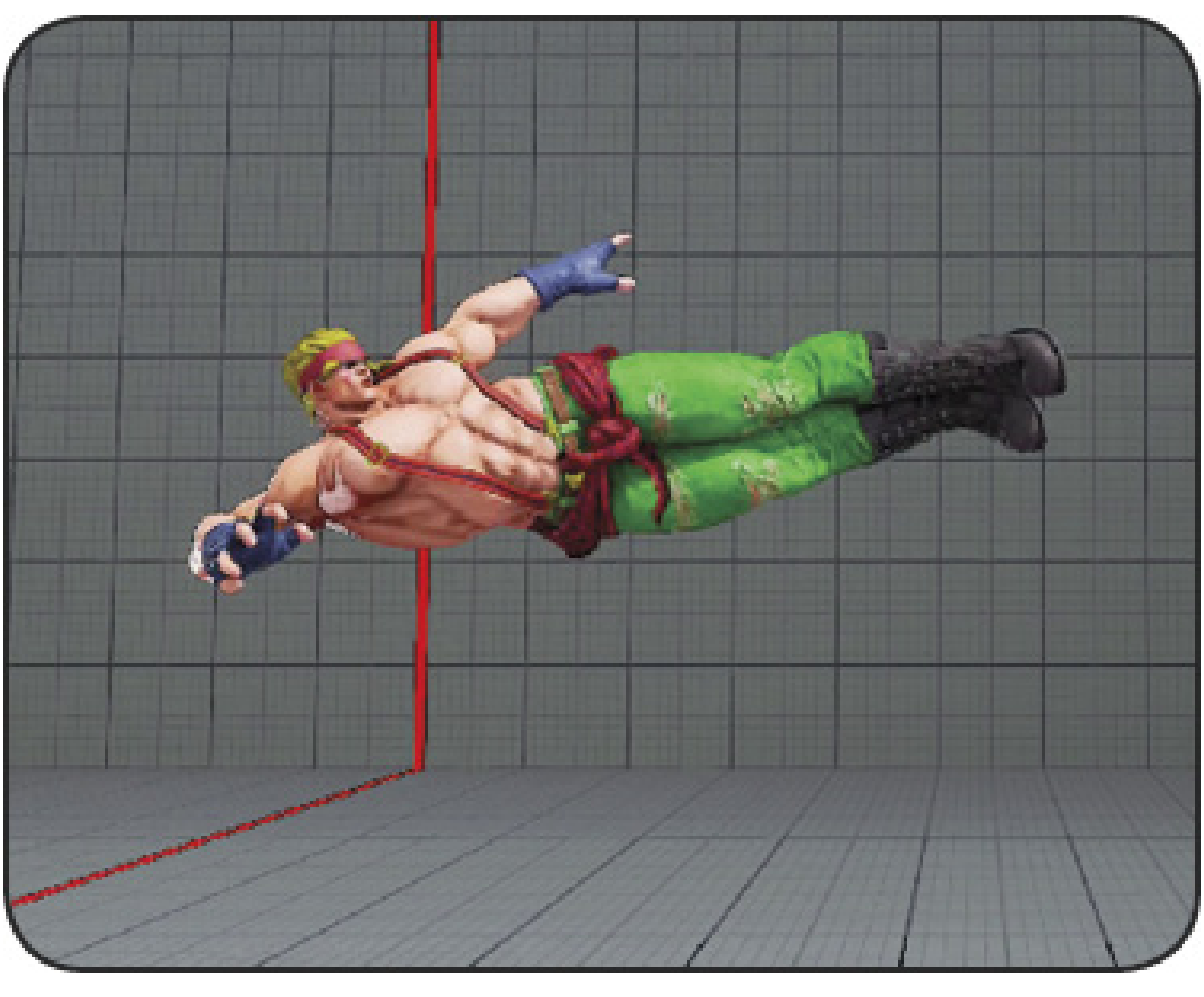
STARTUP	4
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING



STARTUP	6
ACTIVE	6
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



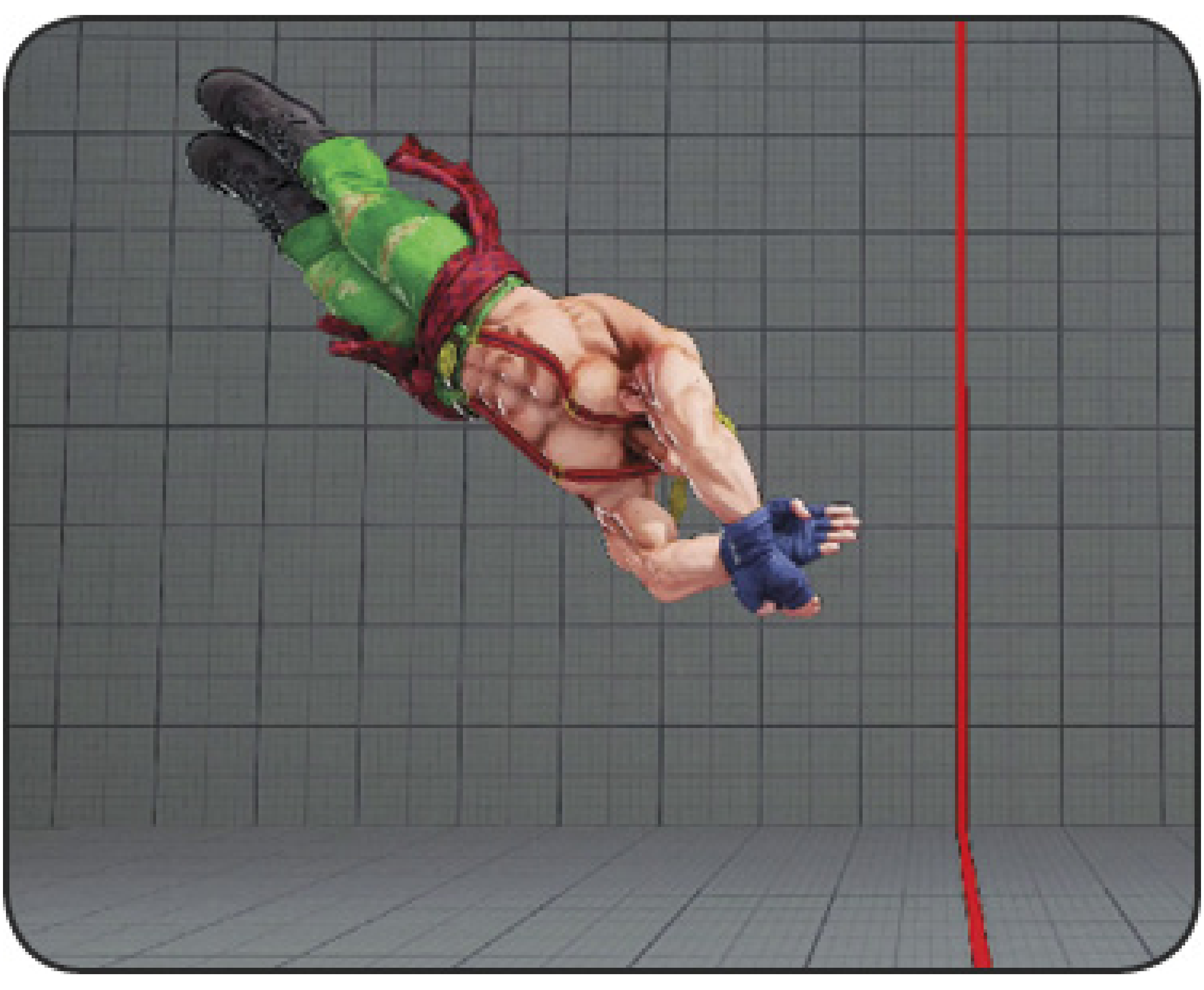
STARTUP	9
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

STREET FIGHTER V

Alex

Unique Attacks

FLYING CROSS CHOP ↓ + HP AT APEX OF FORWARD JUMP

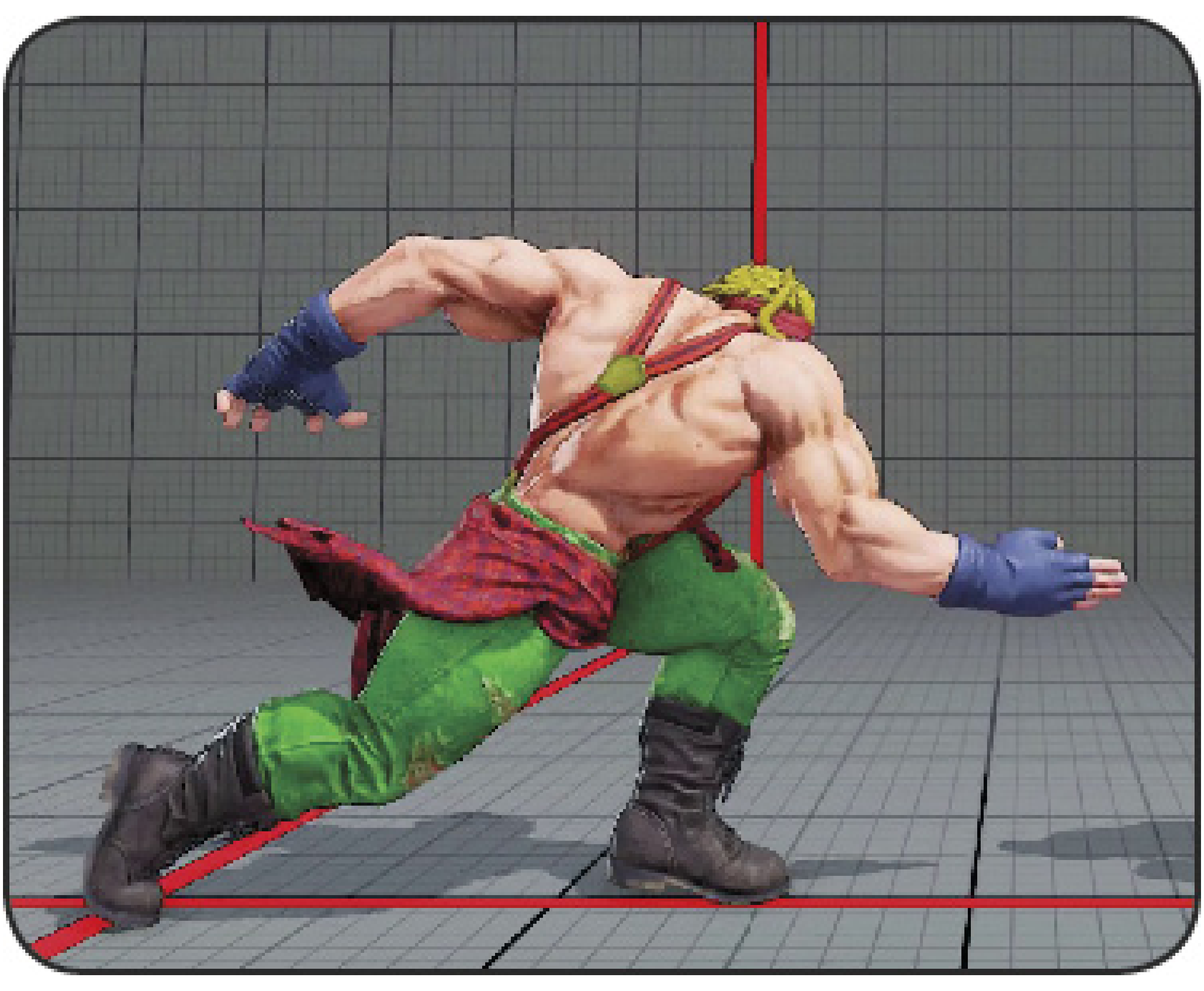


STARTUP	13
ACTIVE	15
RECOVERY	Landing after hit: 20; landing after guard or whiff: 34
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

Flying Cross Chop: Alex's classic diving punch. He plunges down with a heavy punch attack, rolling on the ground on landing. He rolls for less time on landing off a hit than blocked or whiffed, making him safer. On hit, he's even better off than in Third Strike–you can actually link into ground attacks, making Flying Cross Chop a viable, long-range jump-in. Because of the long recovery roll, Alex is basically guaranteed to take damage if this doesn't hit, though.

As in 3S, this is a strong move when you expect your foe to jump, or otherwise leave the ground. Flying Cross Chop is active for a long time, covering lots of the screen, and it places airborne victims into a jugglable state.

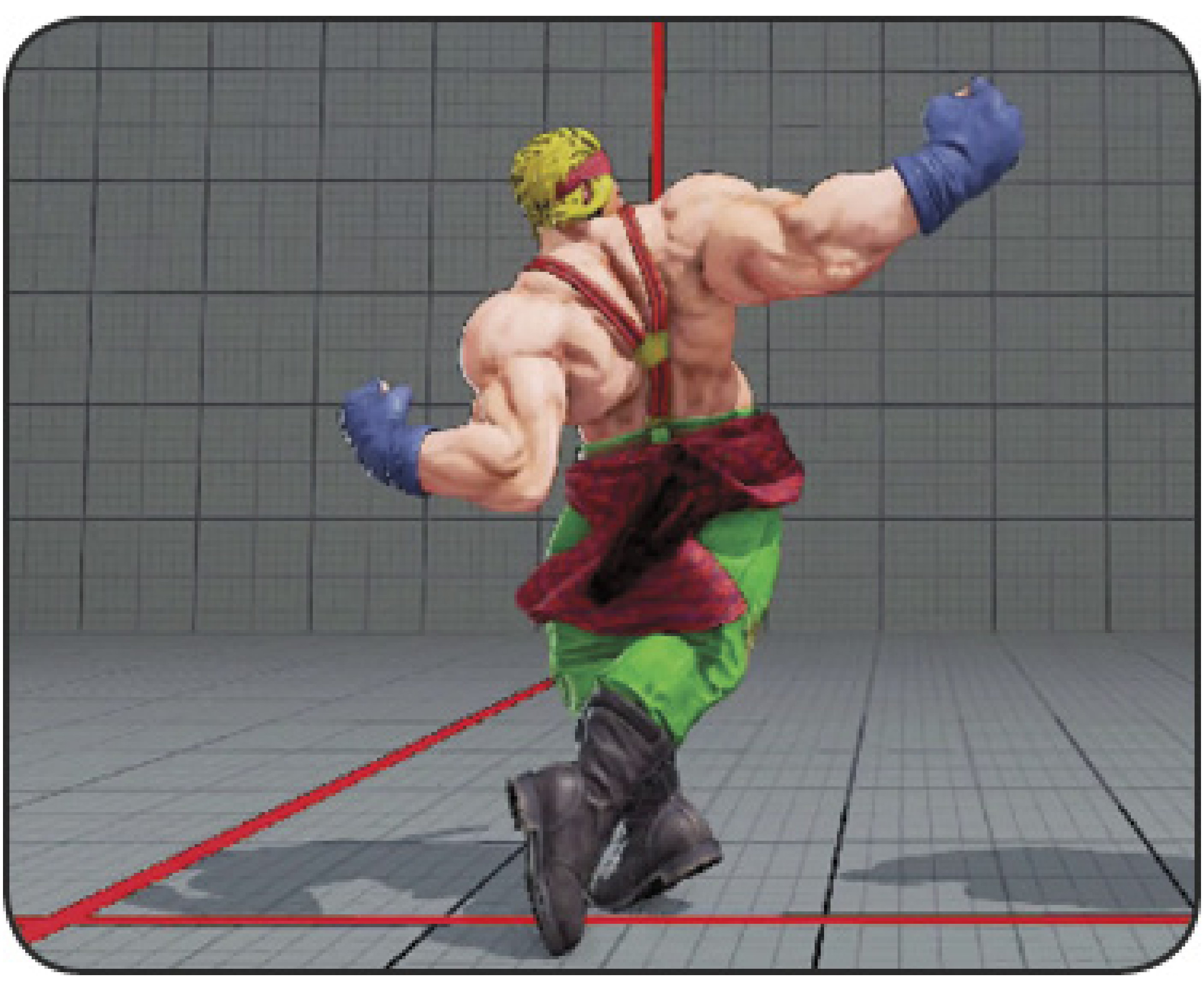
CHOP → + MP



STARTUP	22
ACTIVE	2
RECOVERY	18
GUARD LEVEL	H
ON HIT	1
ON GUARD	-4
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

Chop: This is a pretty standard command overhead, used to check the enemy's high guard. Great when they're about to be stunned or knocked out when you expect them to turtle up, blocking low. On block, Alex is left at -4, open to mild punishment. Unfortunately, while it looks like this punch might have an arc that hits at an anti-air angle, it has no hitbox until Alex's arm is extended and parallel with the ground.

LARIAT → + HP



STARTUP	10
ACTIVE	3
RECOVERY	17
GUARD LEVEL	HL
ON HIT	5
ON GUARD	3
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

Forces standing; on Counter-hit: Crush Counter (spinning hitstun, adv. +15), +150 V-Gauge

Lariat: Alex whirls forward with an arcing punch. This is like R. Mika's Lady Mika uppercut in several ways. It leaves Alex with a whopping +3 advantage on block, keeping initiative. On normal hit, +5 advantage allows a link into standing LK , or even his Critical Art. And on counter-hit, Lariat causes a spinning Crush Counter that allows for a combo follow-up, while building V-Gauge.

Lariat's punch reaches diagonally up in front of Alex, so it can be suitable as anti-air against long-range jump-ins. (Against jump-ins from closer in, you should use crouching HP or standing LP.) As an anti-air counter-hit, it pops the enemy into a jugglable knockdown; you can fish with anti-air Lariat and then immediately start charging ← for MK Slash Elbow in case the opponent eats the hit.

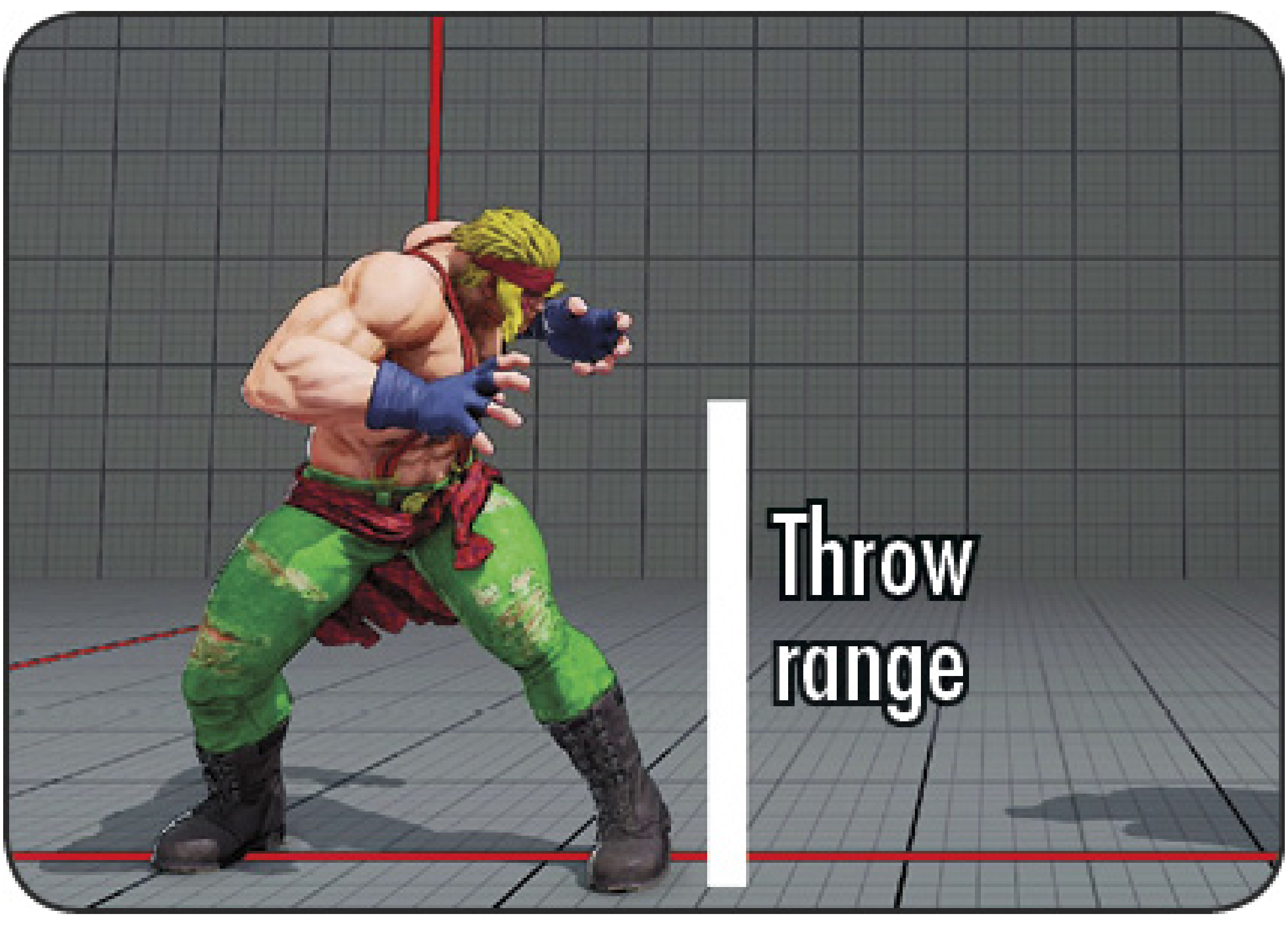
It will whiff over crouchers a couple of steps away, but it has a hitbox on Alex's flank just under his arm too, so it will hit crouchers up close, preserving its use as a frame trap starter. With its 10-frame startup and the sweep of Alex's arm, it also seems tailor-made to anticipate the wakeup option select of briefly guarding, then jumping back with a throw input.

Lariat also makes a perfect tick throw setup. With Lariat being +3 on block, if you go for immediate Power Bomb, opponents who try to mash out 3-frame jabs to beat the throw will lose.

STREET FIGHTER V

Normal Throws

FACE-CRUSH CHOP LP + LK NEAR FOE



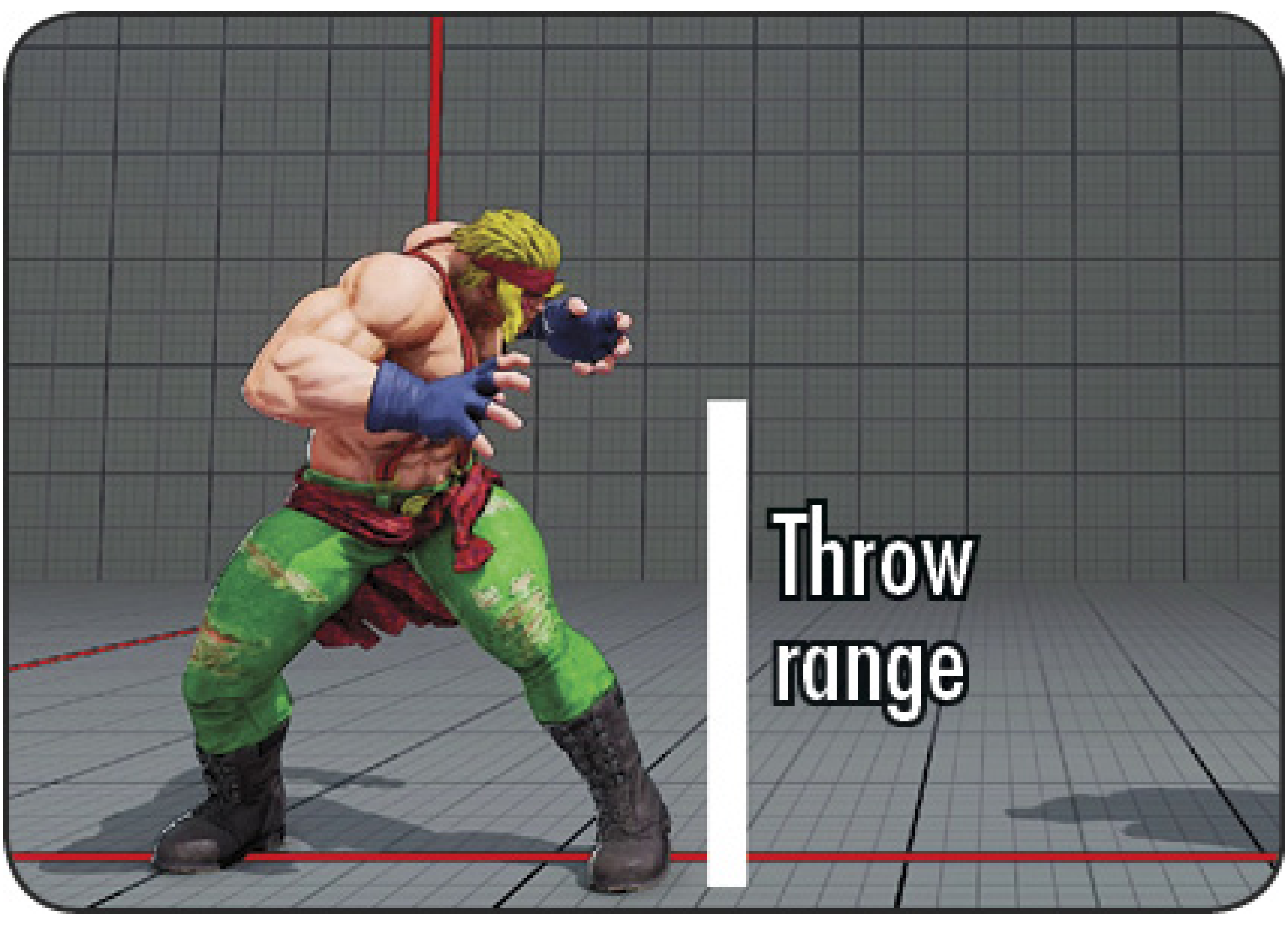
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	120
STUN	170
METER GAIN	80

Face-Crush Chop: Alex's brutal facial chop lays the opponent out. If the opponent quick rises, Alex is at +16 about 30 percent of the screen away. If you throw and then dash as soon as possible, you'll end up point-blank next to a quick-riser but at -3. If they don't know that, by all means bully them with dash offense after forward throws. Against an attentive foe, though, just walking forward is safer than forward dash.

This advantage is good for things other than dashing. If you use LK Slash Elbow immediately after recovering from Face-Crush Chop, it hits perfectly meaty against a quick-riser. It just so happens to allow for links afterward when it hits meaty or on counter-hit, too. If you're feeling bold, forward throw's frame situation also gives a 16-frame head start to MK Air Stampede or MP Head Crush, although there's still a big gap between them getting up and those attacks hitting. You can also just jump in from this distance; same idea, not quite as risky.

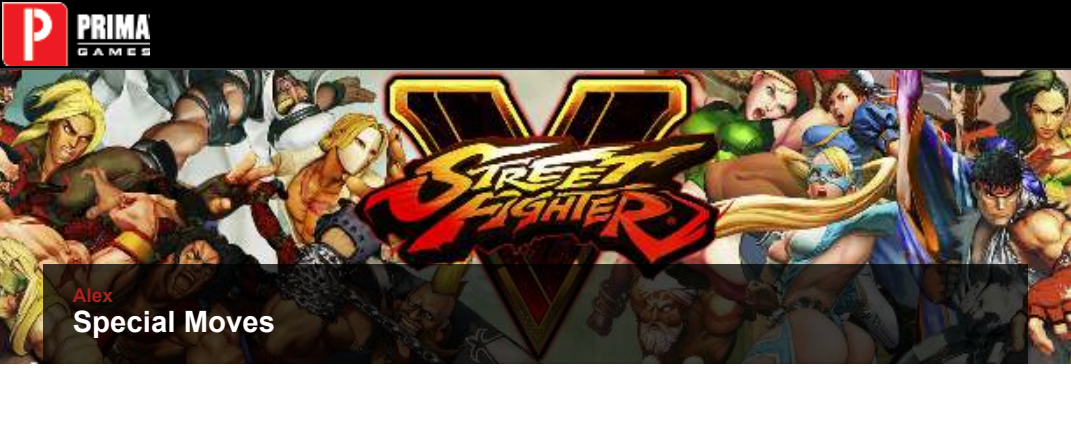
Alex's command throw is slower than average, grabbing in six frames and its range is not exceptional (even for the LP or EX versions), so his five-frame normal throws are still important. They're not as vulnerable when whiffed, making them less likely to get nuked by neutral jumps or other airborne attacks. Under pressure, you're less likely to mess up a normal throw command than a half-circle command, too.

LEG TOMAHAWK ⟲ + LP + LK NEAR FOE



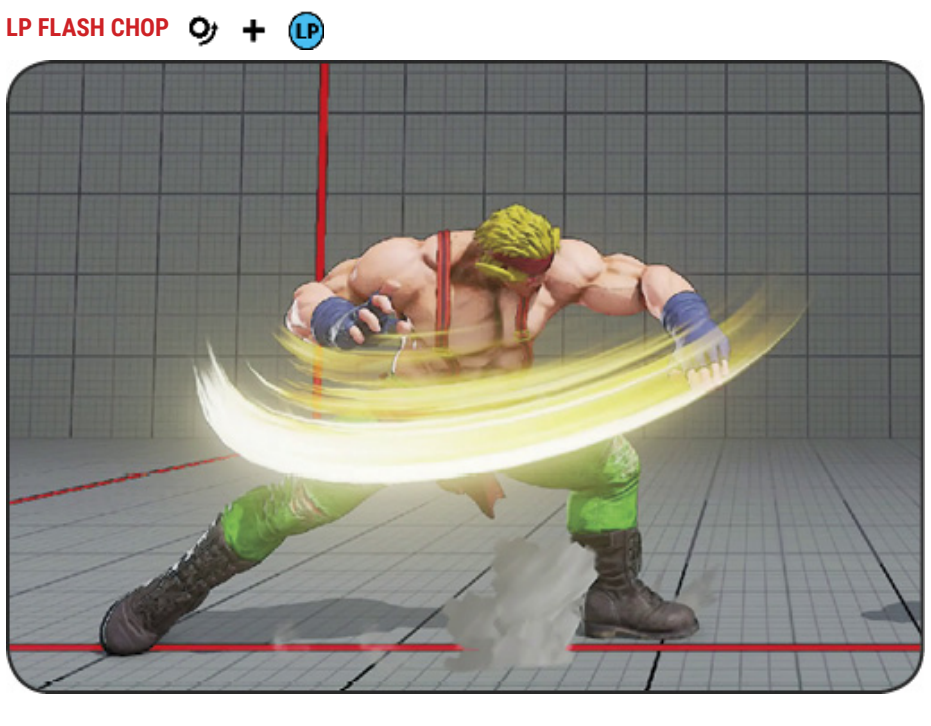
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	140
STUN	200
METER GAIN	100

Leg Tomahawk: Alex passes by his victim and then delivers a walloping kick to his or her back. The opponent is knocked down about 40 percent screen's distance away and your sides are swapped. Alex is +7 if they quick rise; if you dash forward right away against a quick-riser after back throw, Alex actually ends up at -12 and in striking range, so don't advance forward quickly after backward throw. Back throw is mostly useful to swap sides when an aggressor has backed you into a corner. You aren't guaranteed the same follow-up opportunities as after forward throw, though.



Alex
Special Moves

LP FLASH CHOP + LP



STARTUP	13
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-4
CANCEL	SC
DAMAGE	70
STUN	150
METER GAIN	10/30/15

NOTES

1-hit projectile hitbox

MP FLASH CHOP + MP

STARTUP	19
ACTIVE	3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-4
CANCEL	SC
DAMAGE	80
STUN	150
METER GAIN	10/30/15

NOTES

1-hit projectile hitbox

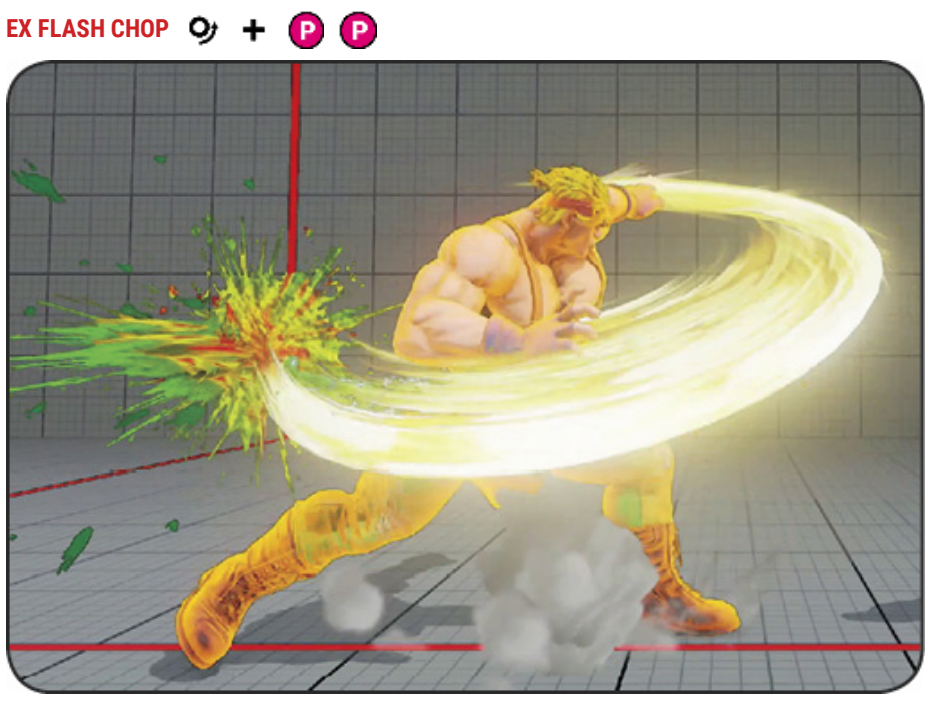
HP FLASH CHOP + HP

STARTUP	25
ACTIVE	3
RECOVERY	21
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-4
CANCEL	SC
DAMAGE	90
STUN	150
METER GAIN	10/30/15

NOTES

1-hit projectile hitbox

EX FLASH CHOP + P P



STARTUP	11
ACTIVE	2,3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	–
DAMAGE	150(75+75)
STUN	200(100+100)
METER GAIN	-300

NOTES

2-hit projectile hitbox

Flash Chop: Alex slashes the air in front of him with his classic chop attack. This is a standard combo/poking tool with some twists. Flash Chops have projectile hitboxes, so Alex can stalemate single-hit projectiles by Flash Chopping them when properly timed. Alex's fist around the Flash Chop crescent has a projectile-invulnerable hurtbox, which helps Flash Chop consistently defeat incoming fireballs. It will still lose head-on with high-priority/invincible enemy strikes, though.

On block, all normal versions of Flash Chop leave Alex at -4, like his Chop overhead. EX Flash Chop leaves him at -2.

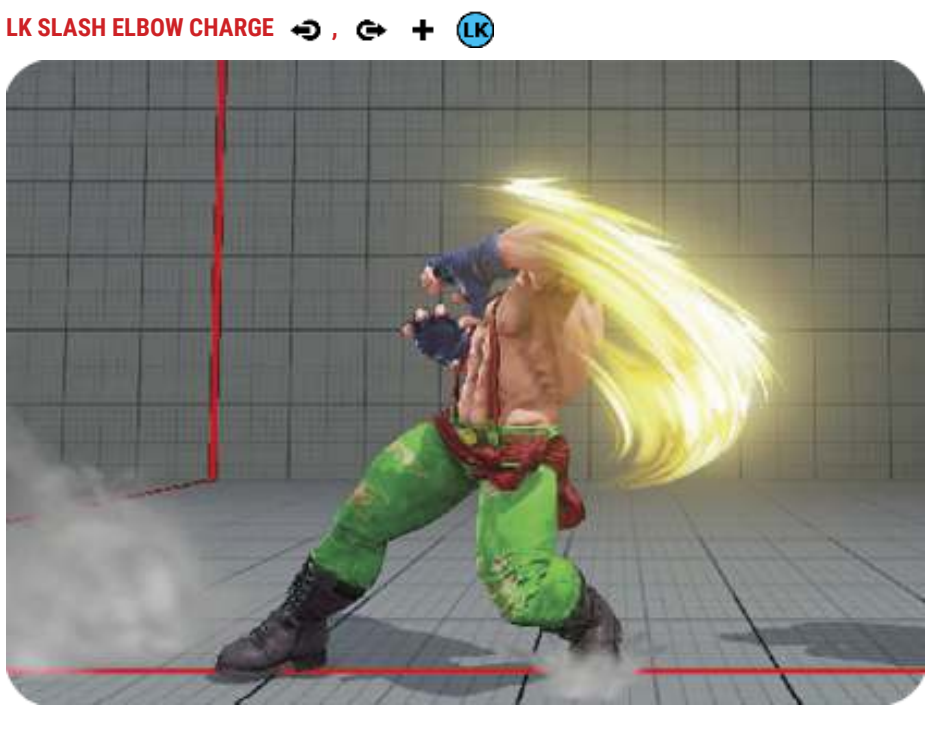
Non-EX versions of Flash Chop don't knock down, so using them as combo finishers (without canceling to Critical Art) is like some Laura combos; you continue pressuring a standing foe instead of going for okizeme. Standing MP LP Flash Chop leaves Alex at +2; standing HP MP Flash Chop leaves him at +3. And non-EX Flash Chops used as pokes allow for links afterward on counter-hit. Counter-hit LP/HP Flash Chop can link into crouching LP; counter-hit MP Flash Chop can link into standing LK for a tiny bit more damage. With EX meter available, cancel either link to EX Flash Chop for a knockdown. (More on the EX version in a bit.)

HP Flash Chop won't combo off normals (except counter-hit standing HP!) and is much slower to startup, but allows for a cancel during recovery into Power Drop, the back-targeting version of Power Bomb. If Flash Chop is blocked when you try this, the Power Drop attempt will whiff at point-blank range, so be careful. This is best as a punish or a hard read (like you're certain they'll hit a button in the gap between blocked standing HP and HP Flash Chop). Alex's Overhaul V-Skill allows you to force the issue, too. If you have a recent V-Skill buff active (and you haven't "ticked" the opponent with anything on block or used up your V-Skill hit or been hit, any of which takes away the buff), then you can confidently attack with standing HP HP Flash Chop, knowing that it will combo and give you plenty of time to verify into Power Drop if successful.

Just like in Third Strike, EX Flash Chop should probably be the main place you find yourself investing EX gauge. The EX version comes out faster, hits twice, knocks down, and can even combo after crouching LP, so crouching LK linked to LP is a potent, low hit-check when you're willing to spend meter. (Other useful hit-checks to EX Flash Chop include standing MP or Lariat linked to standing LK.) Furthermore, if you immediately dash forward after EX Flash Chop, Alex is left at one of the best frame situations in the game against a quick riser, at +7 versus quick rise in place and +2 against backward quick rise. This kind of situation in SFV is extremely rare. Alex has so much frame advantage that if you dash and go for Power Bomb as fast as possible it's actually too fast, whiffing just as they rise. You have to consciously wait a split-second before going for a follow-up grab against their wakeup in this situation, but it's a good problem to have.

All versions of Flash Chop can also potentially be used in juggle combos, which can become applicable for Alex in many situations. This includes after an air-to-air Flying Cross Chop, a crouching HP hit (anti-ground or anti-air), or MK/HK Slash Elbow popping the enemy up near a corner.

LK SLASH ELBOW CHARGE , + LK



STARTUP	14
ACTIVE	5
RECOVERY	18
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-3
CANCEL	SC
DAMAGE	80
STUN	200
METER GAIN	10/30/15

NOTES

1-hit projectile hitbox

MK SLASH ELBOW CHARGE , + MK

STARTUP	19
ACTIVE	5
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	SC
DAMAGE	90
STUN	200
METER GAIN	10/30/15

NOTES

1-hit projectile hitbox

HK SLASH ELBOW CHARGE , + HK

STARTUP	24
ACTIVE	5
RECOVERY	20
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-7
CANCEL	SC
DAMAGE	100
STUN	200
METER GAIN	10/30/15

NOTES

1-hit projectile hitbox

EX SLASH ELBOW CHARGE , + K K

STARTUP	14
ACTIVE	1,2
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
CANCEL	–
DAMAGE	150(75+75)
STUN	200(100+100)
METER GAIN	-300

NOTES

[illegible] changes depending on distance, move travels as far as opponent before initiating attack; frames 3-22 one armor point; 2-hit projectile hitbox

Slash Elbow: Alex's back-charge move returns, allowing him to attack while moving forward. As a charge move, along with Air Stampede and Head Crush, this move requires some premeditation. Alex is a character who needs to be mobile, so you should never feel committed to a down-back charge you've built up for a charge move. He isn't old-school turtle-mode Balrog or Guile. But if you're going to use them, you can form useful habits, like rapidly snapping the stick/d-pad to down-back after any action using a forward direction (like his Lariat or Chop unique attacks). This gives you a little head-start on building charge.

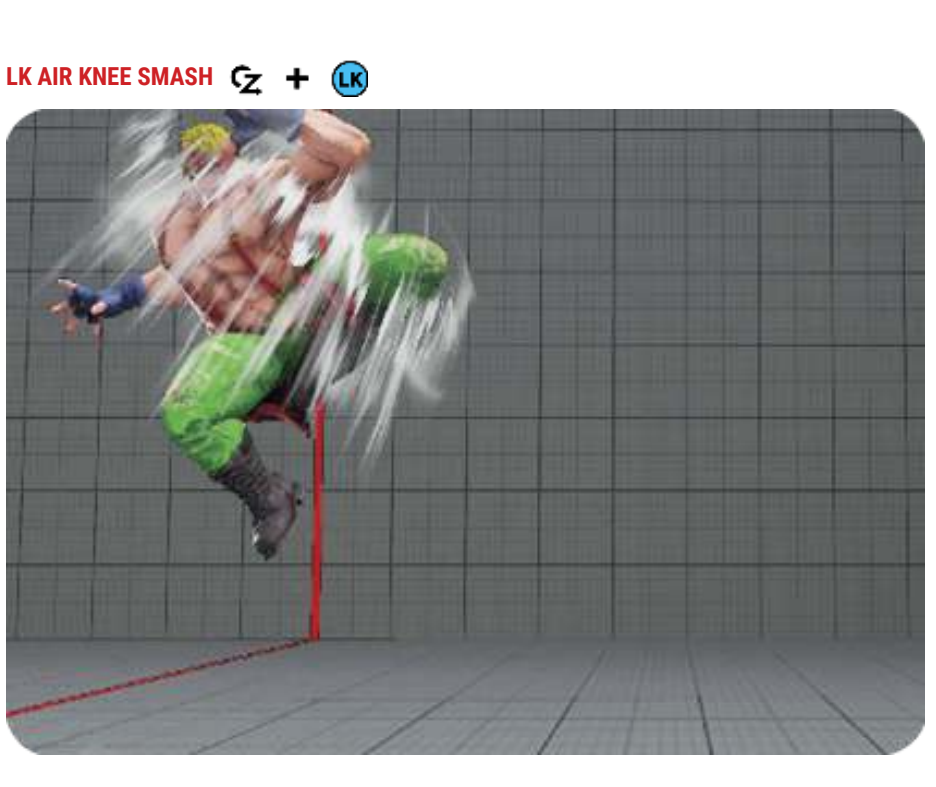
Like Flash Chops, Slash Elbows also have projectile hitboxes (with projectile-invulnerable forward hurtboxes), although they're harder to intentionally apply to snuff incoming fireballs. It's more likely that you sometimes use Slash Elbow as a long-range poke when you anticipate a projectile toss and the slash snuffs the fireball at their hands as it hits them too. Heavier versions travel further and do more damage. The LK version doesn't knock down but causes a very brief stagger, leaving you at +3. On counter-hit, LK Slash Elbow allows for a link to standing LK (EX Flash Chop, meter permitting). LK Slash Elbow also leaves Alex at only -3 on block, making it relatively safe to abuse after exploratory standing HP or MP pokes, like Karin's Orochi shoulder checks on block. A frame-perfect response from someone with a 3-frame jab can punish you, but this is difficult for the opponent to catch consistently. Adjust your abuse of LK Slash Elbow for close-range pressure according to whether the opponent punishes you for it.

MK and HK Slash Elbow both pop the enemy into a floating state, with the HK version leaving them much higher in the air and easier to juggle. Both versions are punishably unsafe on block compared to Flash Chops or LK Slash Elbow, so save them for combos.

The EX version hits twice, knocks down, and has a point of armor during its transit across the screen. Alex will slide to their location before attacking, whether they're up close or full screen. The armor expires once the move has put Alex in position to punch. In all these ways, it's a lot like SFIV Balrog's EX Dash Low Smash. Like other fast, forward-moving armored moves, this can blow through mid-range fireballs/pokes on reaction and smack the would-be zoner. EX Slash Elbow actually does the same stun and damage as EX Flash Chop, so when you're ready to spend meter, the decision between them in some combos is basically between either great okizeme (EX Flash Chop) or major corner push (EX Slash Elbow).

Like with Flash Chop, you can cancel (non-EX) versions into his Critical Art, which can also be used in juggles in some situations, like anti-air, counter-hit Lariat into a juggle with MK Slash Elbow canceled to Heavy Hammer.

LK AIR KNEE SMASH + LK



STARTUP	6
ACTIVE	8
RECOVERY	23+15 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	130
STUN	200
METER GAIN	20/50/25

NOTES

Won't hit grounded foes

MK AIR KNEE SMASH CHARGE + MK

STARTUP	9
ACTIVE	8
RECOVERY	23+16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	130
STUN	200
METER GAIN	20/50/25

NOTES

Won't hit grounded foes

HK AIR KNEE SMASH + HK

STARTUP	11
ACTIVE	8
RECOVERY	23+18 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	130
STUN	200
METER GAIN	20/50/25

NOTES

Won't hit grounded foes

EX AIR KNEE SMASH + K K

STARTUP	6
ACTIVE	8
RECOVERY	23+25 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	160
STUN	200
METER GAIN	-300

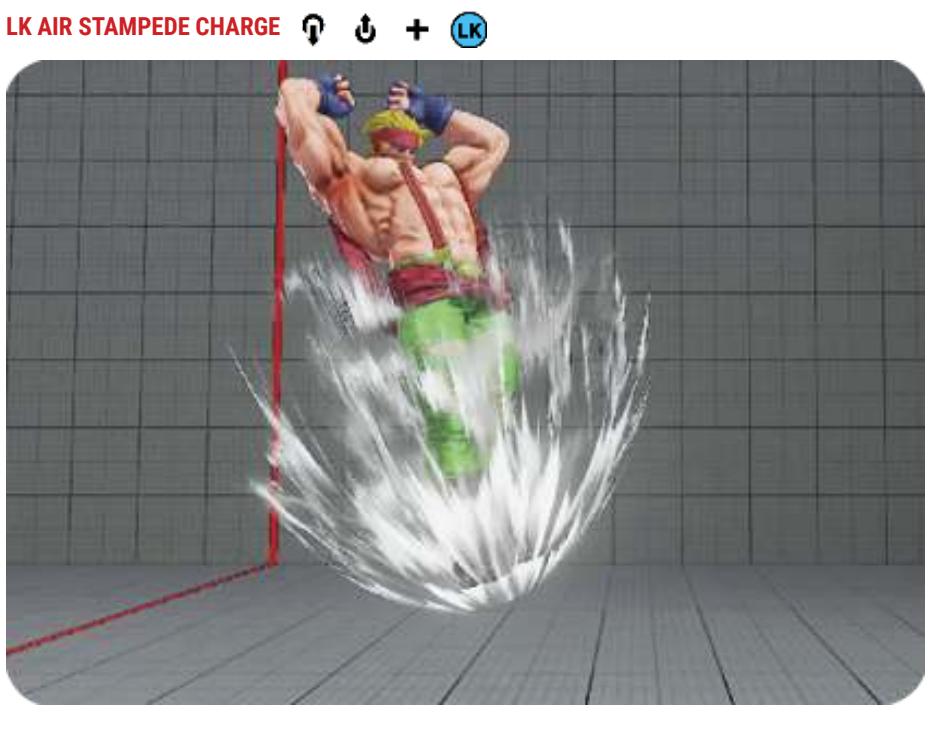
NOTES

Won't hit grounded foes

Air Knee Smash: Alex's anti-air knee bash returns, acting like R. Mika's Wingless Airplane along a different trajectory. Air Knee Smash travels upward sharply, while moving forward a bit but not as much as similar moves from R. Mika or SFIII/SFIV Hugo. LK Air Knee Smash strikes about 10 percent of the screen forward, the MK version about 20 percent, HK 30 percent, and EX 40 percent. Alex strikes with a hit-throw on the way up, then glides back to the ground further than the actual attack swath. He then has an extended landing recovery period, too.

Air Knee Smash can work as an anti-air, especially the LK and EX versions against someone coming in sharply from above. Depending on positioning, Air Knee Smash can also be used to end juggle combos, which for Alex can start many different ways.

LK AIR STAMPEDE CHARGE + LK



STARTUP	27
ACTIVE	2
RECOVERY	18
GUARD LEVEL	H
ON HIT	D
ON GUARD	-5
CANCEL	–
DAMAGE	120
STUN	150
METER GAIN	20/40/20

MK AIR STAMPEDE CHARGE , + MK

STARTUP	30
ACTIVE	2
RECOVERY	22
GUARD LEVEL	H
ON HIT	D
ON GUARD	-5
CANCEL	–
DAMAGE	120
STUN	150
METER GAIN	20/40/20

HK AIR STAMPEDE CHARGE , + HK

STARTUP	33
ACTIVE	2
RECOVERY	23
GUARD LEVEL	H
ON HIT	D
ON GUARD	-5
CANCEL	–
DAMAGE	120
STUN	150
METER GAIN	20/40/20

EX AIR STAMPEDE CHARGE , + K K

STARTUP	29
ACTIVE	2
RECOVERY	19
GUARD LEVEL	H
ON HIT	D
ON GUARD	2
CANCEL	–
DAMAGE	140
STUN	200
METER GAIN	-300

NOTES

Frames 3-30 projectile invincible

Air Stampede: Alex springs up to the top of the screen and crashes down with both feet, flooring anyone underneath. Air Stampede is an overhead with just two active frames, which strike a little bit back from where Alex actually lands. It's intended as a precision knockdown tool now and cannot be used for confusing cross-up "stomp" loops against wakeup like in 3S. Think of it as fulfilling the same purpose as a sweep now–a somewhat risky footsie tool that scores a knockdown. Air Stampede isn't even that risky compared to an actual sweep, as long as you aim it so the opponent actually has to block, which leaves Alex at -5 up close, no worse than -12 after his blocked sweep (though you might reconsider if a twitchy foe has a great 5-frame combo starter). It's a calculated play either way. Given Alex's laundry list of other active, forward-moving threats from different angles, Air Stampede is welcome as one more look you can sometimes throw the opponent's way.

LK Air Stampede hits about 20 percent of the screen away. MK Air Stampede hits about 40 percent screen's distance, while the HK version hits about 60 percent of the screen away.

EX Air Stampede is projectile invincible starting on the third frame and can be directed to travel further forward or to pull up short with or just after input. The projectile invulnerable period means that, while EX Air Stampede can't save you from meaty fireballs, it can help plow through incoming projectiles when you're on your feet, even arcing ones like Dhalsim's and F.A.N.G's. Getting a good read/guessing correctly on EX Air Stampede when the opponent tries a fireball can move you in while scoring a knockdown from almost three-fourths of the screen away. And it's even a good entry play on block, leaving Alex at +2! Using it that way basically makes it a functionally precise divekick that knocks down, similar to Akuma's old demon flip palm strike.

Before you try it, Air Stampede can't hit prone targets. It's a nice thought, though.

LP HEAD CRUSH CHARGE , + LP

STARTUP	36
ACTIVE	2
RECOVERY	44
GUARD LEVEL	Throw
ON HIT	3
ON GUARD	–
CANCEL	–
DAMAGE	160
STUN	250
METER GAIN	20/50/25

MP HEAD CRUSH CHARGE , + MP

STARTUP	40
ACTIVE	2
RECOVERY	50
GUARD LEVEL	Throw
ON HIT	3
ON GUARD	–
CANCEL	–
DAMAGE	160
STUN	250
METER GAIN	20/50/25

HP HEAD CRUSH CHARGE , + HP

STARTUP	44
ACTIVE	2
RECOVERY	56
GUARD LEVEL	Throw
ON HIT	3
ON GUARD	–
CANCEL	–
DAMAGE	160
STUN	250
METER GAIN	20/50/25

EX HEAD CRUSH CHARGE , + P P

STARTUP	30
ACTIVE	2
RECOVERY	50
GUARD LEVEL	Throw
ON HIT	3
ON GUARD	–
CANCEL	–
DAMAGE	180
STUN	300
METER GAIN	-300

Head Crush: This somersaulting grab is a composite of two SFIII moves that didn't make it here: his back-fierce head bash unique attack and his Stun Gun Headbutt Super Art, where Alex flipped at the foe and head-butted them into a dizzy state. He doesn't quite go that nuts here, but he does leap over fireballs and other ground-level threats to grab them and bash their heads with a high-stun headbutt that doesn't knock down, leaving Alex with minor +3 advantage.

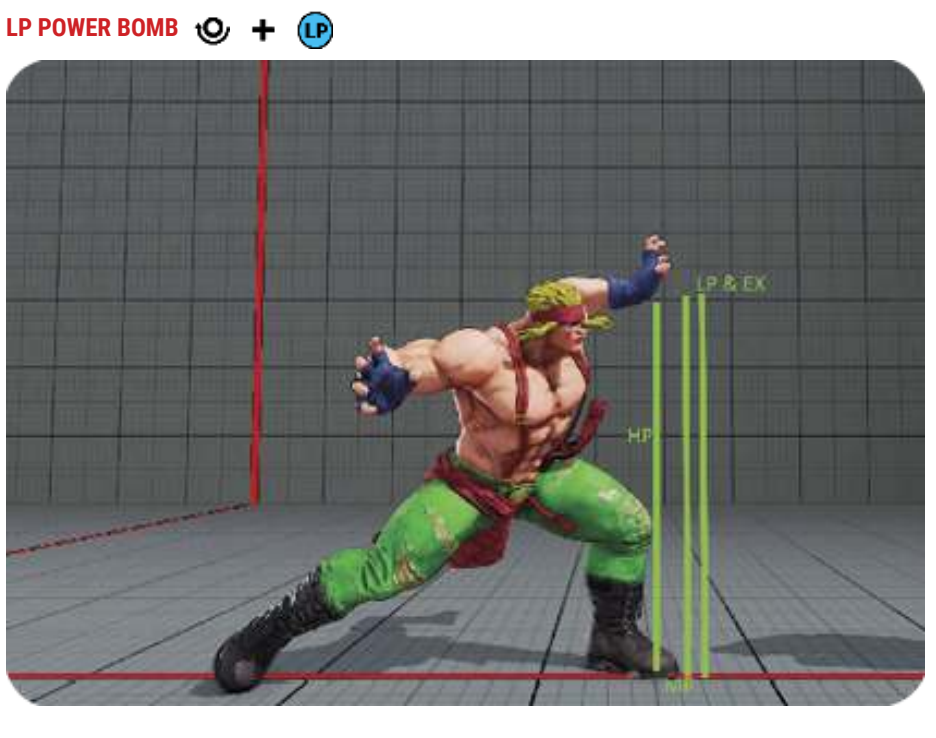
The most noteworthy thing about Head Crush is the high stun damage dealt. 300 for EX, 250 for non-EX. This is worth keeping in mind, especially if you just knocked down the opponent with something into Power Drop, which itself deals 250-300 stun. Scoring an EX Head Crush just after you floored them with EX Power Drop is 600 stun damage already, not counting whatever led into EX Power Drop in the first place. Dizzy city, population Alex.

Heavier versions travel further but take longer to grab. All non-EX versions deal the same damage and stun. Not counting the initial flip distance, relative to Alex's body when he goes for the grab, all versions have the same throw range. This is actually Alex's longest-reaching grab just measuring from his center to his extended reach, not even counting the flip. Because of this, although Head Crush and Air Stampede versions visually seem to travel about the same distance, equivalent Head Crush versions actually have much more range. The LP version's reach is about one-third screen's distance, MP Head Crush reaches across half the screen, and the HP version reaches about 75 percent of the way across.

EX Head Crush operates like EX Air Stampede. Immediately after the command input, holding or will cause Alex to drift quickly in that direction in midair. So, potentially, EX Head Crush can travel nowhere at all or full screen. EX Head Crush's grab range on landing gives it more attack range than EX Air Stampede, but EX Head Crush lacks Stampede's projectile-dodging period, so keep that in mind when using meter for these long-range attacks.

As a close-range mix-up, an opponent expecting to block EX Air Stampede will fall prey to EX Head Crush. If you hold after activation, either EX special can be pulled back to have nearly no attack range, making them viable second options after a blocked entry play of crouching LK, crouching LP. Go for this hit-check often since it leads to EX Flash Chop and Alex's potent okizeme, and if you're ticking with crouching light attacks and looking for EX Flash Chop, you're building a down charge with EX meter to burn anyway.

LP POWER BOMB + LP



STARTUP	6
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	160
STUN	220
METER GAIN	40/80

MP POWER BOMB + MP

STARTUP	6
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	170
STUN	220
METER GAIN	40/80

HP POWER BOMB + HP

STARTUP	6
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	180
STUN	220
METER GAIN	40/80

EX POWER BOMB + P P

STARTUP	6
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	220
STUN	250
METER GAIN	-300

Power Bomb: Alex's centerpiece command grab. Accomplished with a half-circle motion, all versions of Power Bomb grab in six frames, slightly below-average for a SFV command grab. Get accustomed to the range, which is intentionally limited, with the LP and EX versions reaching furthest. Err toward using those versions just to maximize the odds of success, unless you know you're close enough for heavier versions, like at point-blank range. EX Power Bomb's benefits are higher damage and stun and a grab range that matches the LP version. Higher damage and stun are nice, especially if it will K.O. or dizzy, but since EX Power Bomb doesn't have other attractive qualities like invulnerability, this is an opportunity to save meter for other uses and just err toward LP Power Bomb.

With six frames of startup, your ideal tick into Power Bomb is from +2 to +4. +2 is enough so an immediate Power Bomb will beat out 4-frame attacks the opponent mashes, but 3-frame attacks will still win. +3 or better removes the threat of losing to mashed 3-frame attacks (unless they're invincible, of course). Standing/crouching LP will put you at +4 on hit, as well as low-hitting crouching LK. + HP Lariat puts you at +3 on block. On hit, at +5, it's actually too good and, if you go for immediate Power Bomb, it will whiff because of the brief unthrowable buffer period when an opponent leaves hitstun/blockstun. When ticking, keep in mind that Alex's command grab is nothing like R. Mika's EX Rainbow Typhoon or Zangief's SPD. You'll get one tick move at best from point-blank range before you're pushed too far for LP/EX Power Bomb to connect.

Like Zangief's SPD and standing HK, Alex's Power Bomb and standing HK ("the boot") work together to break the opponent's defense and coax them into bad decisions. Power Bombs will encourage them to backdash, while standing HK will cause a Crush Counter crumple when you read their desire to backdash away from your throw. (There's some synergy with Alex's Head Crush, Slash Elbow, and Air Stampede specials too, since they're forward-moving and can also punish backdashers with a good read.)

Like after forward normal throw, Power Bomb to LK Slash Elbow is a perfect meaty attack against quick risers. But Power Bomb into immediate forward dash leaves Alex open to 4-frame combo starters, which is basically everyone. If you're not swiping with LK Slash Elbow, it's best to just press your advantage by walking forward while they rise, instead of dashing.

POWER DROP CANCEL INTO + P FROM HP FLASH CHOP OR SLEDGE HAMMER

STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	140
STUN	250
METER GAIN	40/80

EX POWER DROP CANCEL INTO + P P FROM HP FLASH CHOP OR SLEDGE HAMMER

STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	180
STUN	300
METER GAIN	-300

Power Drop: This is a slightly different version of Power Bomb aimed at an opponent's back. Cancel from HP Flash Chop or Sledge Hammer into Power Bomb and it will automatically be Power Drop if successful. Power Drop grabs in five frames rather than Power Bomb's six, but this is relevant only to combos into Power Drop. If your lead-in to Power Drop is guarded, the throw attempt will whiff.

There's only one non-EX version, executed with any punch button. The EX version merely adds more damage and stun. Power Drop deals less damage than Power Bomb, but more stun. EX Power Drop dishes out 300 stun, definitely the most interesting aspect of this move. Especially when you lead into EX Power Drop from a V-Trigger confirm combo into Sledge Hammer, it's easy to see how opponents can get dizzied seemingly out of nowhere, giving Alex huge swing potential.

HEAVY HAMMER ↷ ↷ + P

STARTUP	5
ACTIVE	2
RECOVERY	–
GUARD LEVEL	HL
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	350
STUN	0
METER GAIN	-900

NOTES

Frames 1-6 invincible

HEAVY HAMMER SECOND AND THIRD ↷ ↷ + P

STARTUP	27/49
ACTIVE	2/3
RECOVERY	46
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-25
CANCEL	–
DAMAGE	230(100+130)
STUN	0
METER GAIN	-900

NOTES

Only applies if first Heavy Hammer hit whiffs

Heavy Hammer: Alex lunges forward with three swiping punches, like a multi-stage Flash Chop. If the first swing connects, Alex transitions into a Critical Art cinematic and deals full damage. If the first swing misses, he still swipes twice more. The second and third swipes have high juggle potential, so there are situations (like after crouching HP or juggling with Flash Chop or Slash Elbow) where you might try to juggle the Critical Art too early for the first hit to start the cinematic, but the second and third hits still pick up good damage.

You can lead into Heavy Hammer from any connected Flash Chop or Slash Elbow. Plus, Heavy Hammer's first hit is on the fifth frame after activation; it's very fast with six initial frames of total invincibility. This makes it Alex's only true reversal attack. Its fast speed means it can be used for very Third Strike-esque confirms into Critical Art, like doing Lariat or standing MP to look for a hit, then just tacking on a linked Heavy Hammer when successful.

If the opponent has low health, you might also consider dumping your EX meter into a chip-heavy poke for the K.O., like a blocked poke canceled into LK Slash Elbow or LP Flash Chop into Heavy Hammer.

Alex

V-System

V-SKILL

OVERHAUL MP + MK

STARTUP	–
ACTIVE	–
RECOVERY	55 total
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

NOTES

When move is completed, next attack is a "Hard Hit" that causes the same damage and hit effect as a counter-hit; buff goes away when your attempted attack hits or is blocked, or when Alex takes a hit.

Overhaul: Alex winds up an arm, occupying himself for just under one second, getting ready to put extra oomph into his next attack. This is a power-up state for your next connected strike, similar to other temporary power-up states, like SFIII Ken's taunt, SFIV Sagat's Angry Scar, and R. Mika's V-Skill. After a successful Overhaul "taunt," Alex's next attack will create a "Hard Hit," identical to the effects of a counter hit. This potential Hard Hit buff will stick around until Alex touches the opponent with an attack, whether hit or blocked, or until they hit Alex. Unlike most other power-up states like this, Alex keeps the potential Hard Hit if his pokes whiff! If you Overhaul and whiff two standing HK pokes, then nail them with a third standing HK, it will still cause a Crush Counter crumple.

Overhaul takes just slightly longer than Birdie's V-Skills and Dhalsim's Yoga Fire, so it's feasible to use on a regular basis in matches, depending on the tempo. It's not as sparing as R. Mika's V-Skill and is more central to Alex's gameplan. You may get chances to Overhaul cold in the neutral game, especially if opponents are hesitant or passive. Otherwise, you may need to earn it if the opponent is an aggressive character staying in your face, like Cammy. Any opponent passing up quick rise on a knockdown gives you an Overhaul chance. You also have one immediately following a counter-hit sweep, or just after the opponent is dizzied.

Other spaces in the neutral game give you chances to use Overhaul. It's natural for opponents to sometimes jump backward, whether wary of throws or just fishing for reactions. When you're both jockeying for position, you can react to their backward jump with immediate Overhaul, so a lot of your vulnerable period is covered by their own backward movement. Paying close attention to the opponent's position sometimes can award benefits like this that aren't obvious.

Overhaul's effect is both easy to sum up and overwhelming to describe. It just guarantees that if you score a hit, it's a counter-hit. But this has so many delicious implications.

- You can KNOW that Lariat or standing HK will lead to a Crush Counter on hit. For standing HK in particular, this leads to huge damage with plenty of time to verify the opportunity.
- On a dizzied foe, you can Overhaul and tack on a standing HK Crush Counter combo instead of a standard jump-in. You can also Overhaul buff, then sweep the dizzied enemy, manufacturing a hard knockdown from a stun.
- Or, you can be certain that your sweep used in footsies will lead to a Crush Counter knockdown and plenty of time to set up okizeme, whether or not the sweep actually connects as a counter-hit.
- Or, you can be sure that standing HP will give you time for a combo with a cancel into HP Flash Chop or HK Slash Elbow.
- Or, you can guarantee that crouching LK to standing MP is a viable hit-check. Or standing MP to standing MP.
- Or, that LP/MP Flash Chop and LK Slash Elbow used as pokes can lead to link combos.
- Or, you can enable deep, jumping cross-up LK (or jump-in Flying Cross Chop) to link into standing HP upon landing.

Of course, your opponent can see you popping off Overhaul. The knowledge that your next strike could be a serious counter-hit may cause them to play more defensively, hoping to block an incoming attack so Overhaul's buff goes away. If you read this tendency in your opponent, then use Overhaul as a red herring so you can score more Power Bomb and Head Crush throws when they clam up.

V-REVERSAL

BIG BOOT ← + K K K WHILE BLOCKING

STARTUP	15
ACTIVE	4
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	–
DAMAGE	60
STUN	0
METER GAIN	V-Gauge: -300

NOTES

Frames 1-30 strike and projectile invincible; recovers 200 stun damage upon activation

Big Boot: Alex retaliates out of block with a vicious boot to the midsection. This V-Reversal knocks down on hit, but is a tad slow. Against many light attacks and some faster medium pokes, opponents may be able to recover and block in time. Like other V-Reversals, Big Boot removes 200 stun damage from Alex's meter.

Alex's V-Trigger, Rage Shift, is a two-bar one, so you can consider yourself free to use at least one V-Reversal per round through sheer stamina attrition, if it will help you escape pressure and take back control.

V-TRIGGER

RAGE SHIFT HP + HK

STARTUP	1
ACTIVE	–
RECOVERY	10
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	V-Gauge: -600

NOTES

Can use Sledgehammer for 1700 frames

Rage Shift: This two-bar V-Trigger freezes the screen briefly on activation, allowing for a hit-check starting Rage Shift off normal pokes. Ideal starters include Lariat, standing HP, crouching MK, crouching HP, and sweep. Rage Shift's activation starts a 28-second timer, during which Alex gains a new special move, Sledge Hammer.

SLEDGE HAMMER (PARRY) RELEASE BUTTONS DURING ABSORB

STARTUP	2
ACTIVE	12
RECOVERY	21
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	V-Timer: +200

NOTES

Sledge Hammer consumes 100 frames of V-Timer on activation; restores 200 frames of V-Timer upon hit absorption; absorption period begins on frame 2 until attack release

SLEDGE HAMMER HP + HK

STARTUP	20
ACTIVE	2
RECOVERY	50
GUARD LEVEL	HL
ON HIT	5
ON GUARD	-12
CANCEL	Notes
DAMAGE	80
STUN	150
METER GAIN	20/40/20

NOTES

400 frames of V-Timer consumed at attack startup; on hit or block, can cancel attack recovery into Power Drop, Air Knee Smash, or Heavy Hammer

CHARGED SLEDGE HAMMER FULLY CHARGE HP + HK

STARTUP	68
ACTIVE	2
RECOVERY	44
GUARD LEVEL	HL
ON HIT	10
ON GUARD	GB
CANCEL	Notes
DAMAGE	130
STUN	200
METER GAIN	20/40/20

NOTES

400 frames of V-Timer consumed at attack startup; on hit or block, can cancel attack recovery into Power Drop, Air Knee Smash, or Heavy Hammer

SLEDGE HAMMER STARTED FROM NORMAL CANCEL HP + HK

STARTUP	20
ACTIVE	2
RECOVERY	25
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-12
CANCEL	Notes
DAMAGE	80
STUN	100
METER GAIN	20/40/20

NOTES

400 frames of V-Timer consumed at attack startup; on hit or block, can cancel attack recovery into Power Drop, Air Knee Smash, or Heavy Hammer

CHARGED SLEDGE HAMMER STARTED FROM NORMAL CANCEL FULLY CHARGE HP + HK

STARTUP	68
ACTIVE	2
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	GB
CANCEL	Notes
DAMAGE	130
STUN	150
METER GAIN	20/40/20

NOTES

400 frames of V-Timer consumed at attack startup; on hit or block, can cancel attack recovery into Power Drop, Air Knee Smash, or Heavy Hammer

Sledge Hammer: During Rage Shift, pressing HP + HK consumes 100 frames of V-Timer and begins Sledge Hammer's startup. Just like Rage Shift's activation, Sledge Hammer's startup can be initiated from grounded normal moves, so Alex's ground cancels are much more versatile with Rage Shift active. If you just tap and release the heavy buttons, Alex will wind up briefly and immediately lunge forward with a clothesline attack. The attack portion consumes another 400 frames of V-Timer. Altogether, it costs over eight seconds of your total Rage Shift time to unleash one Sledge Hammer tackle. On hit, this staggers the enemy while Alex passes through to their backside. From here, Sledge Hammer's recovery can be canceled into Power Drop, Heavy Hammer, or Air Knee Smash. If guarded, the Sledge Hammer clothesline leaves Alex at a very punishable disadvantage, so it comes with a fair amount of risk. As with R. Mika's EX Shooting Peach, the attack here is actually even with Alex's shoulder, and by the time his arm sweeps forward, that's just follow through with no hitbox.

If you hold down HP + HK after starting Sledge Hammer, Alex will extend his startup, building tension. The total startup for Sledge Hammer can be extended from 20 frames at minimum to over a full second by holding the heavy buttons. If you hold the buttons for a fully-charged Sledge Hammer, it's a bit like a fully-charged SFIV Focus Attack; damage is increased on hit, but it's a guard break if blocked! This means that if you fully charge up Sledge Hammer and unleash it on a grounded foe, you can pretty much go ahead and cancel to Power Drop/Heavy Hammer blindly. Unless your opponent somehow dodges the move at the last moment, charged Sledge Hammer will stagger them and the follow-up grab will succeed.

But that's not all… Starting on the second frame of Sledge Hammer startup up until the tackle attack is unleashed, Alex will absorb one incoming hit with a special armor effect. This isn't just a hit of armor, though, like on EX Slash Elbow. If you keep holding HP + HK through the hit absorption, Alex will continue charging Sledge Hammer until it's maxed out and becomes a guard break (or until you release the buttons). But if you release HP + HK just as Alex absorbs the incoming hit, during the "hitstop," Alex will cancel out of Sledge Hammer entirely, returning to neutral. In effect, Sledge Hammer's startup becomes a parry! Not only does Alex return to neutral (potentially capable of hitting or grabbing the opponent, if they're close), but 200 frames are added to his V-Timer.

So Sledge Hammer is like a miniature version of Abel's Breathless Ultra II from SFIV and its windup can also be used (with some finesse) to make Rage Shift into a kind of "parry mode" for Alex. Score enough "parries" with Sledge Hammer startup without "spending" V-Timer by actually releasing Sledge Hammer attacks, and you can hypothetically keep Rage Shift going as sort of a "parry mode."

But remember that the parry effect isn't active instantly (it starts on frame two after you tap the heavy buttons), so you can't use this defensively against airtight, meaty pressure like when waking up. If you try, you'll just get counter-hit out of the initial frame that has no absorption ability. Since it's active on frame two, though, you can use it against most frame traps and as a tool in neutral footsie and jump-in battles, one which branches naturally into a scary lateral attack or chargeable guard break if nothing's there to parry.

STREET FIGHTER V

Alex

Combos

Every effort is made to record combo damage accurately, but not quite as accurately as with frame data. Over time, as moves are tweaked here and there, exact combo damage may be off in places. (The print guide's combo damage errors where they exist, for example, are mostly because heavy-strength normals received a tiny, uniform buff on day one.) However, combo damage values are still useful to show general combo damage relative to other options. Writing damage values down in the first place is just there to help decision-making, so you have an idea of your preferred situational combos before a match ever starts. Not many people are thinking "I should use the 346 option over the 320 option" during actual matches.

LOW HIT-CHECKS

COMBO 1

CROUCHING LK ▷ CROUCHING LP XX ↓↘→ + P P
167 damage, 293 stun, requires one stock of EX gauge

CROSS-UP JUMPING LK INTO PREVIOUS COMBO
188 damage, 329 stun, requires one stock of EX gauge

This is a little safer with jabs, since crouching LP is +2 blocked while crouching LK is neutral, but this version must be guarded low. Starting with either crouching LP or LK hits in four frames, so decide between a low hit or a tighter frame situation on block.

GROUNDED HIT-CHECKS

COMBO 2

STANDING MP ▷ STANDING LK XX ↓↘→ + P P
216 damage, 323 stun, requires one stock of EX gauge

CROSS-UP JUMPING LK INTO PREVIOUS COMBO
216 damage, 323 stun, requires one stock of EX gauge

STANDING MP ▷ ↓↘→ ↓↘→ + P
375 damage, 100 stun, requires full EX gauge

You can simply cancel standing MP into LK Slash Elbow or LP Flash Chop, but it can also lead to EX Flash Chop via standing LK, or to his Critical Art. Standing MP is one of Alex's best close- to mid-range ground pokes when fishing for combos or throws.

COMBO 3

STANDING HP XX ↓↘→ + MP
162 damage, 285 stun

JUMP-IN HP/HK INTO PREVIOUS COMBO
235 damage, 405 stun

STANDING HP XX CHARGE ←, → + MK
171 damage, 330 stun

JUMP-IN HP/HK INTO PREVIOUS COMBO
243 damage, 445 stun

tanding HP reaches surprisingly far, naturally combos to MP Flash Chop or MK Slash Elbow, and combos to the heavy versions of those specials on counter-hit. It's also only -3 when guarded, making it fairly safe to throw out as a poke at the edge of its range, even if you don't cancel out of it.

COMBO 4

CROUCHING HP, JUGGLE ↓↘→ + LP
Crouching HP, juggle ↓↘→ + LP

CROUCHING HP, JUGGLE ↓↘→ + P P
226 damage, 330 stun, requires one stock of EX gauge

Crouching HP can lead to a lot of juggle opportunities (from Flash Chops to Heavy Hammer to Air Knee Smash) and works as anti-air to boot, but leaves Alex at -8 when guarded. You can confirm into it from counter-hit Lariat or standing HK.

COMBO 5

→ + HP ▷ ↓↘→ ↓↘→ + P
395 damage, 150 stun, requires full EX gauge

→ + HP ▷ STANDING LK XX ↓↘→ + P P
236 damage, 373 stun, requires one stock of EX gauge

Lariat leads to follow-up opportunities whether on block, hit, or counter-hit.

JUMP-INS

COMBO 6

FORWARD JUMPING ↗ + HP, CROUCHING LK ▷ CROUCHING LP XX ↓↘→ + P P
238 damage, 409 stun, requires one stock of EX gauge

FORWARD JUMPING ↗ + HP, STANDING MP ▷ STANDING LK XX ↓↘→ + P P
282 damage, 436 stun, requires one stock of EX gauge

COUNTER-HIT FORWARD JUMPING ↗ + HP, STANDING HP XX CHARGE ←, → + MK
261 damage, 475 stun

Flying Cross Chop can lead to link combos on landing from clean hits. This is even more pronounced with a counter-hit, which is most likely if you buff up with Overhaul from far away and then land a long-range, Flying Cross Chop jump-in.

GROUNDED COUNTER-HITS

COMBO 7

COUNTER-HIT CROUCHING LP OR LK ▷ STANDING MP ▷ STANDING LK XX ↓↘→ + P P
228 damage, 370 stun, requires one stock of EX gauge

COUNTER-HIT CROUCHING LP OR LK ▷ STANDING MP ▷ ↓↘→ ↓↘→ + P
370 damage, 174 stun, requires full EX gauge

A counter-hit combo starting with a crouching light attack. When going for this, perform standing MP right away after the light attack--don't wait. This situation can occur if the opponent is dashing forward to throw, or poking with a slow move up close.

COMBO 8

COUNTER-HIT STANDING MP ▷ STANDING MP XX ↓↘→ + LP
182 damage, 330 stun

COUNTER-HIT STANDING MP ▷ STANDING MP XX ↓↘→ + P P
246 damage, 370 stun, requires one stock of EX gauge

Standing MP on counter-hit gives you +7 to work with.

COUNTER-HIT STANDING HP XX ↓↘→ + HP XX ⟲ + P
301 damage, 515 stun

COUNTER-HIT STANDING HP XX ↓↘→ + HP XX ⟲ + P P
333 damage, 555 stun, requires one stock of EX gauge

Counter-hit standing HP is the best way to verify into Alex's stunning Power Drop specials. If you land one of these combos, be ready to land Chop or Head Crush to push their stun gauge the rest of the way over the top.

COMBO 9

COUNTER-HIT STANDING HK ▷ STANDING HP XX ↓↘→ + MP
253 damage, 435 stun

COUNTER-HIT STANDING HK ▷ STANDING HP XX CHARGE ←, → + MK
261 damage, 475 stun

COUNTER-HIT STANDING HK ▷ STANDING HP XX ↓↘→ + P P OR CHARGE ←, → + K K
309 damage, 475 stun, requires one stock of EX gauge

COUNTER-HIT STANDING HK ▷ ⟲ + HP
270 damage, 378 stun

COUNTER-HIT STANDING HK ▷ ⟲ + P P
306 damage, 405 stun, requires one stock of EX gauge

COUNTER-HIT STANDING HK ▷ CROUCHING HP, JUGGLE →↓↘ + K K
317 damage, 476 stun, requires one stock of EX gauge

"Das Boot," as it's often affectionately called, is one of Alex's scariest tools. On counter-hit, it causes a crumple that allows for full combos. Hit the crumpling foe right away and they'll be in grounded hitstun. Pause briefly and hit them to make them flip out into air recovery, potentially leading to a reset for you.

COMBO 10

COUNTER-HIT → + HP ▷ STANDING HP XX ↓↘→ + MP
241 damage, 435 stun

COUNTER-HIT → + HP ▷ CROUCHING HP, JUGGLE ↓↘→ + LP
233 damage, 436 stun

COUNTER-HIT → + HP ▷ CROUCHING HP, JUGGLE ↓↘→ + P P
297 damage, 476 stun, requires one stock of EX gauge

Lariat's grounded, counter-hit, follow-up options include standing combos and crouching HP launchers into Flash Chop or Air Knee Smash juggles.

COMBO 11

COUNTER-HIT ↓↘→ + LP ▷ STANDING OR CROUCHING LP XX ↓↘→ + P P
231 damage, 403 stun, requires one stock of EX gauge

COUNTER-HIT ↓↘→ + MP ▷ STANDING LK XX ↓↘→ + P P
252 damage, 403 stun, requires one stock of EX gauge

COUNTER-HIT ↓↘→ + HP ▷ STANDING OR CROUCHING LP XX ↓↘→ + P P
255 damage, 403 stun, requires one stock of EX gauge

COUNTER-HIT CHARGE ←, → + LK ▷ STANDING LK XX ↓↘→ + P P
252 damage, 463 stun, requires one stock of EX gauge

Flash Chops and LK Slash Elbows can be poke and counter-hit fishing tools, especially when you're loaded with Overhaul.

ANTI-AIR COUNTER-HITS

COMBO 12

ANTI-AIR COUNTER-HIT CROUCHING HP (SECOND HIT), JUGGLE →↓↘ + HK
157 damage, 255 stun

One of Alex's weaknesses is that his anti-air is a little wonky. If you're super early with your read of an opponent's intent to jump, you can go air-to-air with upward-aiming jumping MK. If they jump in from very far away, you can use Lariat, which leads to its own counter-hit combos. A little closer in, crouching HP is his best anti-air since his hitbox extends above his hurtbox a little bit at his jutting shoulder. Otherwise, standing LP has a surprising anti-air hitbox on the second and third active frames and EX Air Knee Smash makes great anti-air if you're willing to spend gauge.

COMBO 13

ANTI-AIR COUNTER-HIT → + HP, JUGGLE CHARGE ←, → + K K
232 damage, 360 stun, requires one stock of EX gauge

ANTI-AIR COUNTER-HIT → + HP, JUGGLE CHARGE ←, → + MK XX ↓↘→ ↓↘→ + P
457 damage, 360 stun, requires full EX gauge

Anti-air Lariat may occur if the opponent jumps in from far away, or if you attack them on the ground with up-close Lariat as they jump backward, perhaps afraid of throws. If you catch an opponent just before they hit the ground with MK Slash Elbow, a cancel to Heavy Hammer connects fully.

V-TRIGGER AND SITUATIONAL

COMBO 14

AGAINST CORNERED FOE, COUNTER-HIT STANDING HP XX CHARGE ←, → + HK, JUGGLE CROUCHING HP (ONE HIT), JUGGLE ↓↘→ + LP
279 damage, 480 stun

AGAINST CORNERED FOE, COUNTER-HIT STANDING HP XX CHARGE ←, → + HK, JUGGLE CROUCHING HP (ONE HIT), JUGGLE →↓↘ + LK
321 damage, 515 stun

Counter-hit standing HP gives time for a cancel to HK Slash Elbow to launch the opponent up high. In the corner, this gives you time to juggle further with crouching HP. From here, you can finish with LP Flash Chop (into Heavy Hammer with full EX gauge) or any version of Air Knee Smash.

COMBO 15

CROUCHING MK XX HP + HK ▷ STANDING MP XX HP + HK XX ⟲ + P
248 damage, 435 stun, requires full V-Gauge

When you have Rage Shift ready to go, crouching MK can become a low hit-check into a potential Sledge Hammer combo. This combo can be amped up by starting it with Overhaul-buffed, cross-up LK and by finishing with EX Power Drop or Heavy Hammer, too.

COMBO 16

STANDING HP XX HP + HK ▷ STANDING HP XX HP + HK XX ⟲ + P
302 damage, 525 stun

A simple V-Trigger activation hit-check. You can confirm into this from a frontal jump-in HP or HK attack, saving V-Trigger if standing HP is guarded. If it's guarded up until V-Trigger activation, you can charge up Sledge Hammer to fish for a parry or unleash a guard break fully charged. When this hits, you can easily boost damage by ending with EX Power Drop or Heavy Hammer.

COMBO 17

WITH RAGE SHIFT ACTIVE, JUMP-IN HP/HK, STANDING HP XX HP + HK XX ⟲ + P
333 damage, 580 stun, requires Rage Shift

An example of a simple hit-check when Rage Shift is active, most applicable when you make a great read jumping over a laggy ground poke or projectile. You can cancel into Sledge Hammer from any grounded normal attack. Tacking Sledge Hammer into Power Drop onto any sequence deals tons of stun damage. Alex loaded with V-Trigger and EX gauge can stun victims very quickly. A stunned foe while Rage Shift is still active allows you to feed them another brutal Sledge Hammer combo as a capper, or you can Overhaul and sweep to set up a mix-up on their forced slow wakeup. Keep in mind the pseudo-parry capability of Sledge Hammer while holding HP + HK to charge it outside of combos.

COMBO 18

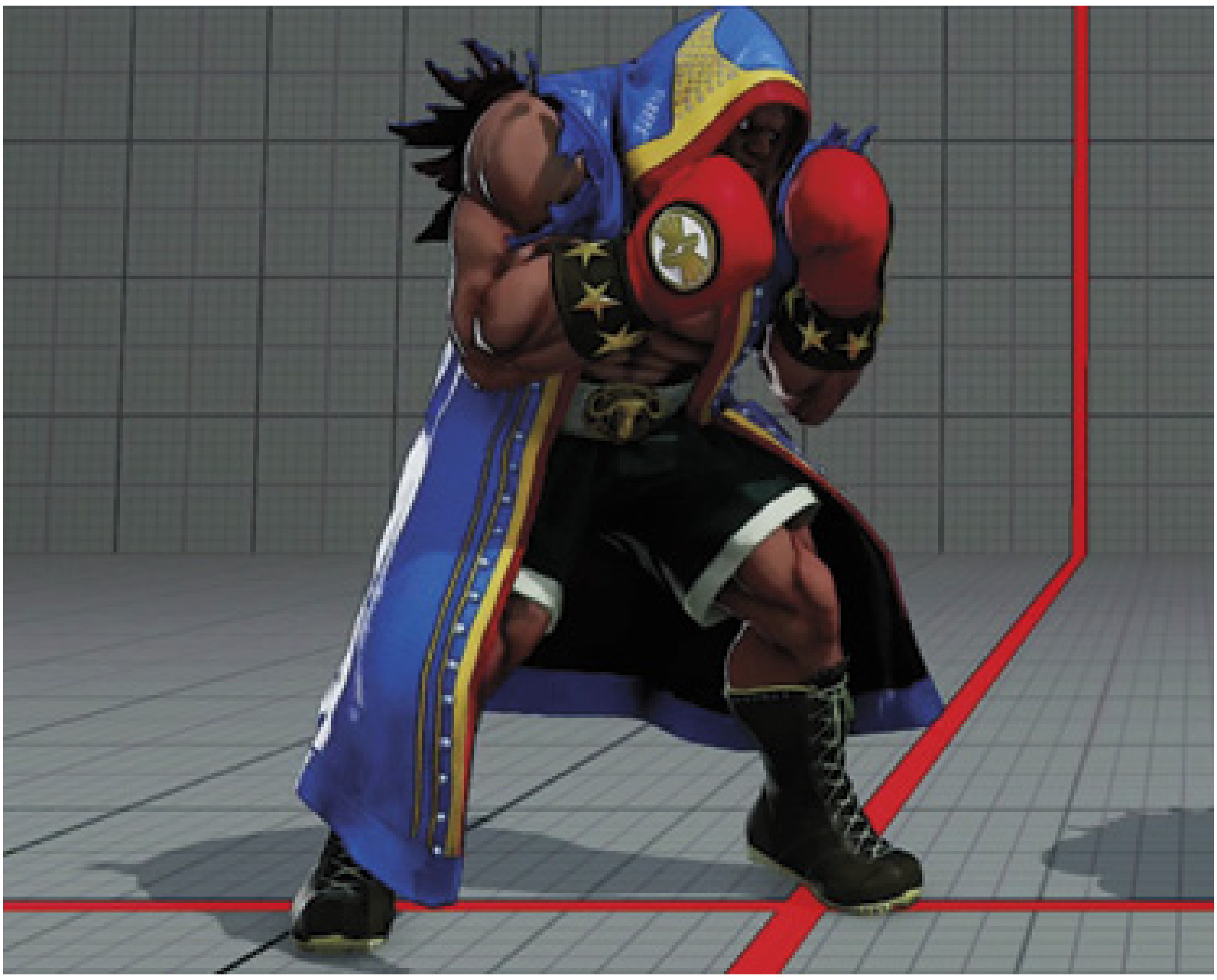
CROUCHING HP XX HOLD HP + HK, RELEASE HP + HK TO JUGGLE, JUGGLE →↓↘ + K K
290 damage, 445 stun, requires Rage Shift

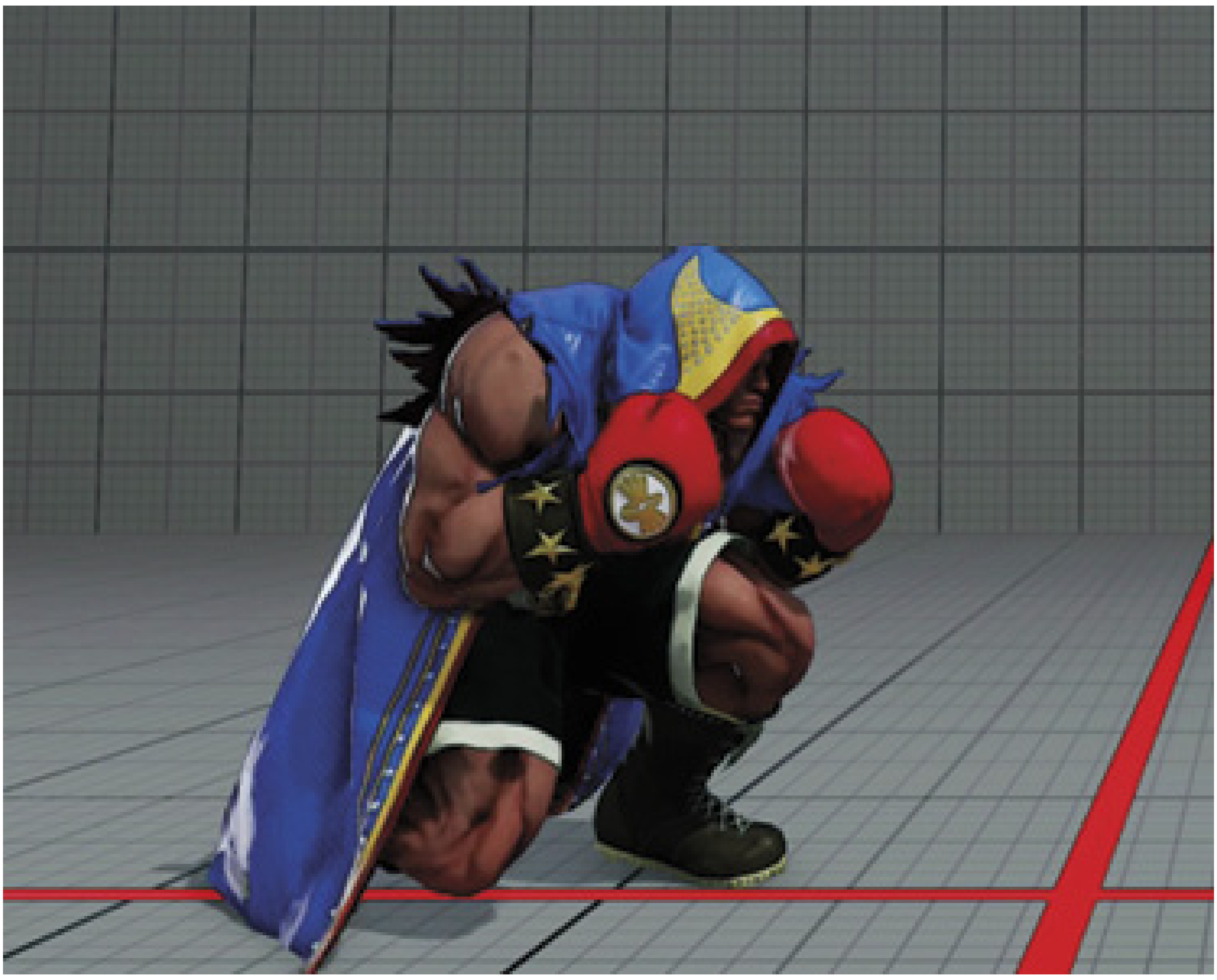
After popping up a foe with crouching HP and then canceling crouching fierce's second hit into a Sledge Hammer charge, release the charge so Sledge Hammer juggles them just before they hit the ground. What you may not realize is that Sledge Hammer's recovery isn't just cancelable into Power Drop or Heavy Hammer, but also Air Knee Smash. This is only applicable when juggling with Sledge Hammer, though, hence this combo example. This can also be done off crouching HP into Rage Shift activation, as long as you immediately begin a Sledge Hammer charge after the Rage Shift activation screen freeze.

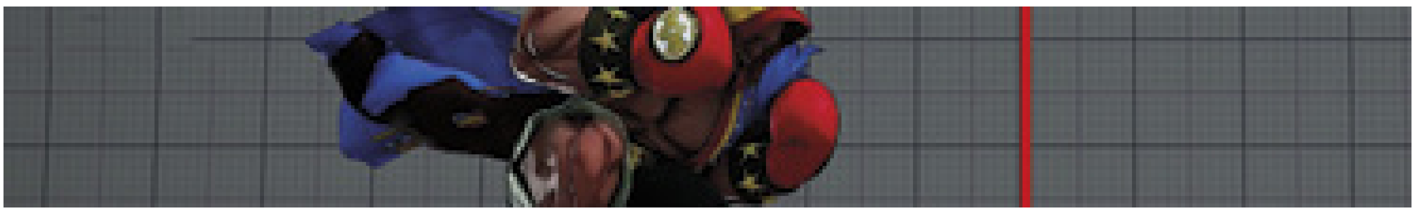
COMBO 19

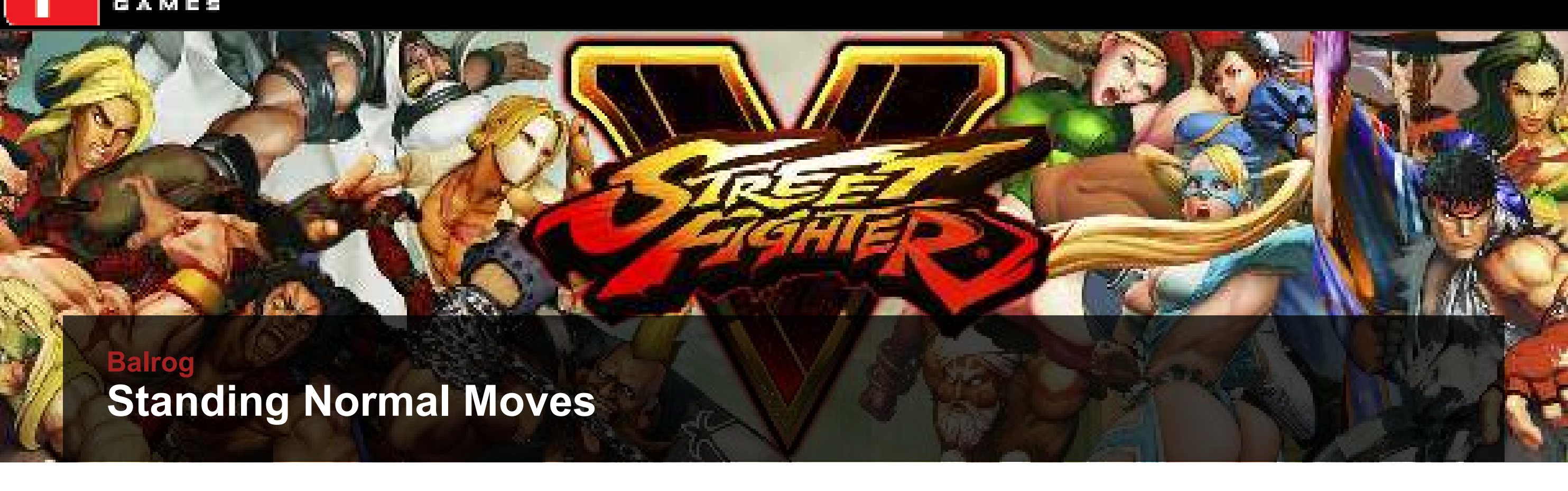
ANTI-AIR COUNTER-HIT STANDING HK XX HP + HK, HOLD HP + HK, RELEASE HP + HK TO JUGGLE, JUGGLE →↓↘ + LK
263 damage, 440 stun

This is an example of canceling to V-Trigger activation and juggling fluidly post-freeze with Sledge Hammer. This isn't as impractical a setup as it may seem, thanks to the huge advantage Alex gains after EX Flash Chop. As one part of your okizeme game after EX Flash Chop knockdown into dash, you can then dash immediately and do standing HK. If the opponents wakes up with backdash or jump, this will hit them. As in the previous combo, Sledge Hammer's recovery can be canceled into Air Knee Smash to continue the juggle.





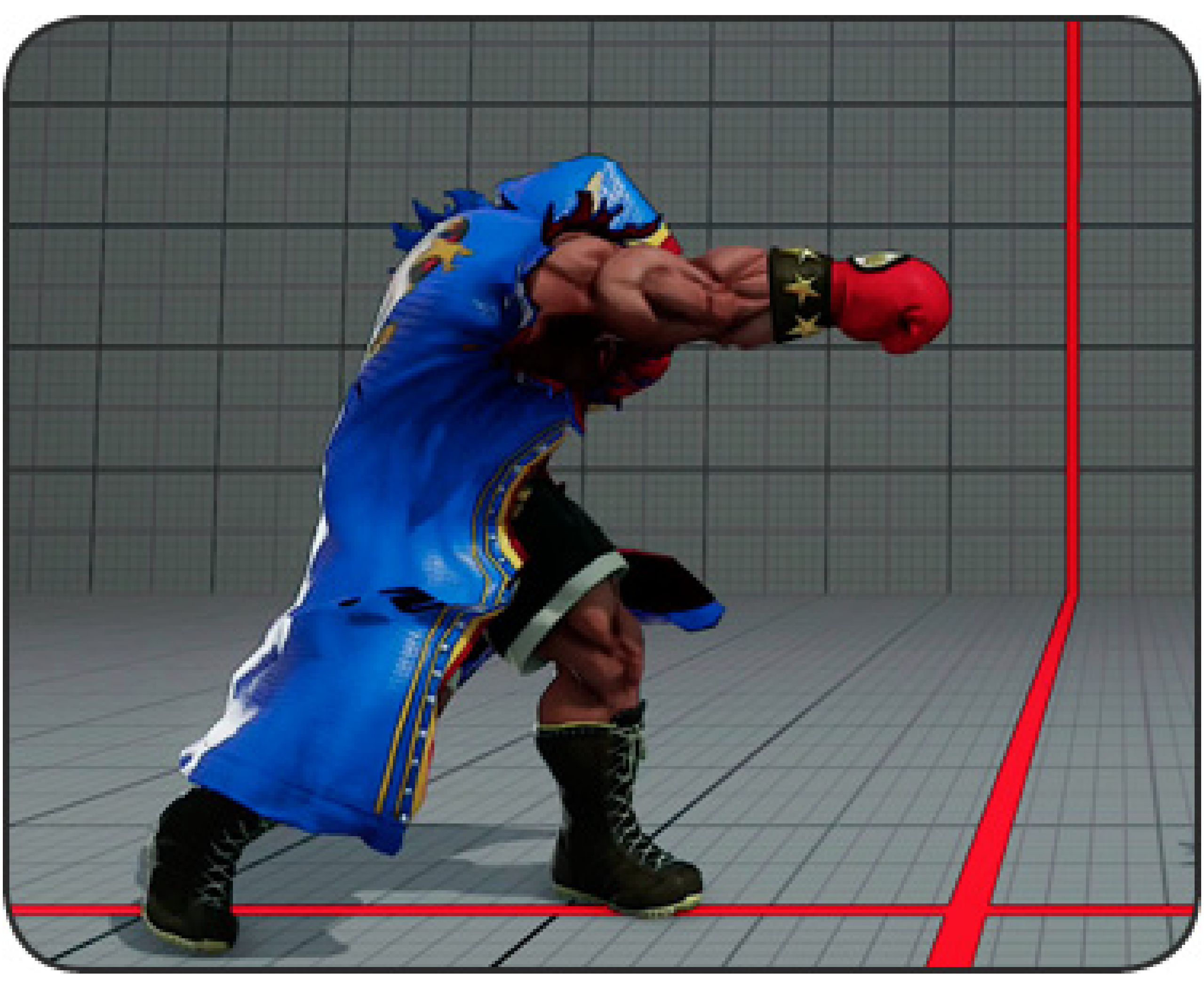




Balrog

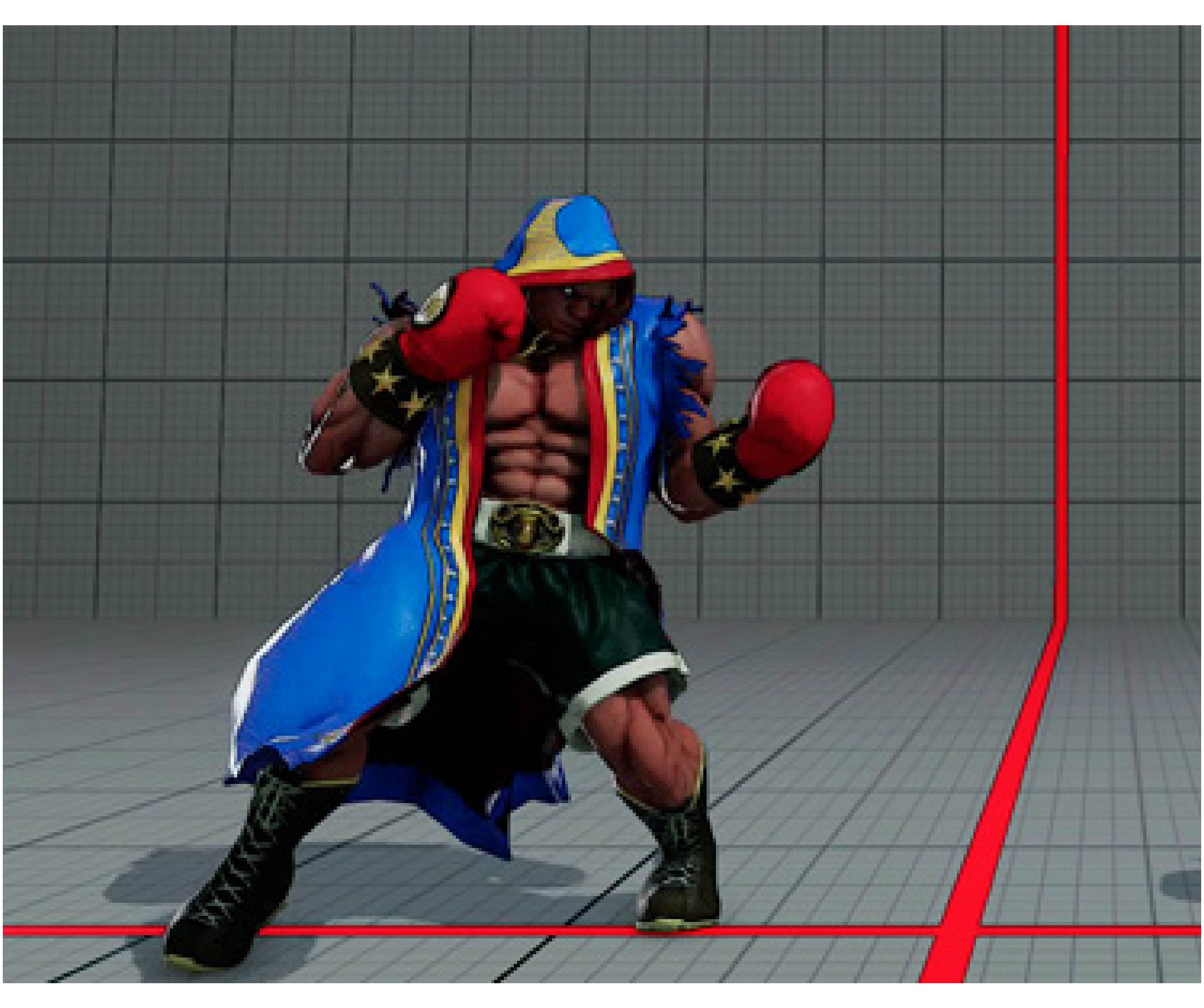
Standing Normal Moves

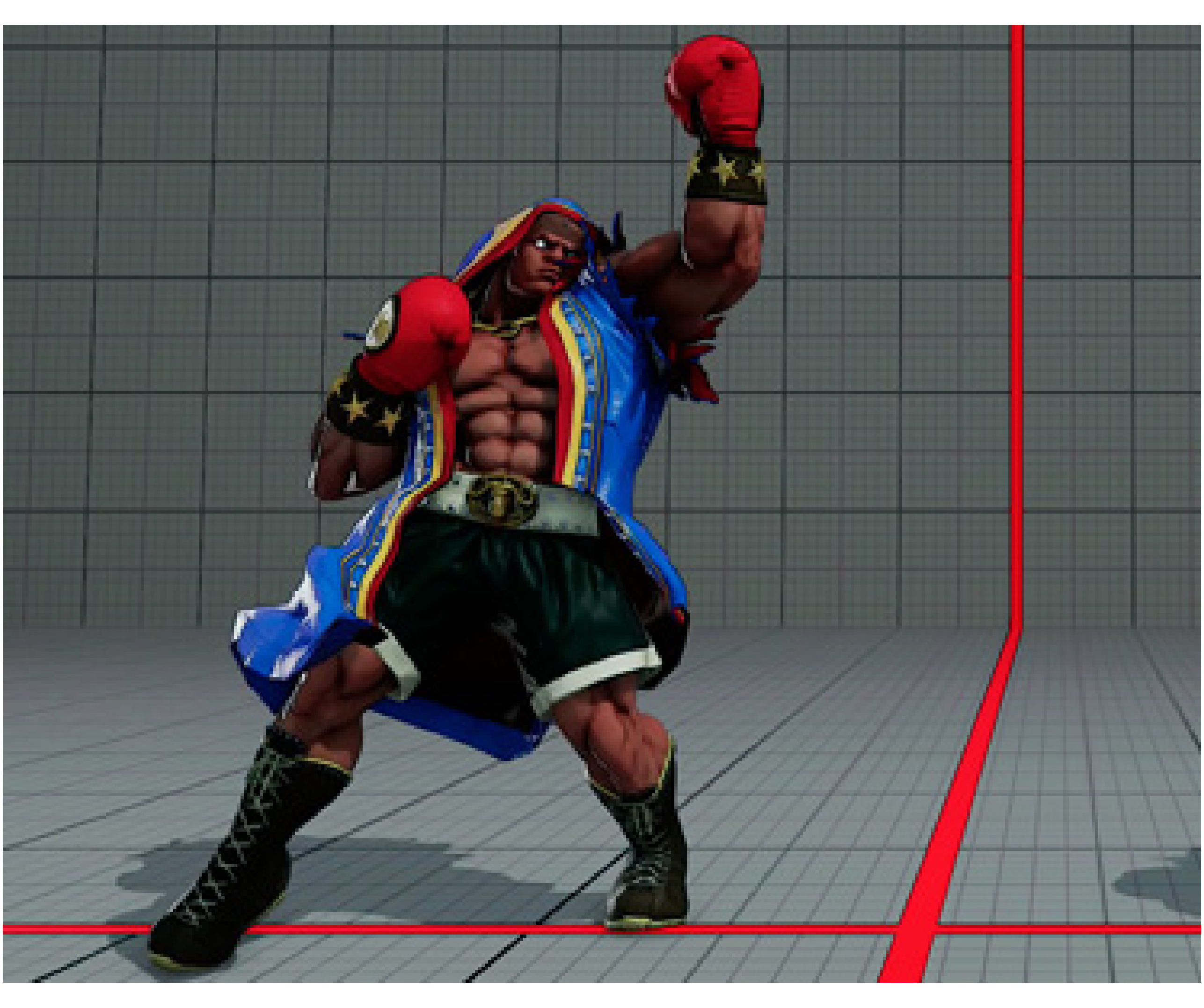
STANDING JAB LP



STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
VTX HIT	4
VTX GUARD	1
CANCEL	Ch, P, V
DAMAGE	30
STUN	70
METER GAIN	20/10

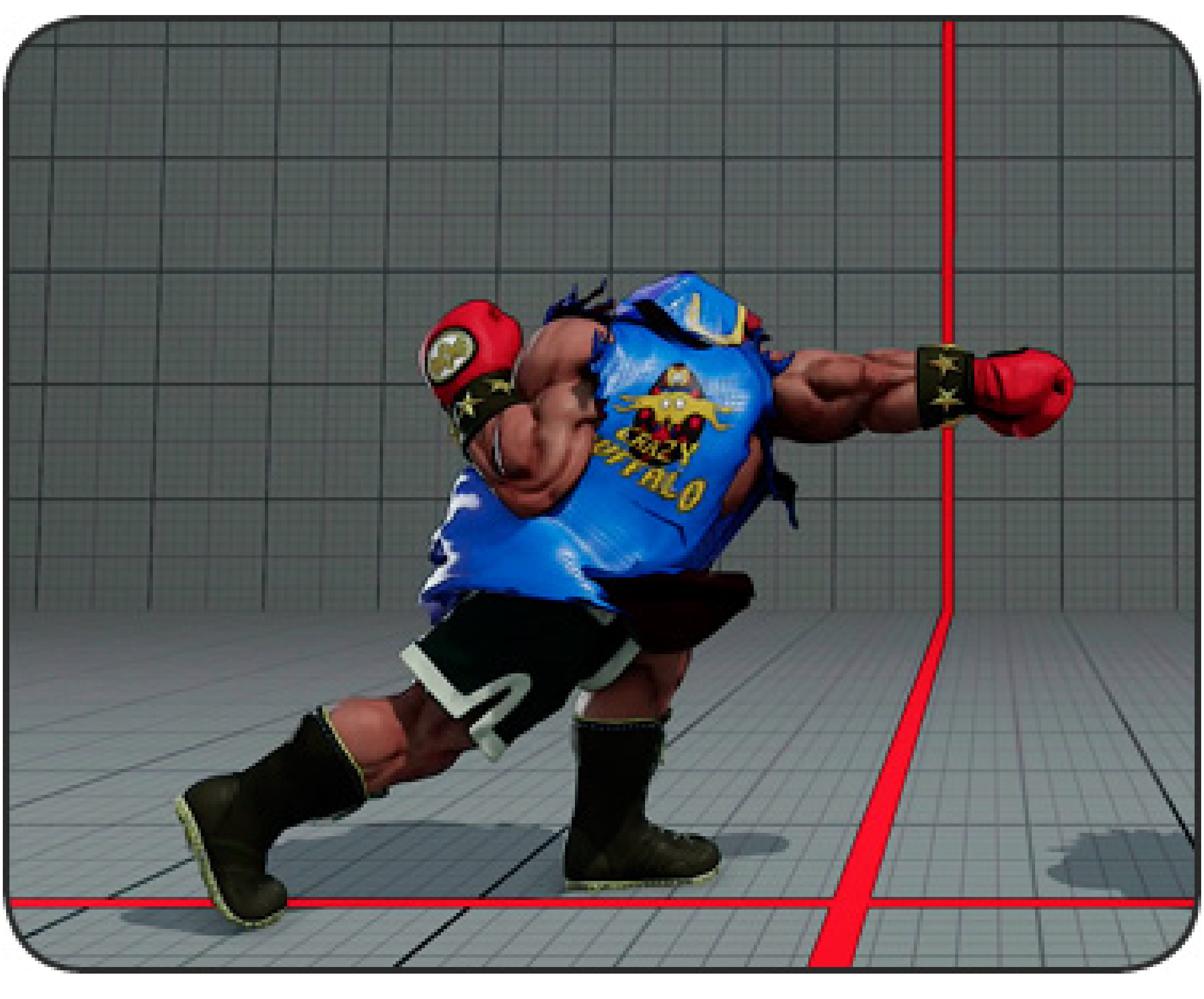
STANDING STRONG MP





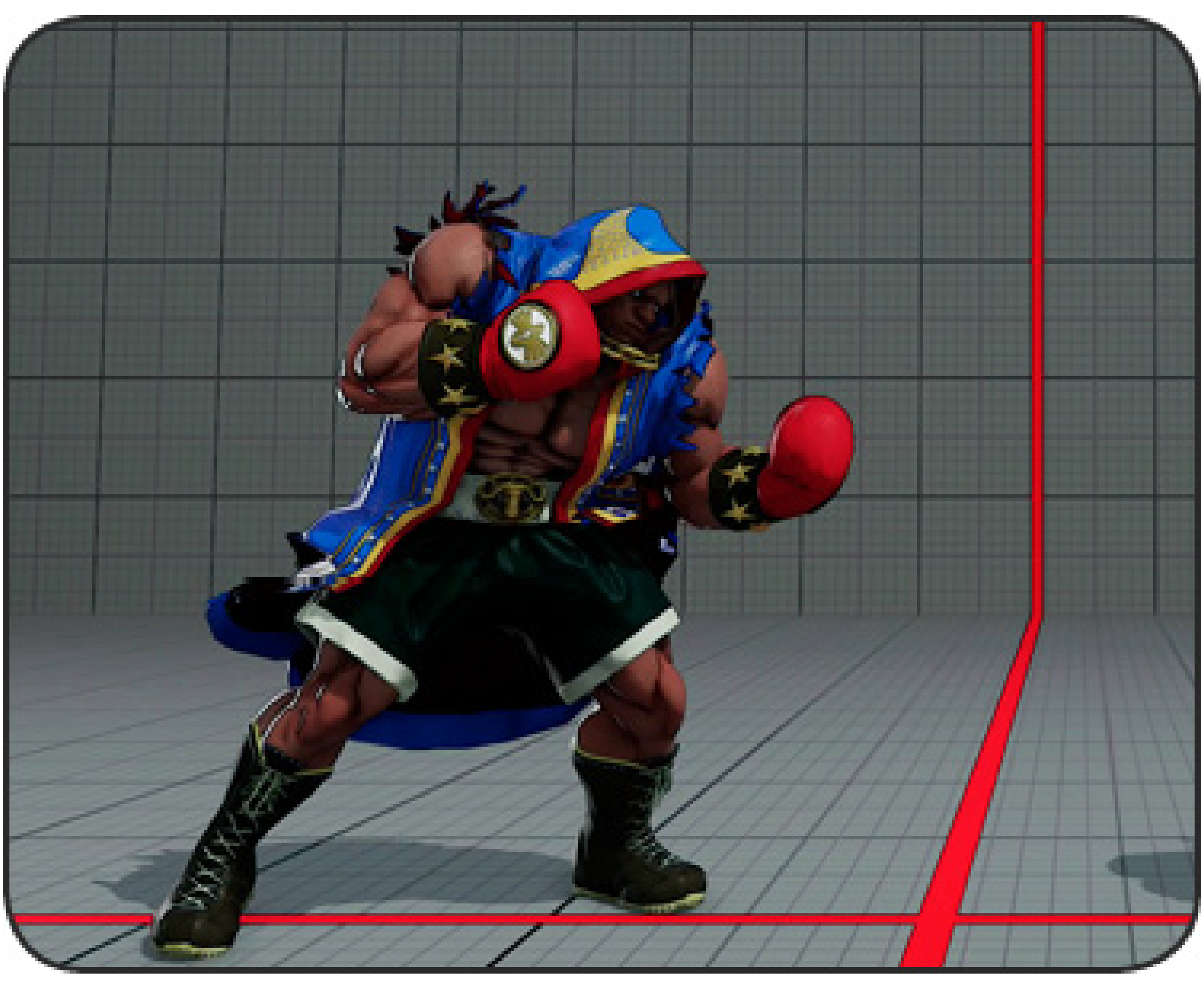
STARTUP	5
ACTIVE	4
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
VTX HIT	11
VTX GUARD	9
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



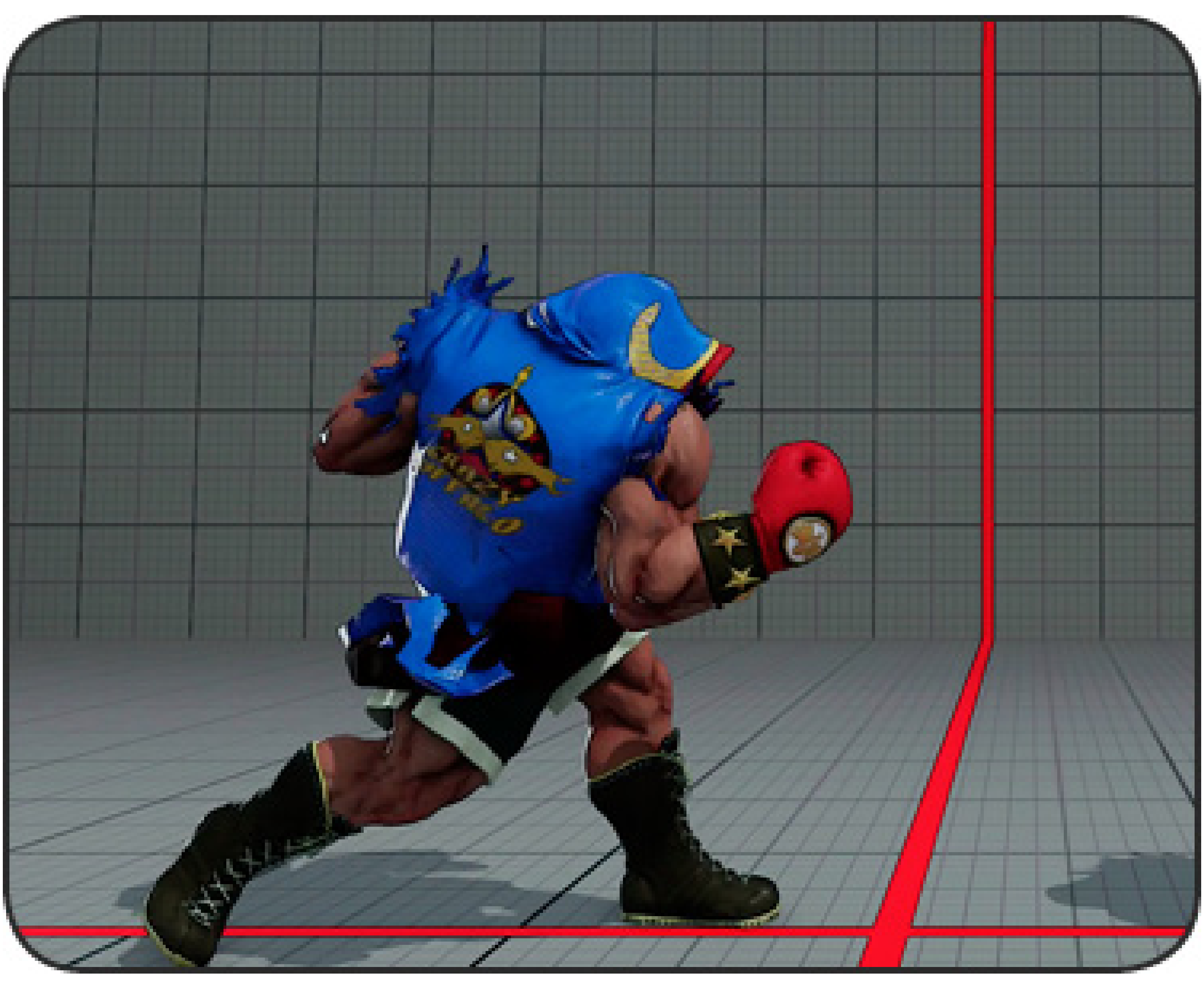
STARTUP	11
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-3
VTX HIT	7
VTX GUARD	4
CANCEL	V, CA
DAMAGE	80
STUN	150
METER GAIN	50/25

STANDING SHORT LK



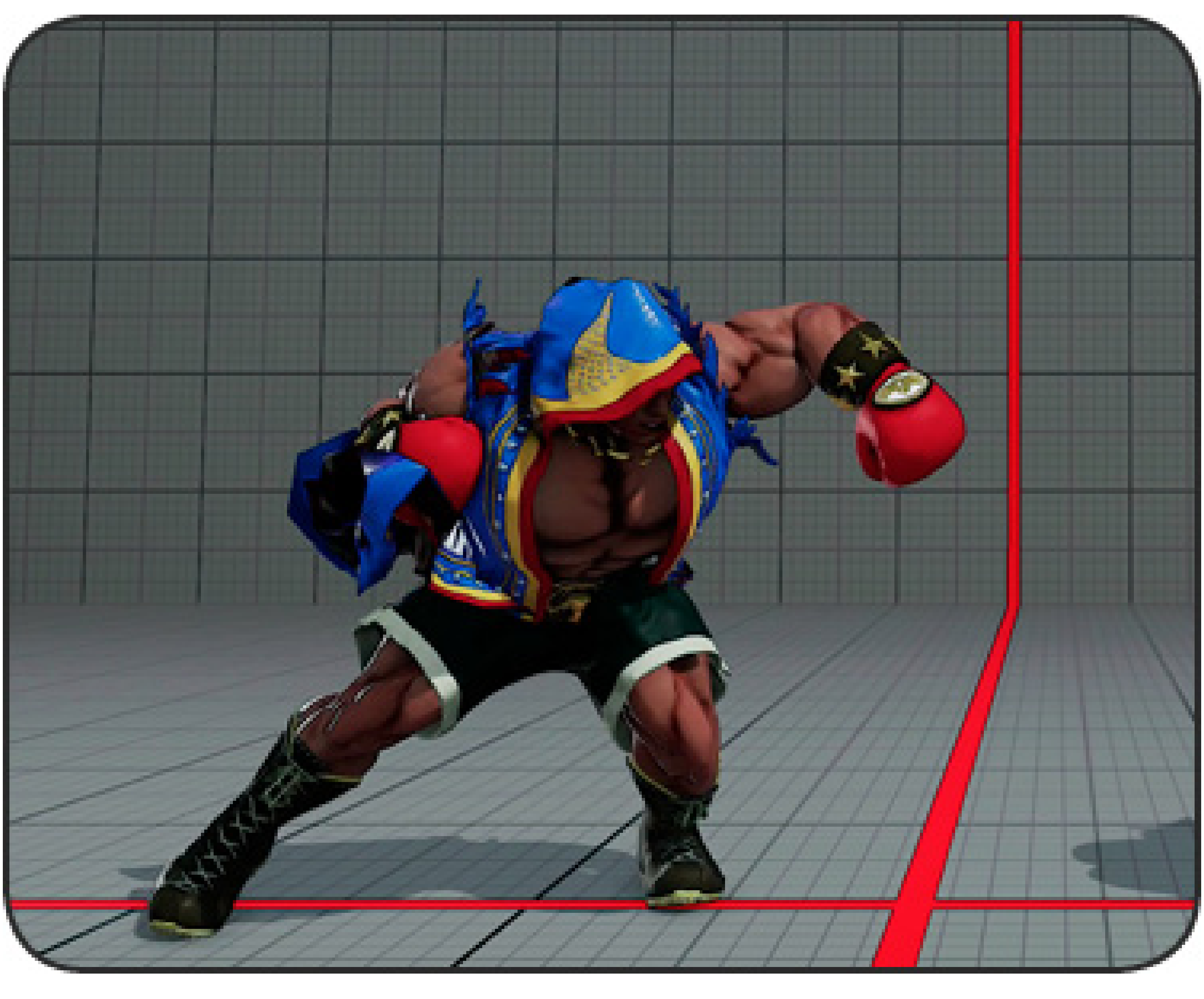
STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	2
ON GUARD	1
VTX HIT	4
VTX GUARD	3
CANCEL	V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

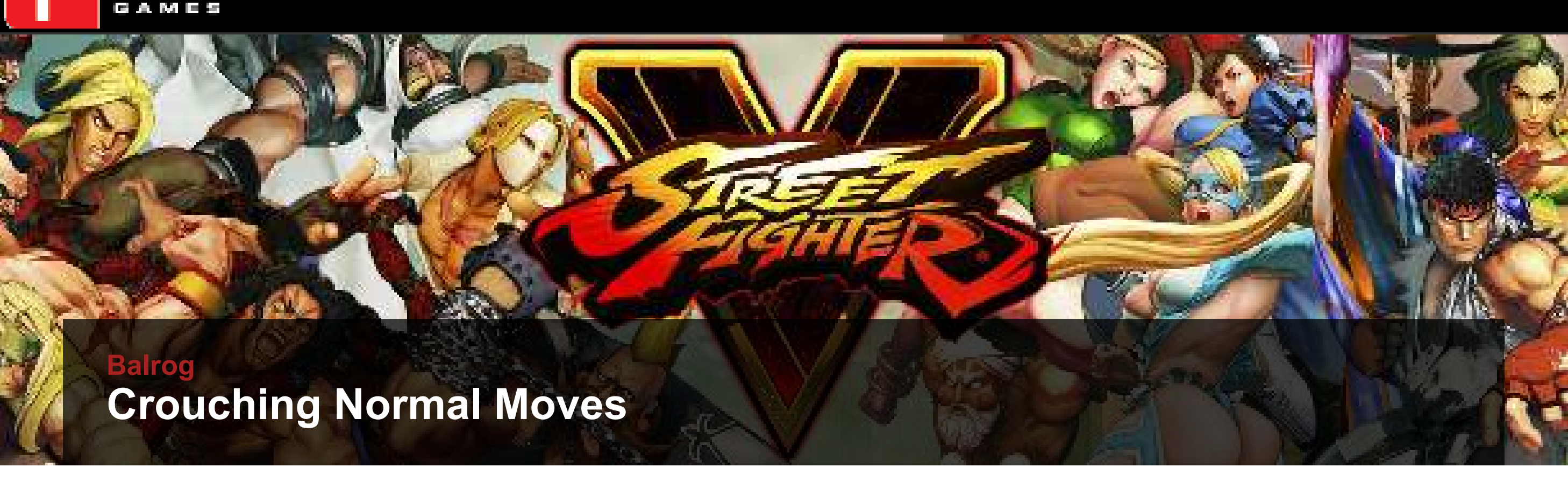


STARTUP	6
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
VTX HIT	12
VTX GUARD	9
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK



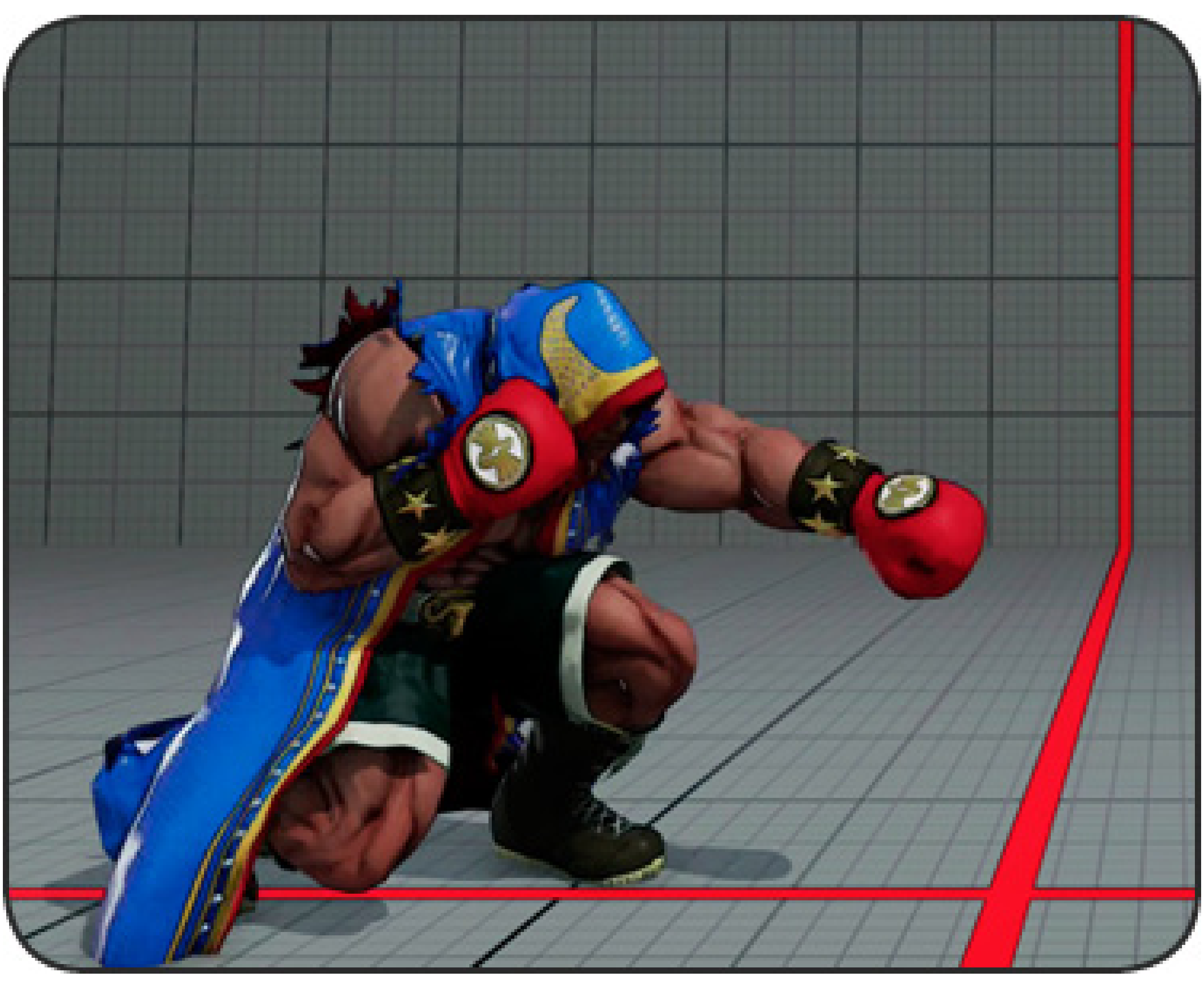
STARTUP	9
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	7
ON GUARD	3
VTX HIT	15
VTX GUARD	11
CANCEL	V



Balrog

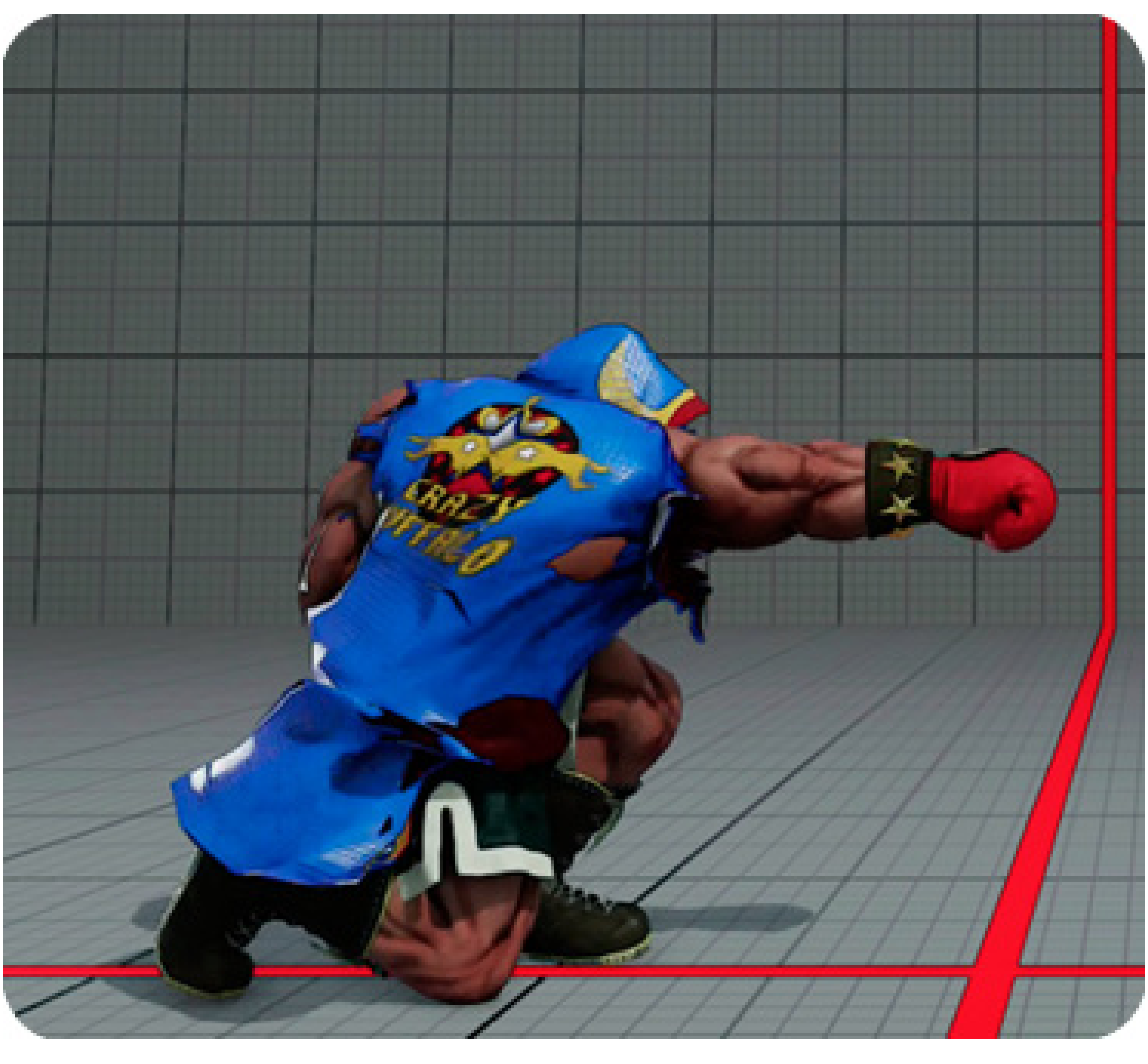
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



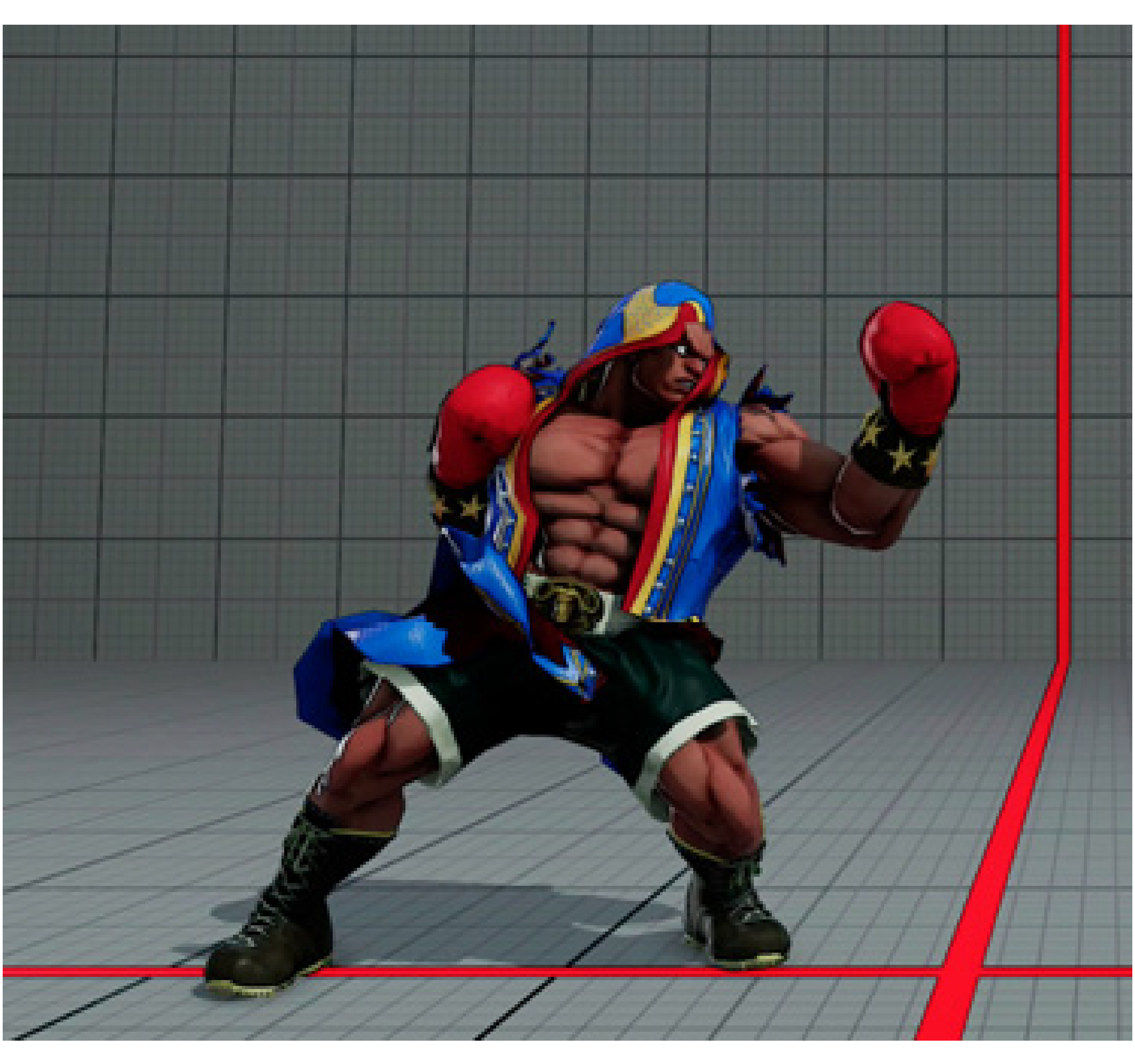
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	4
VTX GUARD	3
CANCEL	Ch, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

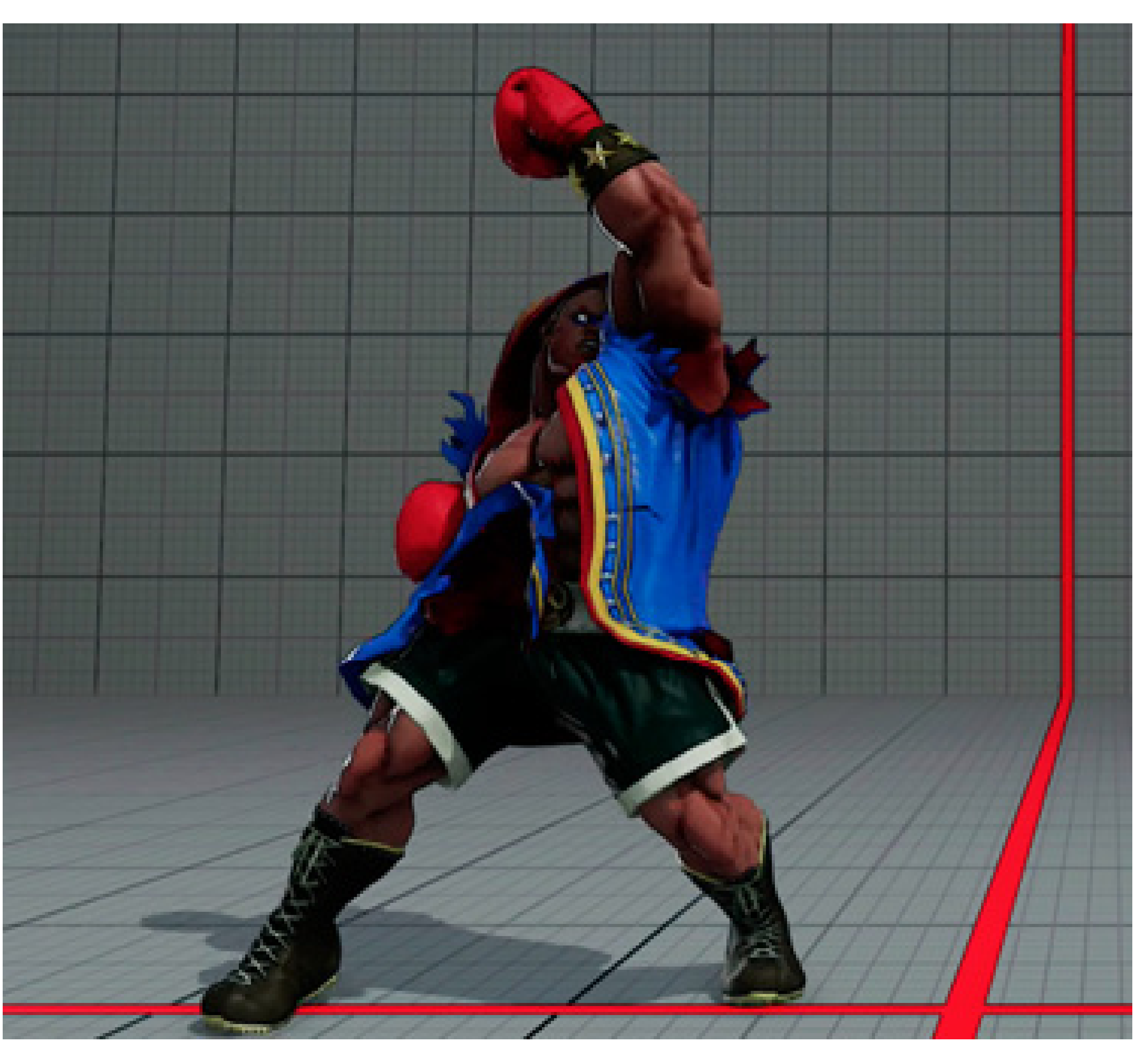
CROUCHING STRONG MP WHILE CROUCHING



STARTUP	6
ACTIVE	3
RECOVERY	14
GUARD LEVEL	HL
ON HIT	1
ON GUARD	0
VTX HIT	10
VTX GUARD	9
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



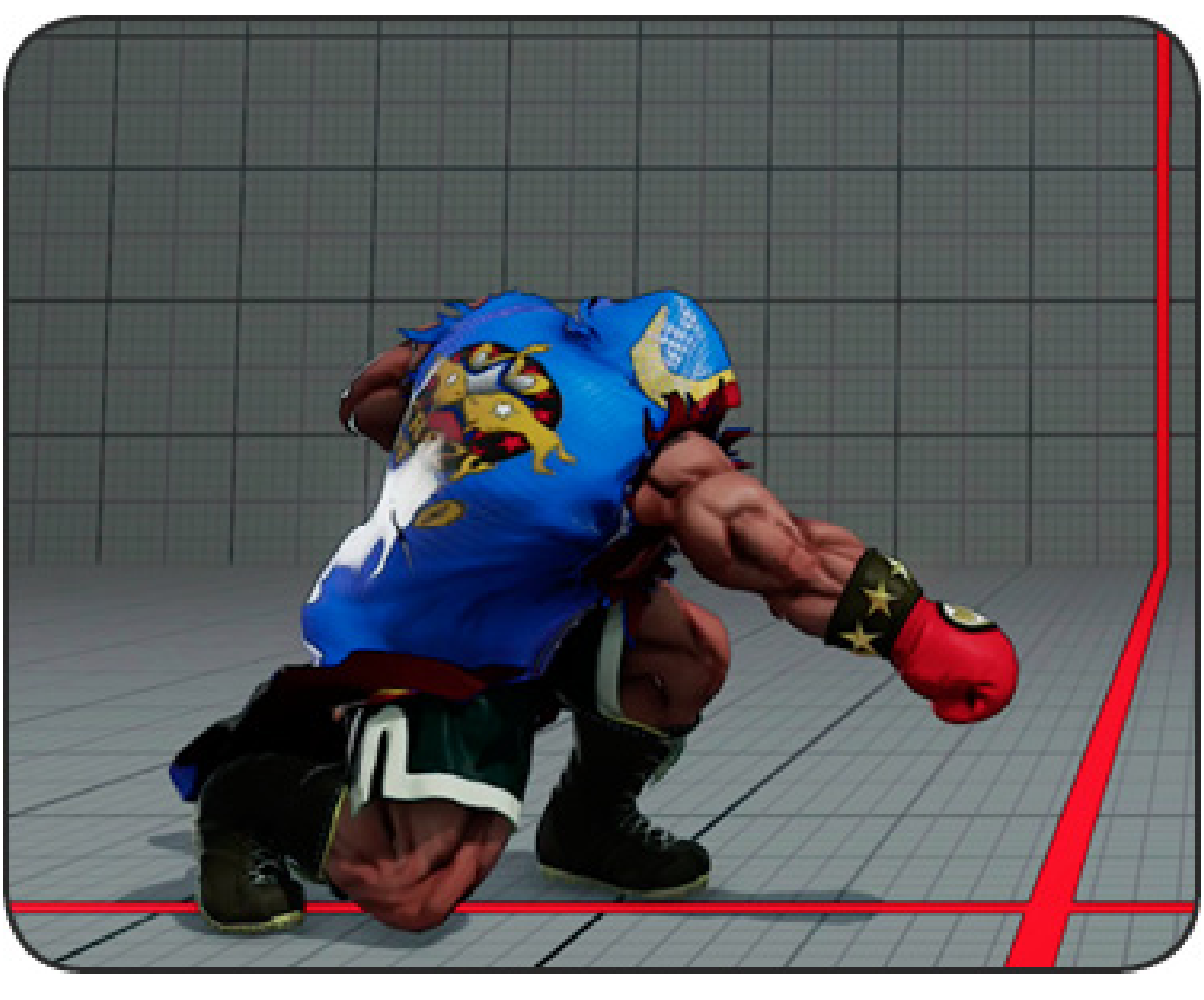


STARTUP	8
ACTIVE	5
RECOVERY	22
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-5
VTX HIT	11
VTX GUARD	7
CANCEL	Sp, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

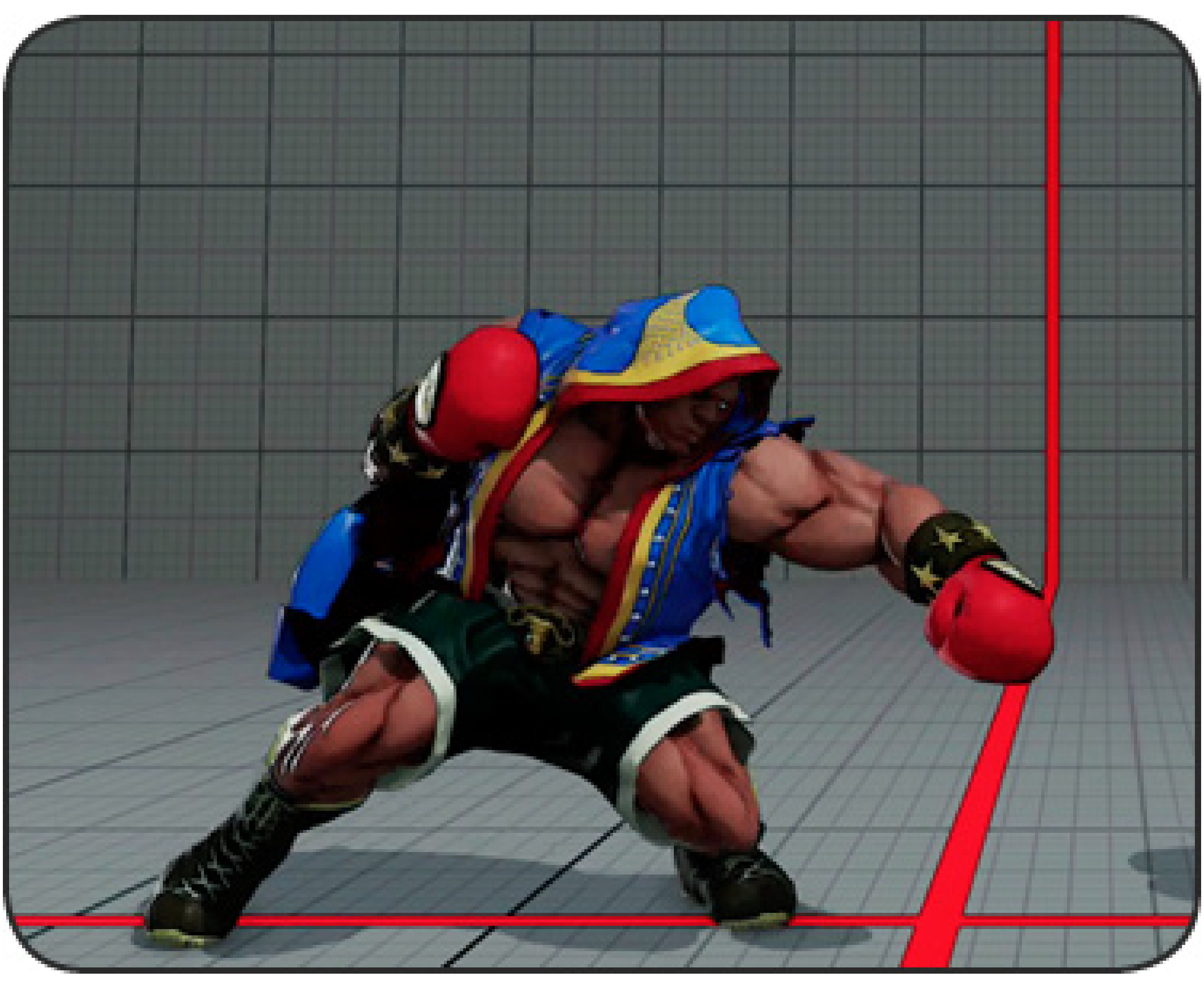
Force standing; damage reduces to 70 after first two active frames; on counter-hit: Crush Counter jugglable knockdown, V-Gauge +150

CROUCHING SHORT LK WHILE CROUCHING



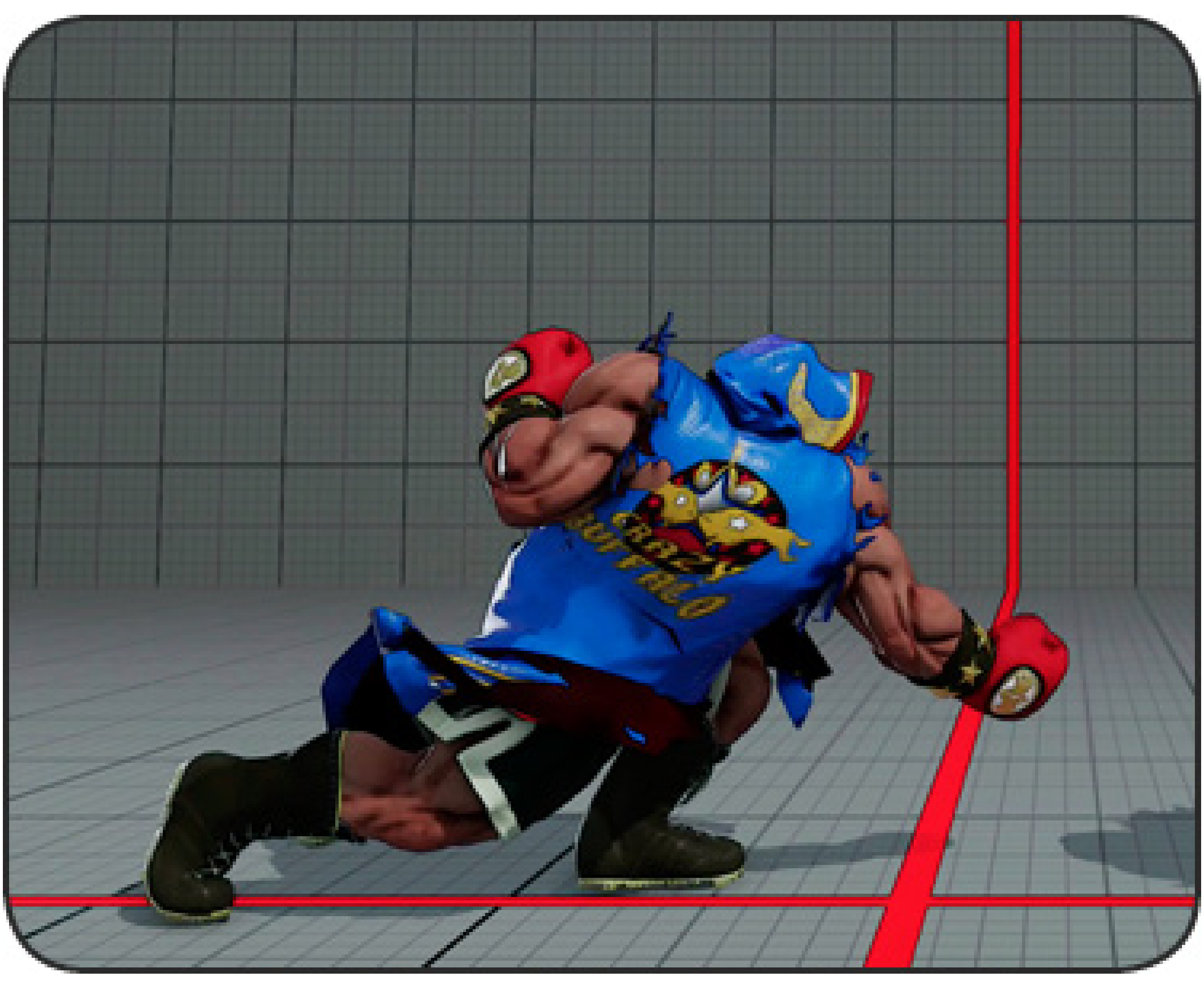
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	L
ON HIT	4
ON GUARD	1
VTX HIT	7
VTX GUARD	4
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING

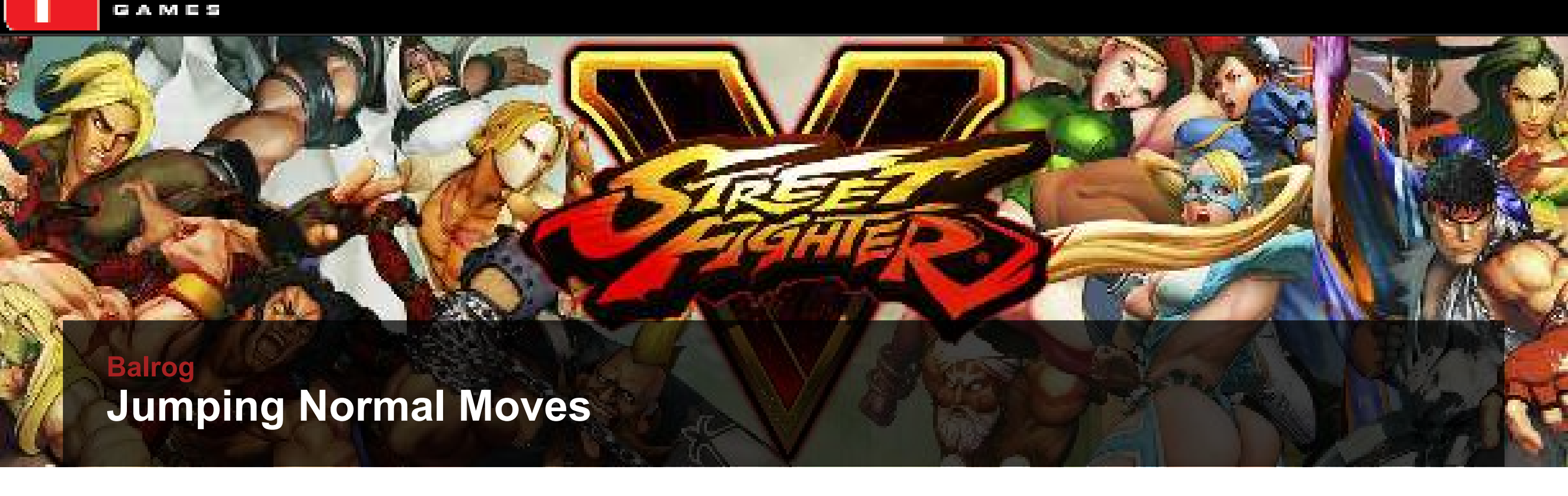


STARTUP	7
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	13
VTX GUARD	9
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



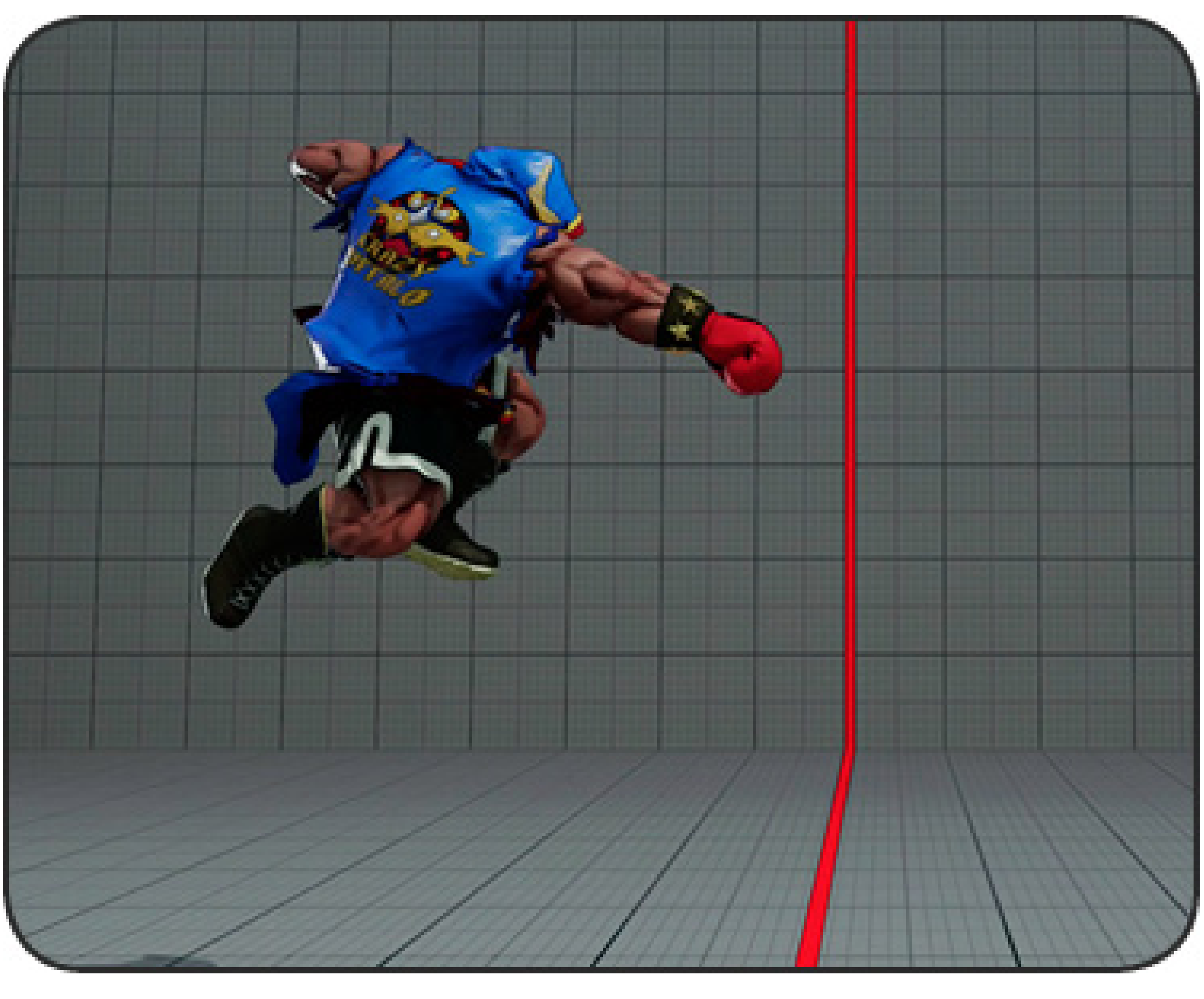
STARTUP	8
ACTIVE	2
RECOVERY	26
GUARD LEVEL	L
ON HIT	D
ON GUARD	-14



Balrog

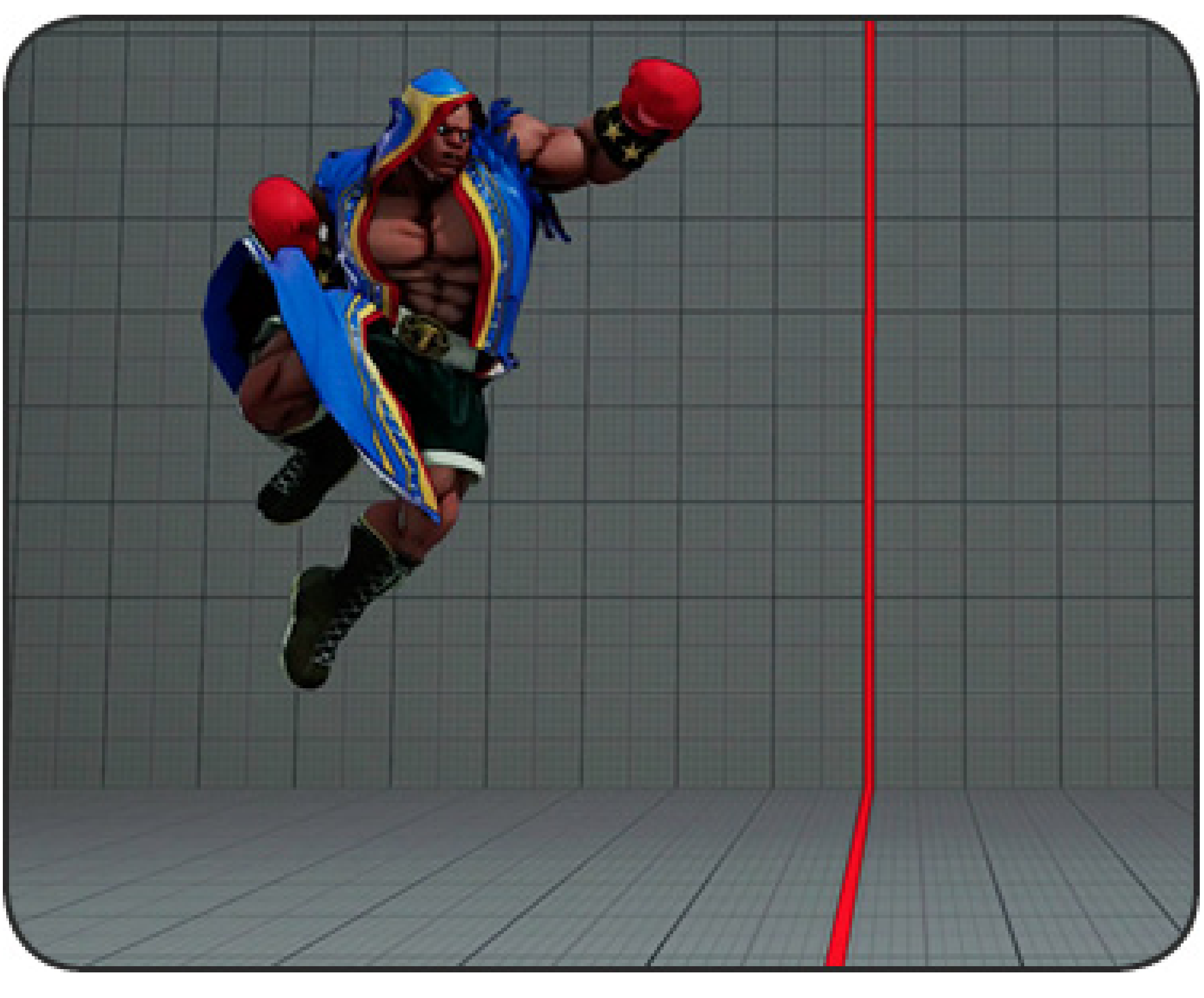
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



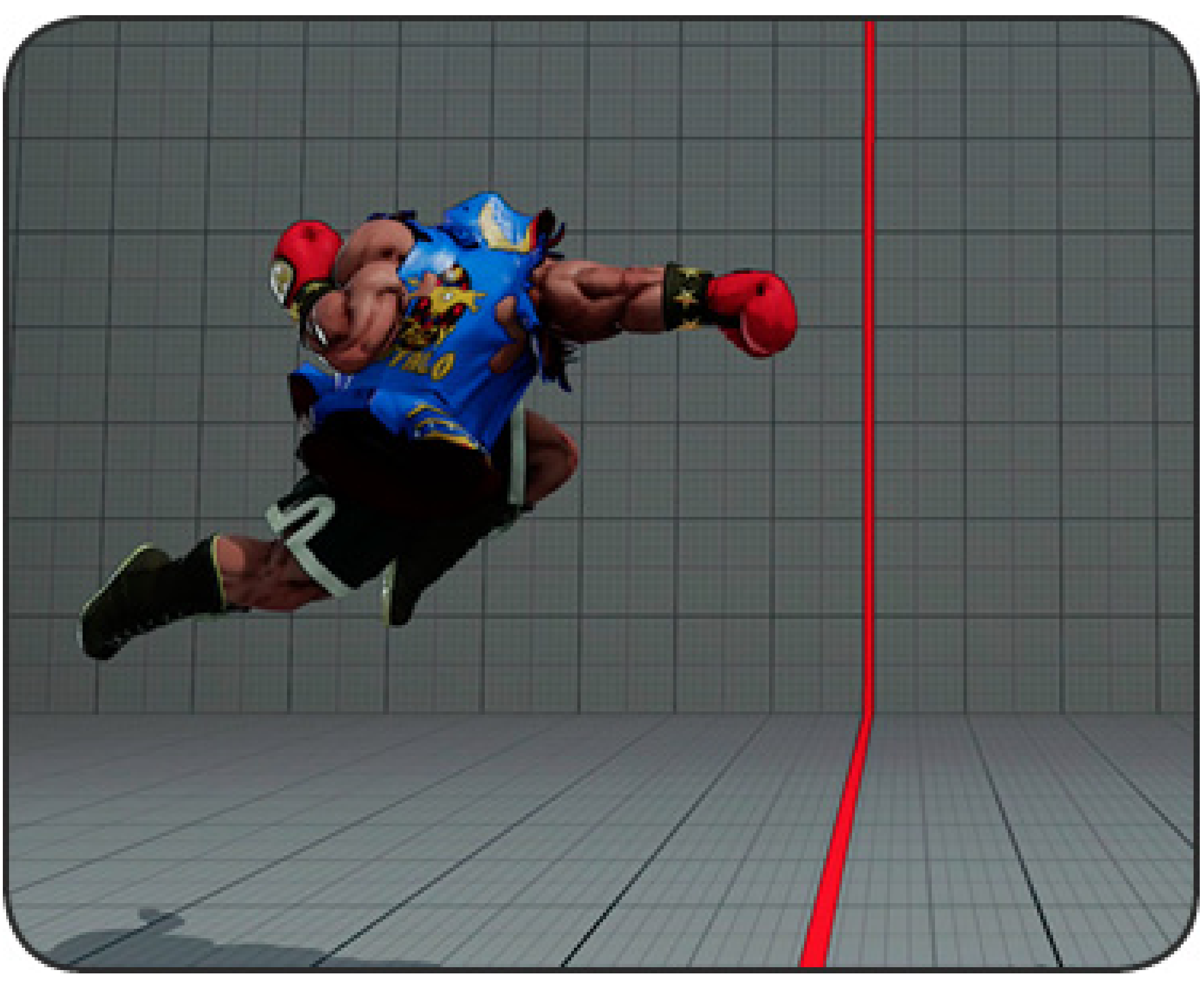
STARTUP	4
ACTIVE	6
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



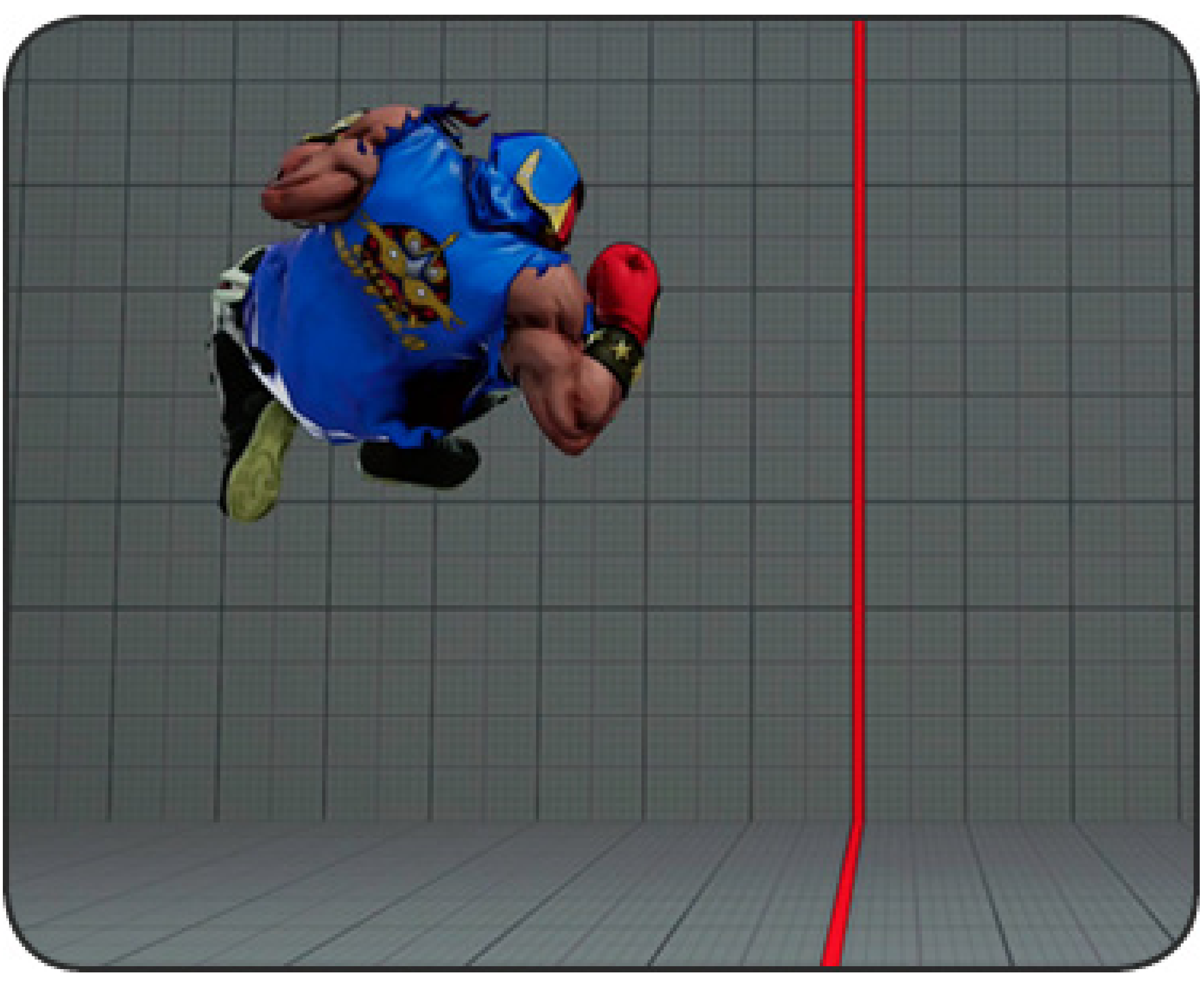
STARTUP	5
ACTIVE	3
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



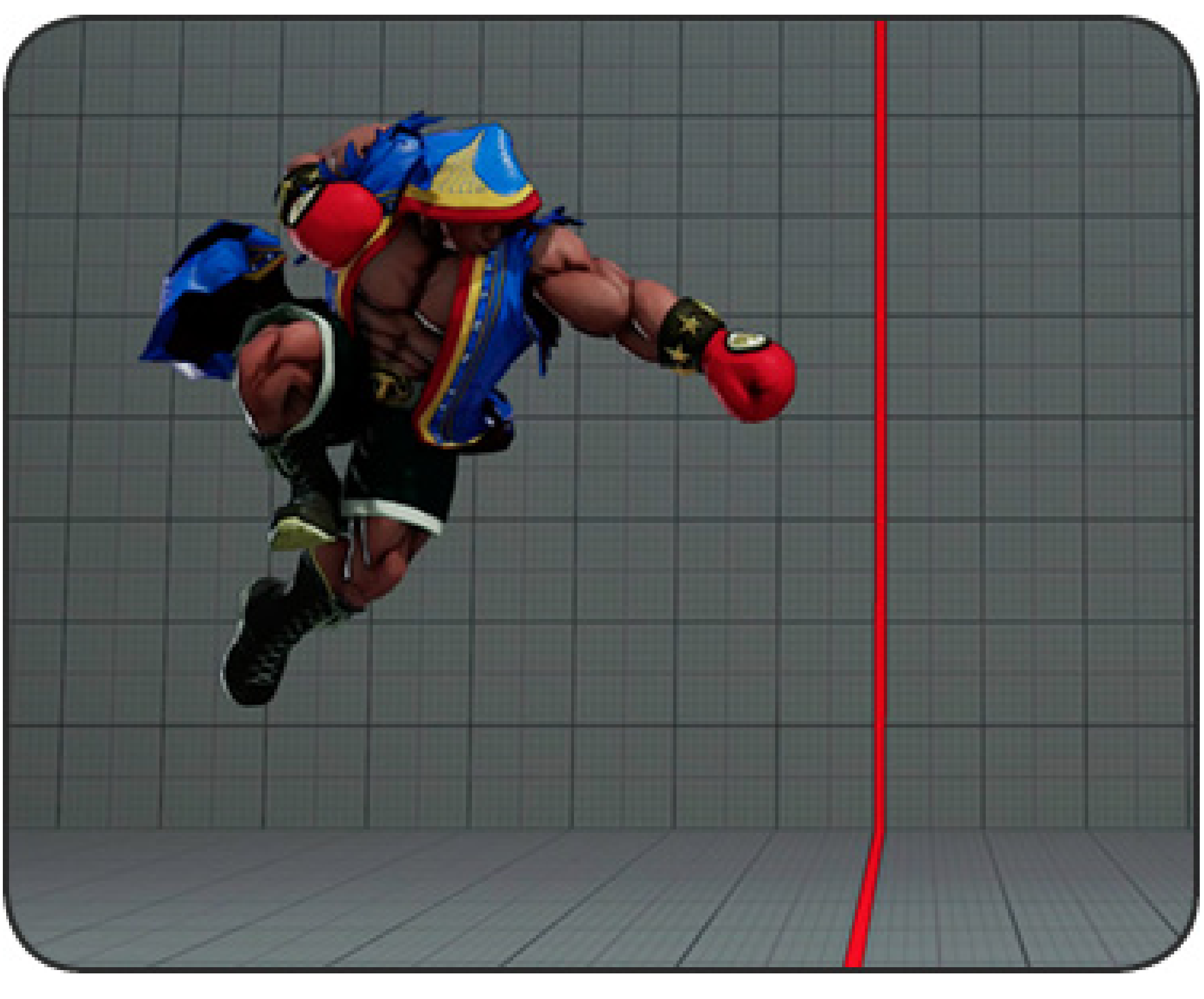
STARTUP	7
ACTIVE	4
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



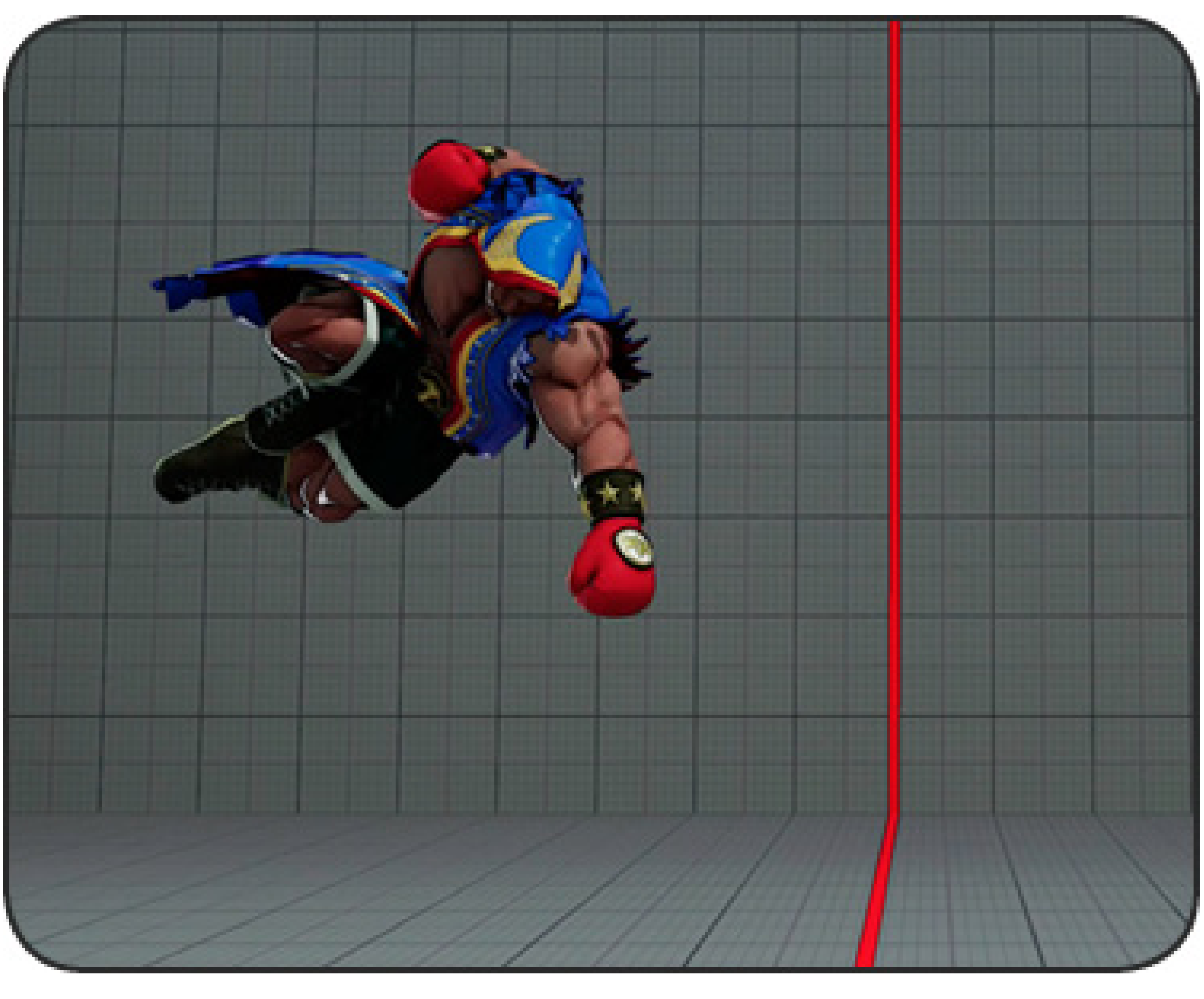
STARTUP	3
ACTIVE	8
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

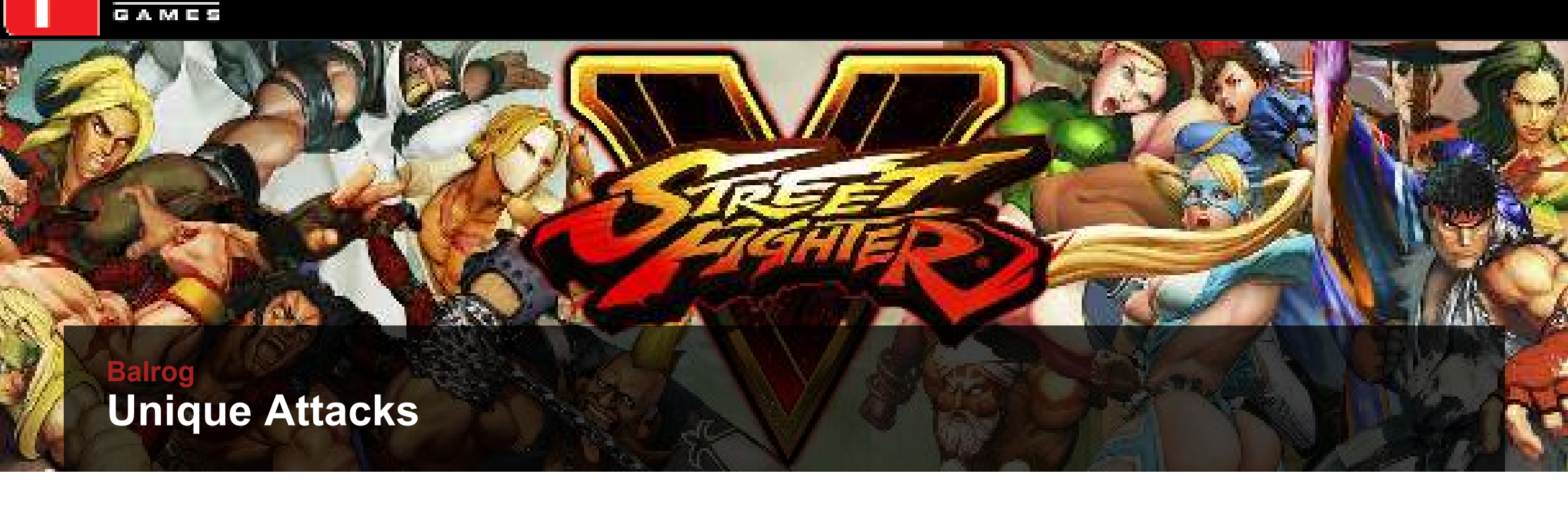


STARTUP	6
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



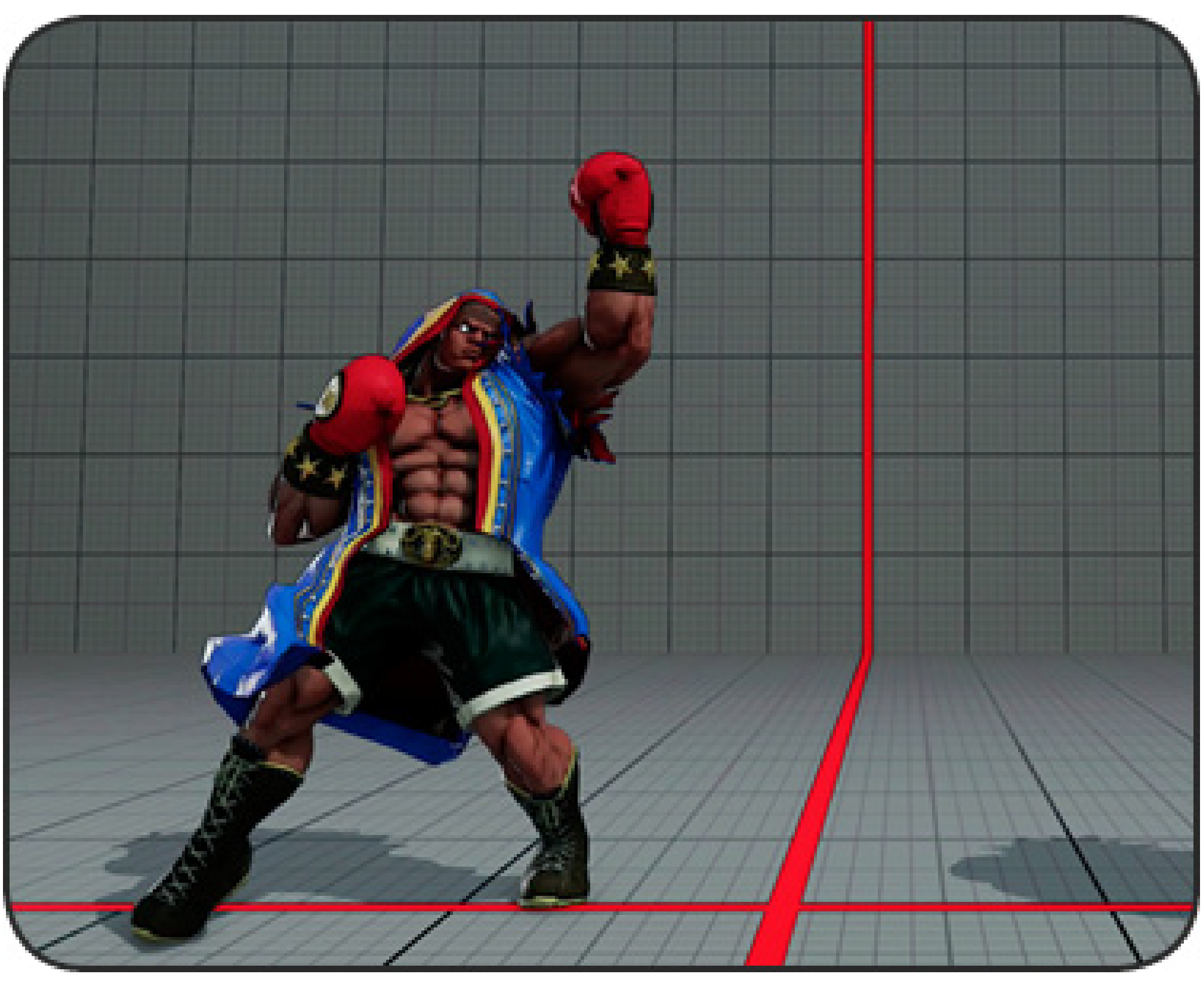
STARTUP	8
ACTIVE	4
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25



Balrog

Unique Attacks

HARD LEAD-IN MK XX MP



STARTUP	6
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
VTX HIT	D
VTX GUARD	7
CANCEL	V
DAMAGE	40
STUN	80
METER GAIN	40/20

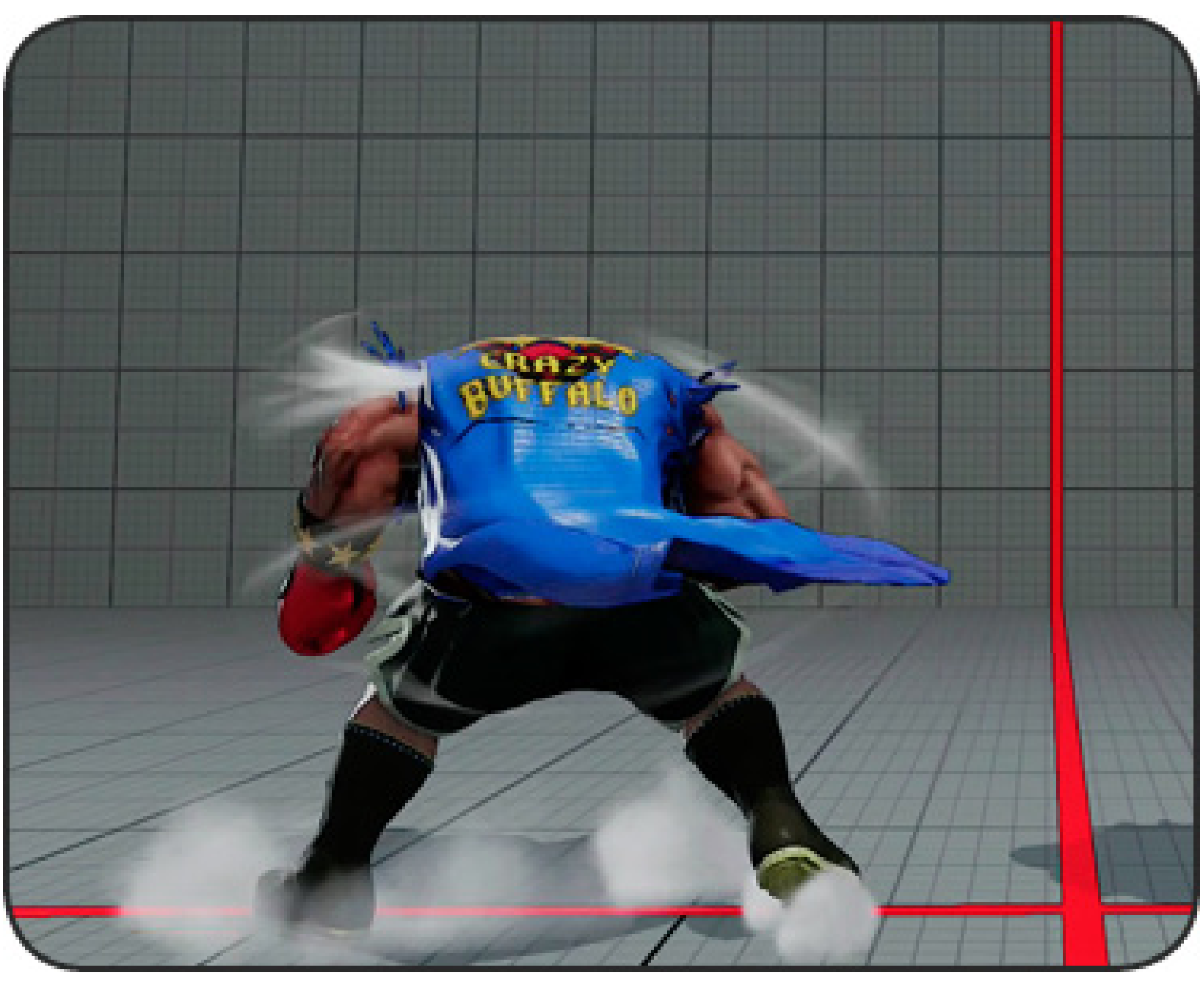
Hard Lead-In: An unusual and useful medium-strength, close-range chain combo. This features Balrog's standing MK, a gut punch, canceled into standing MP, a standing uppercut. This target combo begins with a close-range body-blow and goes into an uppercut with even less range, so don't use this from standing MK's max range. Despite the short reach, this two-hit chain will link after several important normals used at point-blank range: standing HK, counter-hit standing LP or MK, and counter-hit Buffalo Pressure (KKB into kick button overhead).

On block, this target combo of medium pokes leaves Balrog at -8, very punishable. Amusingly, Balrog is still left at -8 after continuing to Hard Smasher or Hard Pressure from here and having them blocked, too. In other words, it's best not to commit to the full chain unless a hit is fairly certain (like by hit-checking into Hard Lead-In with a jump-in or with standing LP or HK), but if a cancel is being made from standing MK to MP anyway, then it's usually best to gamble with a KKB-lite capper, or to KKB-cancel and then try for a throw.

On hit, standing MK XX MP launches the enemy into a jugglable state, though taking advantage is limited: chained MP isn't cancelable except into a version of Balrog's KKB V-Skill. Whether on hit or block, chained standing MP can be "sway"-canceled by tapping MP + MK. From here, as during any KKB, pressing a punch button causes a relatively quick, horizontal hooking punch attack, while pressing a kick button causes a slower, windmill overhead attack. If standing MK XX MP connected, canceling into KKB, then either follow-up attack will cause a juggle combo.

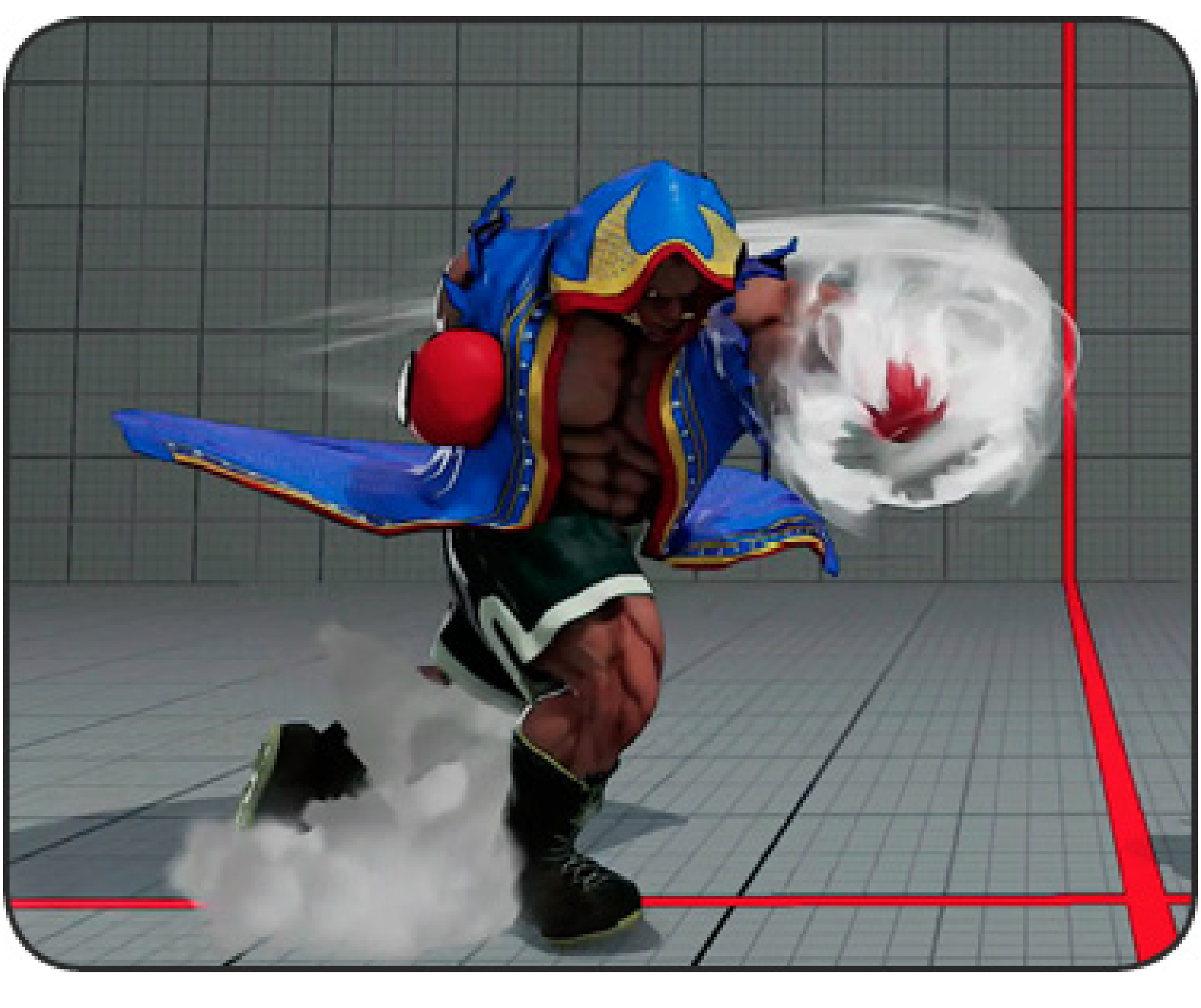
Interestingly, standing MK is a good poke on its own, reaching farther than standing LK or MP, leaving Balrog at +1 when blocked, and affording several link opportunities on normal or counter-hit. On normal hit, standing MK is +5… which happens to be the startup for standing MP. So it's sometimes possible to use this chain as a link instead, which opens things up because it means standing MP retains its superior standalone characteristics, and can be special-canceled into MP Dash Straight or LK Dash Grand Blow. The only fly in the ointment is that, depending on the opposing character's size and hitreel animation, this link may not work even when the frames say it should. (For example, in a mirror match it works on Balrog crouching but not standing.)

HARD KKB MK XX MP XX MP + MK



STARTUP	–
ACTIVE	–
RECOVERY	31
GUARD LEVEL	–
ON HIT	–
ON GUARD	-17
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

HARD SMASHER MK XX MP XX MP + MK XX P



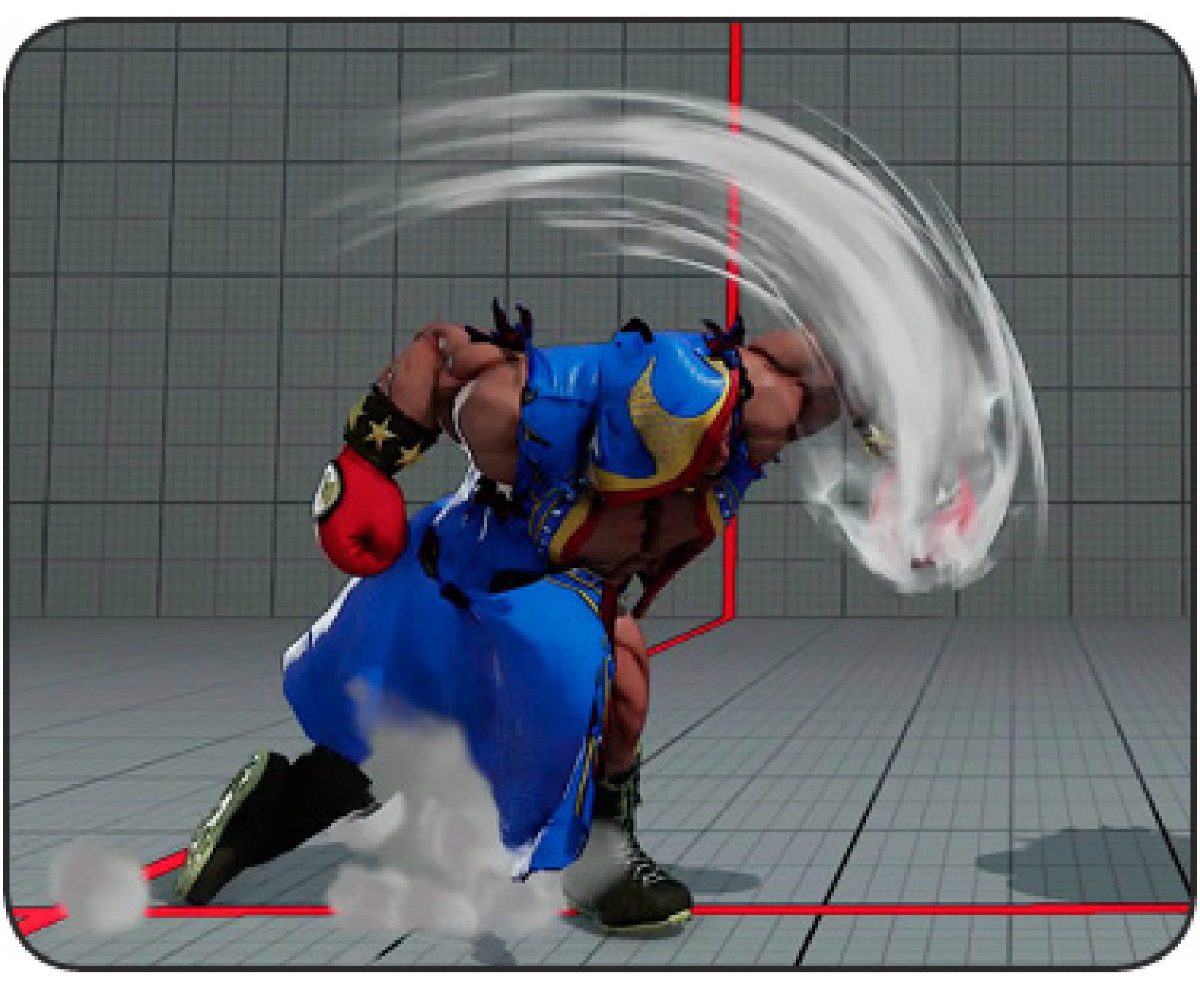
STARTUP	21
ACTIVE	2
RECOVERY	23
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-8
VTX HIT	17
VTX GUARD	–
CANCEL	V
DAMAGE	60
STUN	120
METER GAIN	V-Gauge 120

NOTES

Spinning knockdown against airborne targets

Hard Smasher: A version of Buffalo Swing (KKB to punch follow-up) that follows the Hard Lead-In target combo. Used after standing MK XX MP launches a foe, Hard Smasher knocks them down a decent bit toward the corner. If a closer knockdown is desired for immediate okizeme, end chain juggles with Hard Pressure instead. Outside of juggles, against a grounded foe who guarded the lead-in chain, Hard Smasher is neutral on hit, -8 guarded, much riskier than Balrog's standalone V-Skill hook punch.

HARD PRESSURE MK XX MP XX MP + MK XX K



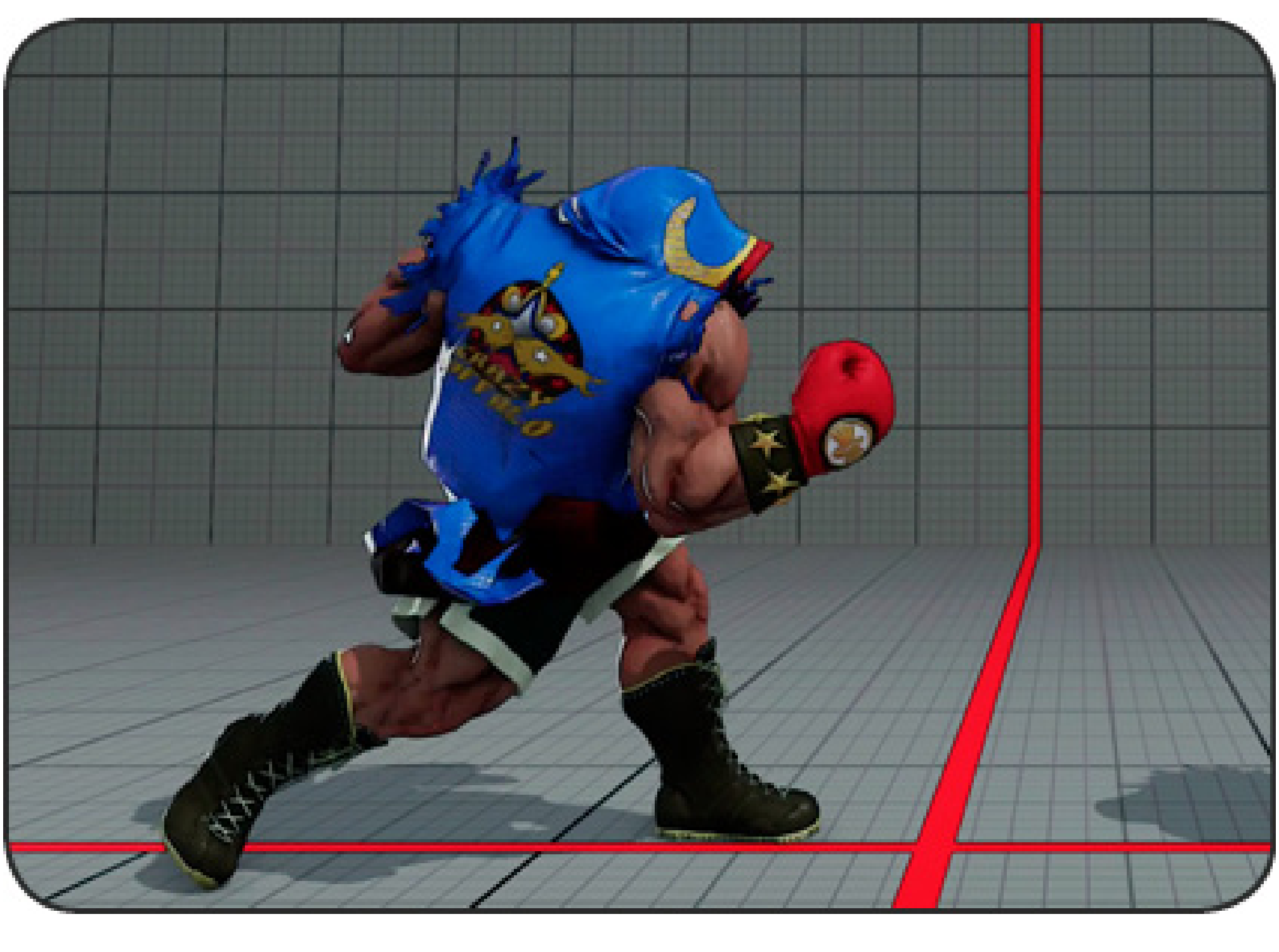
STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	H
ON HIT	1
ON GUARD	-8
VTX HIT	17
VTX GUARD	8
CANCEL	V
DAMAGE	60
STUN	120
METER GAIN	V-Gauge 120

NOTES

Overhead; spike knockdown against airborne targets

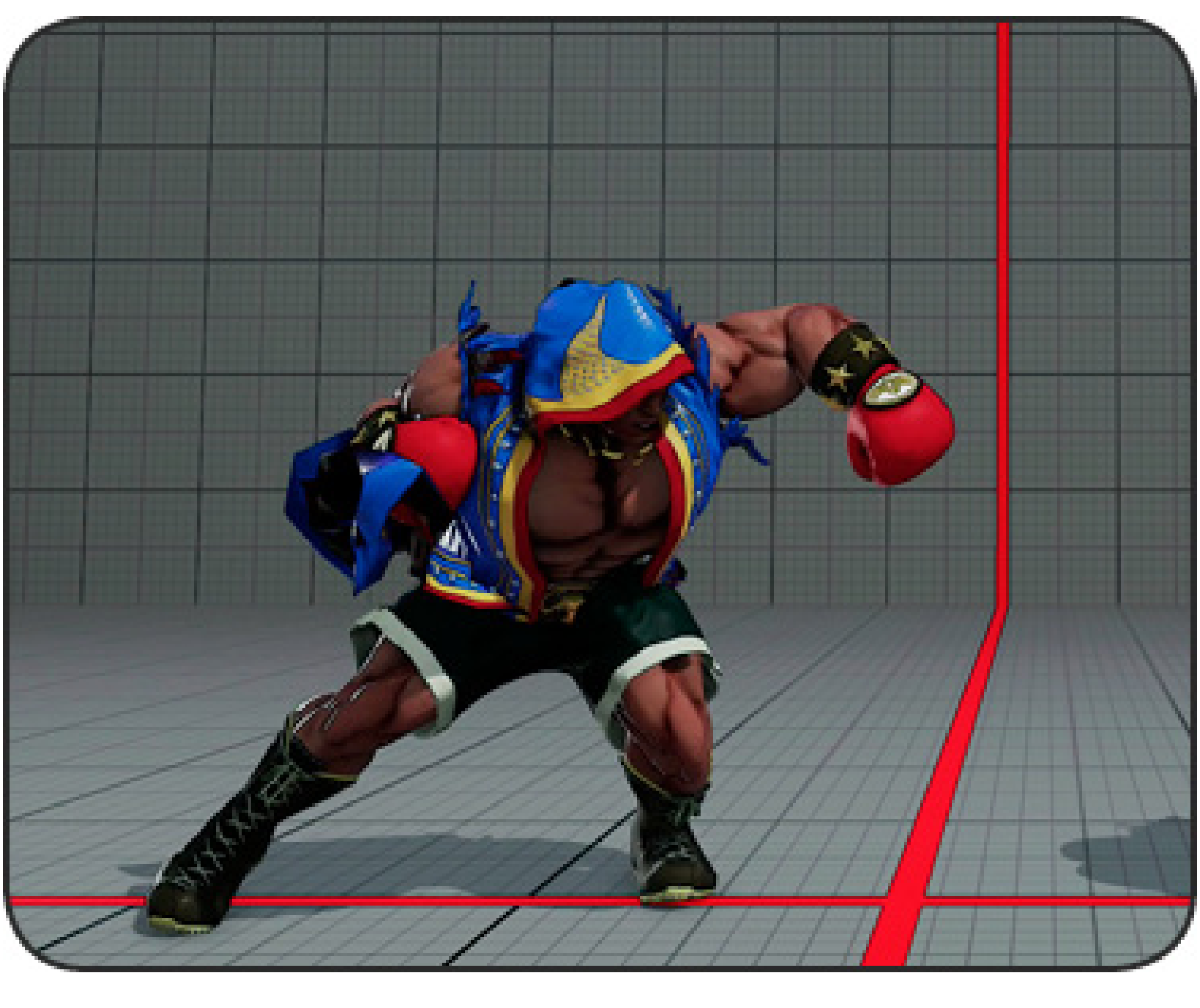
Hard Pressure: A version of Buffalo Pressure (KKB to kick follow-up) from the Hard Lead-In chain. This ends juggle knockdowns with the opponent right next to Balrog, if continued pressure is desired over corner carry. When used from a blocked Hard Lead-In chain, this forces a passive enemy to block standing. This leaves Balrog at the same -8 disadvantage as the regular KKB version, but the payoff isn't as large, putting Balrog at +1 on normal hit or +3 on counter-hit. In other words, combos aren't assured off the overhead and it's not much of a mix-up anyway to attack with either Hard Smasher or Hard Pressure from a blocked chain–the defender can block standing either way and both attacks are equally punishable on block coming out of this target combo.

UNDER IMPACT 1 STANDING LK XX MK



STARTUP	6
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-7
VTX HIT	12
VTX GUARD	4
CANCEL	V
DAMAGE	40
STUN	70
METER GAIN	40/20

UNDER IMPACT 2 STANDING LK XX MK XX HK



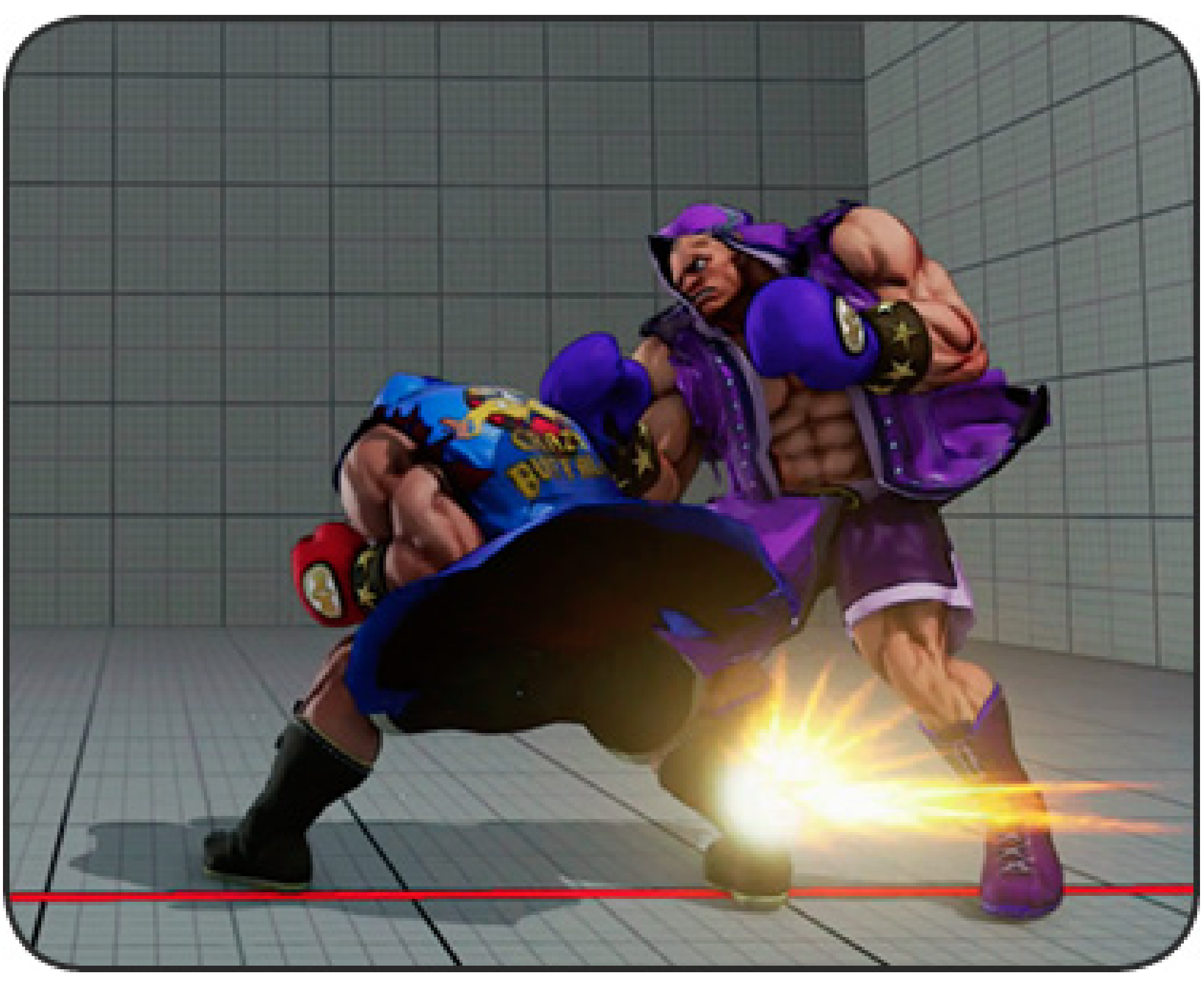
STARTUP	9
ACTIVE	2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
VTX HIT	D
VTX GUARD	7
CANCEL	V
DAMAGE	70
STUN	100
METER GAIN	60/30

Under Impact: A target combo involving all of Balrog's "kick" attacks, one after another: short, forward, roundhouse. On hit, the final punch sends the victim into a spinning knockdown with a little bit of corner push. Having the MK or HK portions of the chain blocked is very dangerous though, as either leaves Balrog at a punishable disadvantage. Try to restrict Under Impact use to confirmed opportunities.

Since Under Impact starts with Balrog's 3-frame standing LK, his fastest attack, and since it ends with a knockdown that requires no charge, this chain is Balrog's fastest and most reliable close-range punish. Unfortunately, the modest range on standing LK and MK keeps it from working from farther away than almost flush distance. But keep it in mind if opponents try to bully with something that leaves them at -3.

Aside from its use as a punish, standing LK's speed means Under Impact can easily link in lots of hit-confirms. Crouching LK ⇨ standing LK becomes a solid, 4-frame low hit into potential knockdown, no charge needed. Standing or crouching LP can link into Under Impact just the same, adding 10 more damage but without the benefit of crouching LK's low hit. Point-blank standing MK and HK have easy finishers. Ditto KKB into Buffalo Pressure (K) or KKB into counter-hit Buffalo Swing (P).

STOMPING COMBOCROUCHING MK XX MK



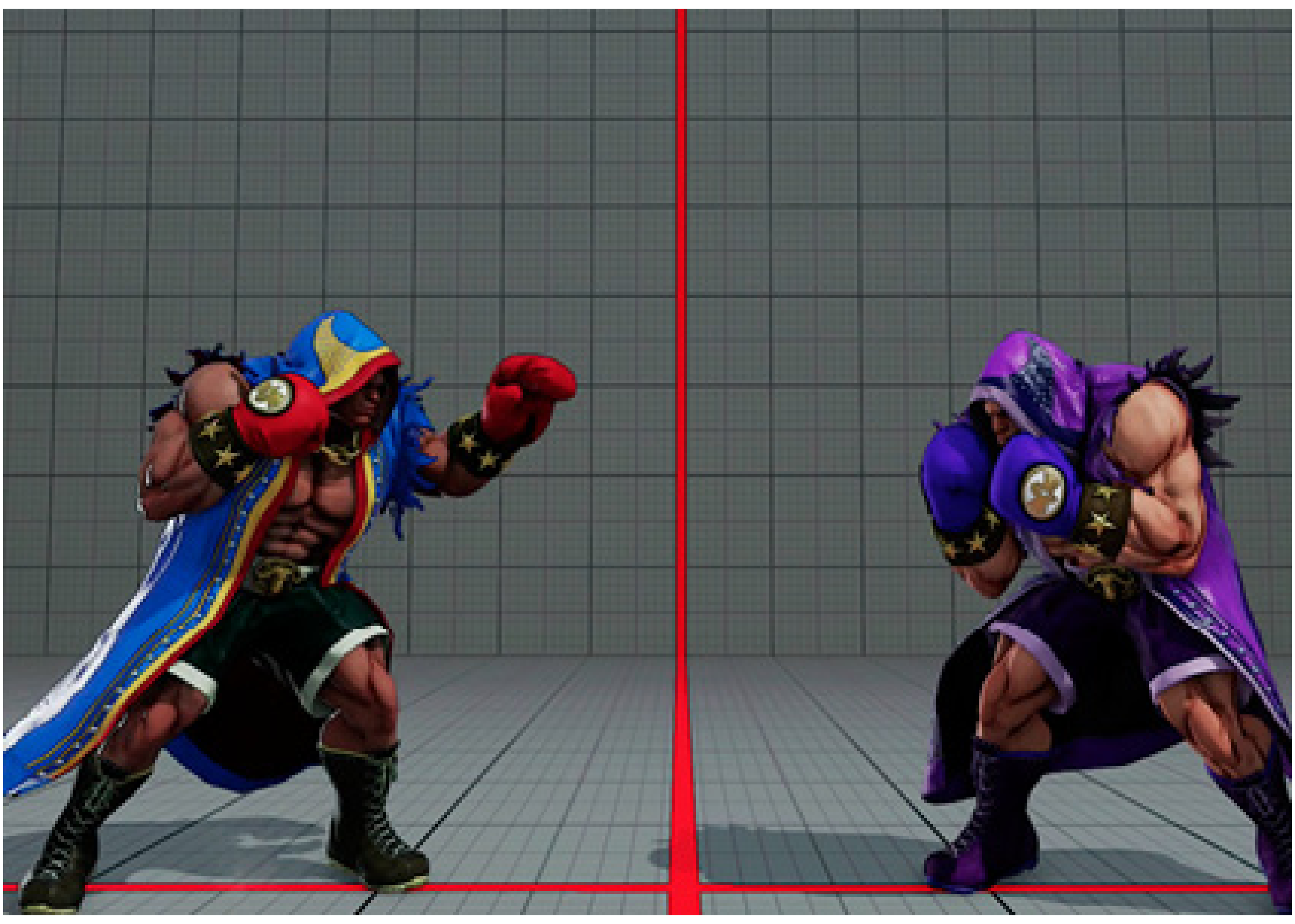
STARTUP	10
ACTIVE	3
RECOVERY	20
GUARD LEVEL	L
ON HIT	2
ON GUARD	-6
VTX HIT	13
VTX GUARD	5
CANCEL	v
DAMAGE	40
STUN	80
METER GAIN	40/20

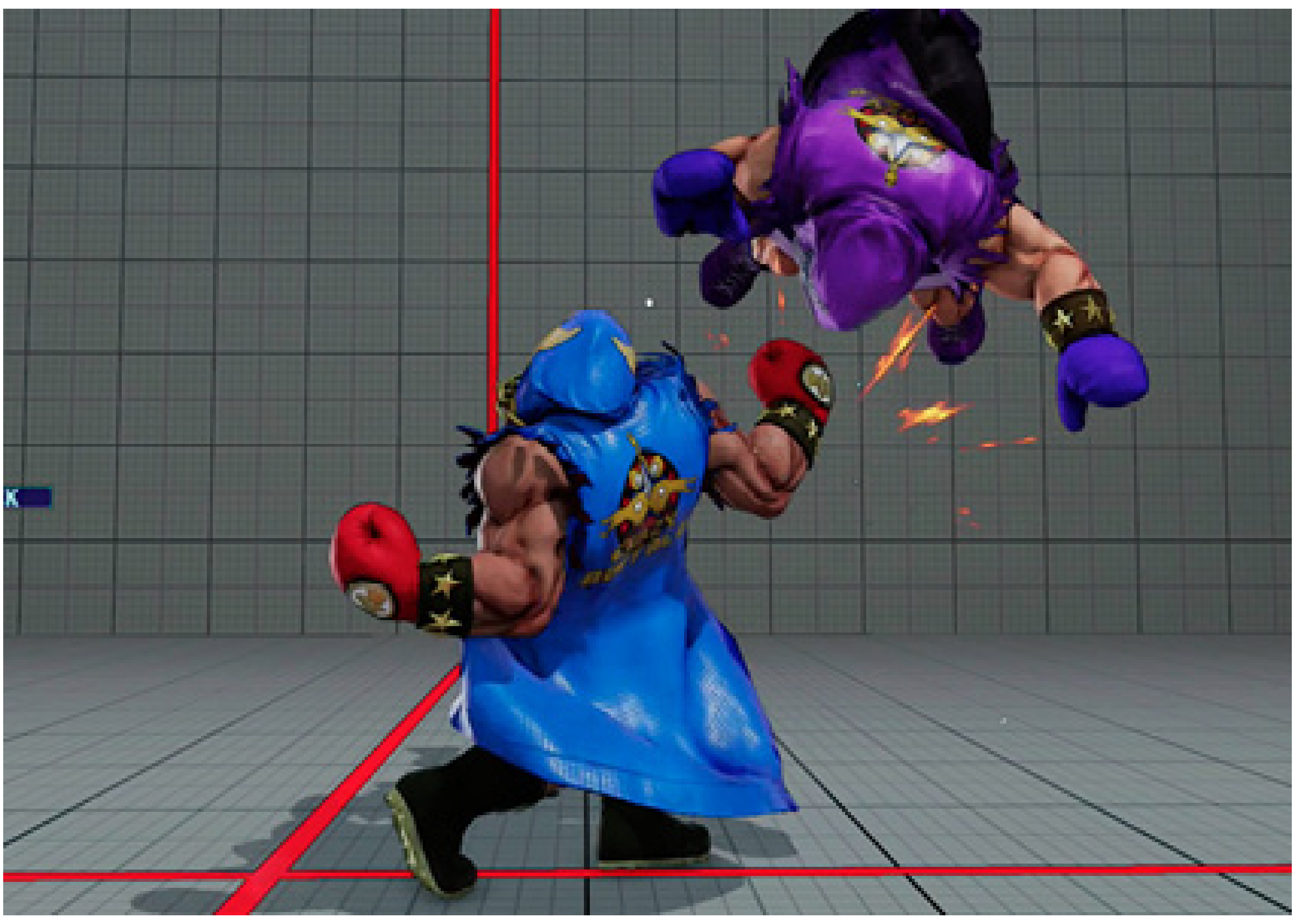
Stomping Combo: Balrog's crouching MK XX crouching MK chain, which vaguely recalls his SFIV bread-and-butter of crouching MK ⇨ crouching LK. Crouching MK is a decent poke, reaching farther than most of Balrog's buttons without as much risk as standing HP or crouching HK.

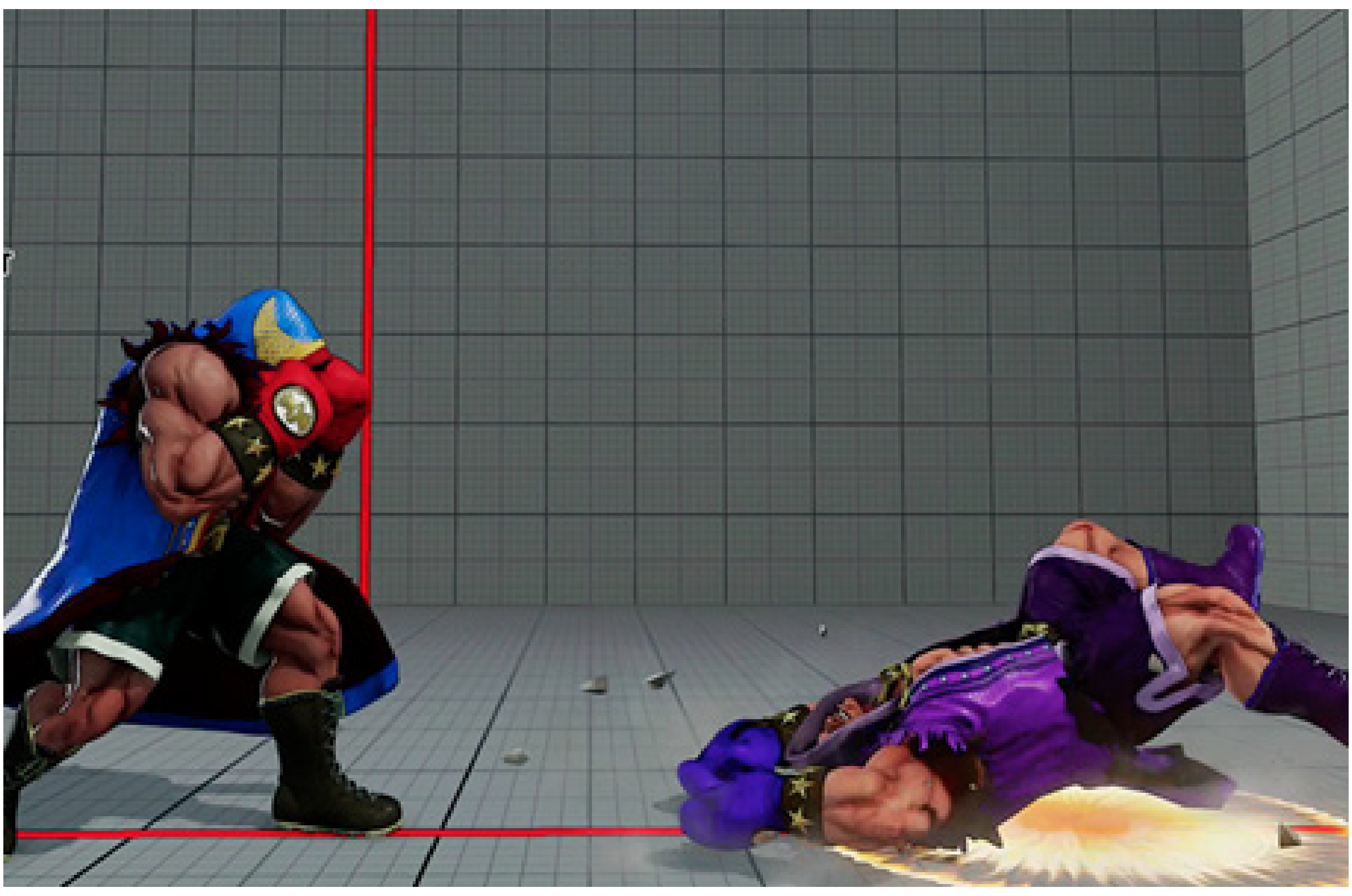
The unique stomp follow-up to crouching MK can be V-Trigger-canceled with plenty of advantage on hit, making this a terrific pathway to verifiable Crazy Rush combos. Crouching MK blocked isn't so bad (at -2), but the stomping follow-up is unsafe blocked (with Balrog -6 up close). However, an extra hit before crouching MK gives time to confirm, like with a jump-in into crouching MK, or standing HK ⇨ crouching MK. On block, don't finish the chain. On hit, perform the crouching MK stomp ender and V-Trigger cancel it while starting a down-back charge, continue the charge through the screen freeze, then link crouching HP XX HP Dash Straight into a Charging/Bursting Buffalo flurry.

STREET FIGHTER V

DIRTY BOMBER LP + LK

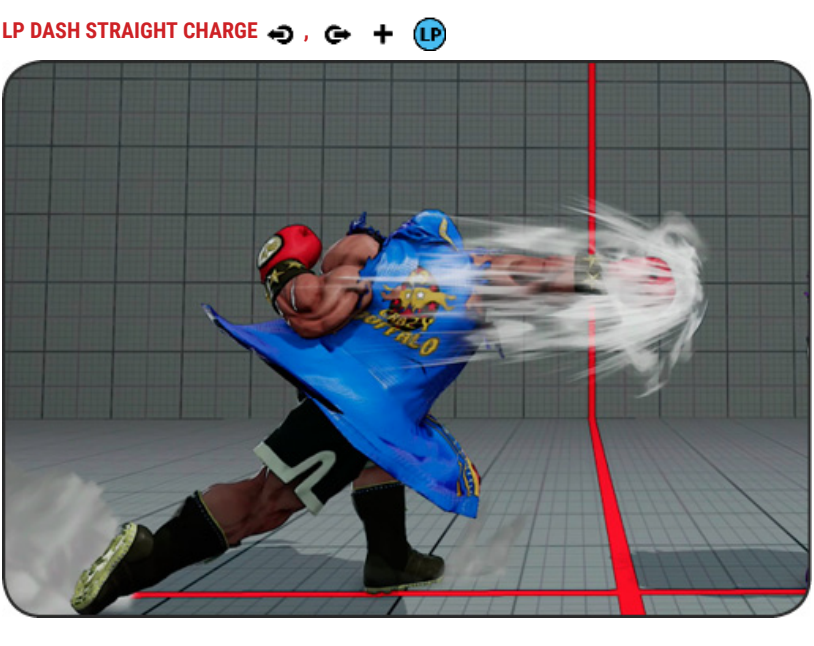






STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	120
STUN	170
METER GAIN	80

LP DASH STRAIGHT CHARGE ←, → + LP



STARTUP	14 (10 close)
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
VTX HIT	3
VTX GUARD	-2
CANCEL	V, CA
DAMAGE	80
STUN	150
METER GAIN	10/20/10

NOTES

Can be canceled into KKB during dash as early as frame 6, before attack begins; attack startup depends on distance; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

MP DASH STRAIGHT CHARGE ←, → + MP

STARTUP	18 (12 close)
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-6
VTX HIT	3
VTX GUARD	-5
CANCEL	V, CA
DAMAGE	90
STUN	150
METER GAIN	10/20/10

NOTES

Can be canceled into KKB during dash as early as frame 6, before attack begins; attack startup depends on distance; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

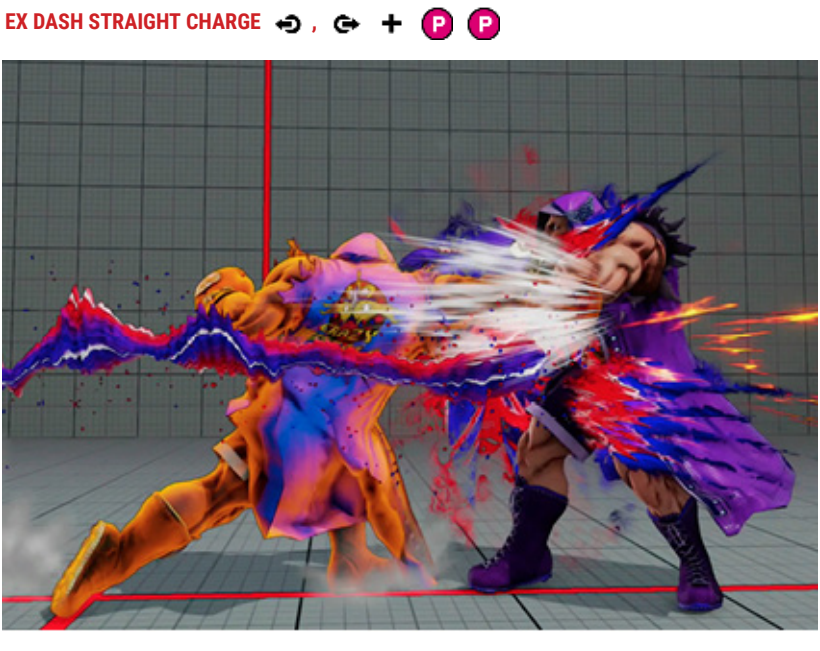
HP DASH STRAIGHT CHARGE ←, → + HP

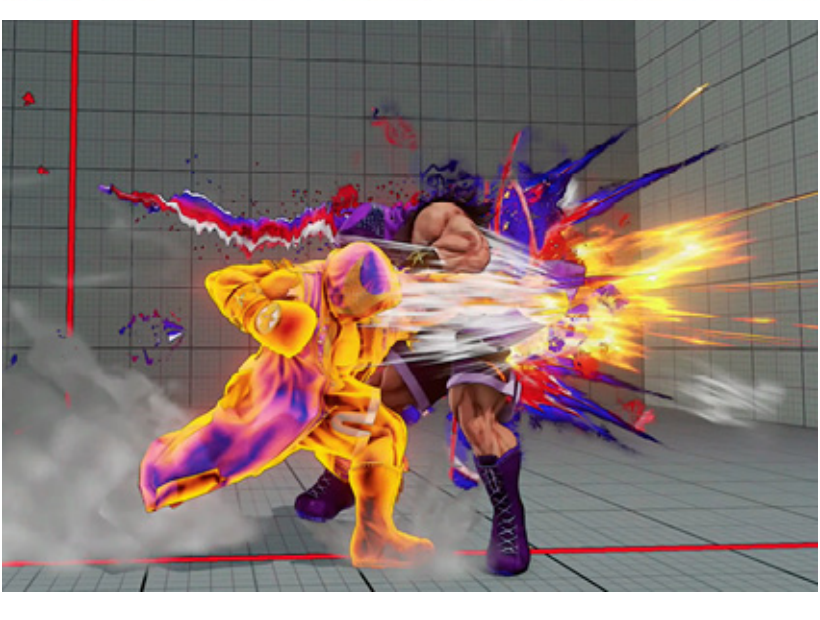
STARTUP	25 (19 close)
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-7
VTX HIT	5
VTX GUARD	-5
CANCEL	V, CA
DAMAGE	100
STUN	150
METER GAIN	10/20/10

NOTES

Can be canceled into KKB during dash as early as frame 11, before attack begins; attack startup depends on distance; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

EX DASH STRAIGHT CHARGE ←, → + P P





STARTUP	22 (9 close)
ACTIVE	6/3
RECOVERY	29 1st hit, 22 2nd hit
GUARD LEVEL	HL
ON HIT	D
ON GUARD	1
VTX HIT	7/D
VTX GUARD	4/-3
CANCEL	V
DAMAGE	150(80+70)
STUN	200(100*2)
METER GAIN	-300

NOTES

Can be canceled into KKB before first punch, or after first punch but before second punch; attack startup depends on distance; during V-Trigger, can be canceled into EX Charging Buffalo and EX Bursting Buffalo

Dash Straight: Balrog's classic "rush punch" is as old as the character himself, but remains the foundation of his wheelhouse. The boxer hurtles across the ground and extends a ferocious punch, the range of which is determined by the button used. Dash Straight is vital as a far-reaching poke, a hit-confirm combo tool, and a means of enabling tricky, advanced KKB-cancel tactics.

Functionally, any rush punch is Balrog hurling his fist out suddenly like a projectile, except that he's still attached to it. His vulnerable hurtboxes extend a little bit in front of his arm's hitbox. Pokes with invincible leading edges (and specials with strike-invulnerable periods) will snuff out incoming Dash Straights, along with projectiles. So if Dash Straight wins out encounters with other moves it's because of speed, not priority.

LP Dash Straight hits about 40 percent of the screen away, MP Dash Straight reaches about 60 percent, and HP Dash Straight reaches 80 percent distance, almost full screen reach (and it can hit opponents standing at full screen distance, depending on their stance/hurtbox position). Heavier versions of Dash Straight deal slightly more damage, while lighter versions have faster startup and better recovery.

When using any version of Dash Straight up close, the move will occur right away, but lighter versions will still hit quicker than heavier ones. Any non-EX version of Dash Straight is punishable on block up close, so save close-range Dash Straight for hit-confirm combos and resist the urge to finish poke blockstrings with special moves.

LP Dash Straight strikes horizontally about 40 percent of the screen away, while Balrog moves forward about 30 percent. While he's at -4 when LP Dash Straight is guarded, this is safe if the move is spaced from the edge of its range. No three or four frame pokes will close that gap on Balrog before he recovers. The reach of LP Dash Straight also synergizes well with the ranges of KKB ⊠ Buffalo Swing and of LK Dash Grand Blow.

MP Dash Straight is also mostly safe if spaced to hit with just the tip, but starting from farther out and with slightly longer startup, MP Dash Straight just isn't as useful an engagement tool from its safe range as the LP version. MP Dash Straight is most useful to add a little extra combo damage canceling from crouching LP , standing/crouching MP , and standing MK .

HP Dash Straight is even slower than the MP version and it's even less likely that it would actually be deployed as from full-screen and hit with the relatively safe glove tip, all without being interrupted or dodged along the way. HP Dash Straight is useful in certain heavy-hitting combos, like crouching HP ⊠ HP Dash Straight (⊠ Gigaton Blow with EX gauge full, or a flurry of Charging Buffalo punches during V-Trigger).

The extra startup of HP Dash Straight, even at point-blank range, can actually be helpful for making KKB cancel tricks easier. Longer startup before the punch means more time to input MP + MK for the "sway" cancel. It's still much better in terms of startup and overall usefulness to perform KKB cancels from LP/MP Dash Straight (or ideally LK Dash Grand Blow), but some players may simply have trouble performing the cancel that quickly, in which case canceling from HP Dash Straight is an option. Consistency with tactics and execution is more important than going for stuff that's out of reach or needs more lab time.

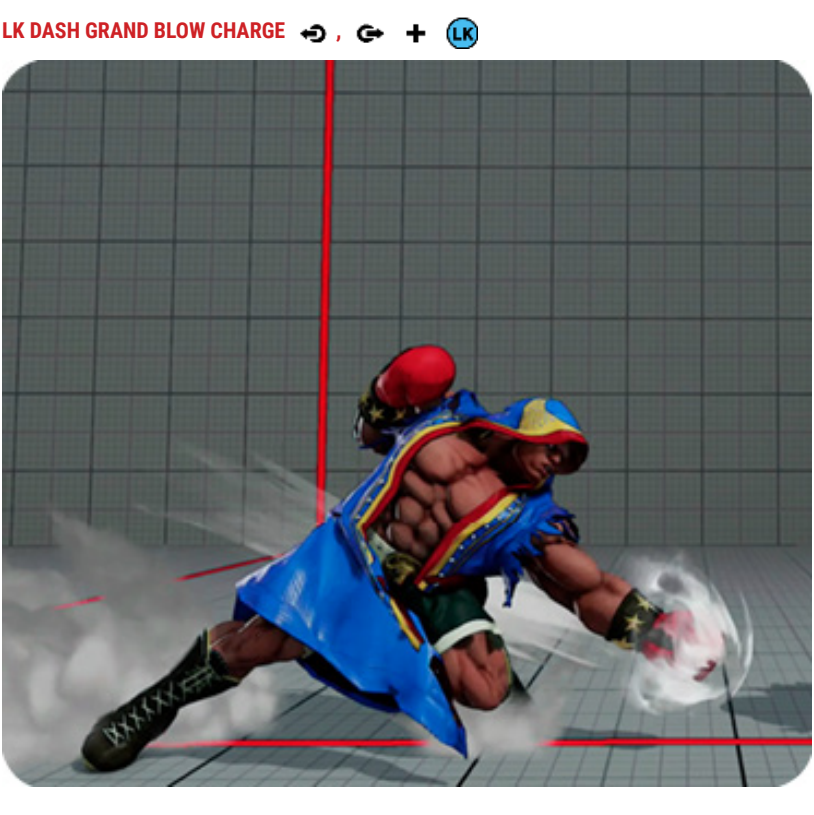
EX Dash Straight is the fastest, heaviest-hitting version. If the initial punch connects, Balrog follows up with another blow. (It's possible to KKB-cancel the second punch before it hits, opening up potential mix-up/juggle chances.) The second hit knocks down, pushing the victim far toward the corner, and both hits have high juggle potential. EX Dash Straight is also actually safe on block, leaving Balrog at +1 up close. EX Dash Straight works in virtually any juggle, including after HK Screw Smash and counter-hit crouching HP . With some precision and a couple stocks of EX gauge to burn, a floating foe can actually be juggled with EX Dash Straight for one hit into KKB-canceled Buffalo Swing before the second hit, which pops the victim up a bit more, in position to be blasted back to earth with a two-hit EX Dash Straight.

Unlike in SFIV, EX Dash Straight has no armor. If a defensive special move is needed, look to EX Screw Smash or a high-level Turn Punch.

Part of playing Balrog (and other charge characters, like the forthcoming Urien) is always being ready to snap to back or down-back to start building charge in case a special move becomes useful. But over-committing to a charge is bad too; the days of being able to sit on down-back while staring at the opponent, turtling them to death with the threat of anti-air/anti-poke/totally random Buffalo Headbutt, are gone. Balrog players need comfort with building charge but also with breaking it. Balrog has lots of useful options that don't involve back or down charge, like his new target combos and V-Skill.

Still, mid-range LP Dash Straight remains his most potent poke and engagement tool. The main counters to Balrog's rush punches are preemptive neutral jumps; when defenders guess right, they can fall on Balrog with a jump-in combo as he whiffs his punch under them. High-priority pokes and moves that take up lots of horizontal space (including projectiles) will also snuff out Balrog's specials, except for EX Screw Smash. Keep these counters in mind when threatening with far-reaching Dash Straights.

LK DASH GRAND BLOW CHARGE ←, → + LK



STARTUP	17
ACTIVE	2
RECOVERY	26
GUARD LEVEL	L
ON HIT	D
ON GUARD	-7
VTX HIT	D
VTX GUARD	2
CANCEL	V
DAMAGE	70
STUN	150
METER GAIN	20/40/20

NOTES

Can be canceled into KKB during dash as early as frame 5, before attack begins; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

MK DASH GRAND BLOW CHARGE ←, → + MK

STARTUP	18
ACTIVE	2
RECOVERY	26
GUARD LEVEL	L
ON HIT	D
ON GUARD	-7
VTX HIT	D
VTX GUARD	2
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	20/40/20

NOTES

Can be canceled into KKB during dash as early as frame 8, before attack begins; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

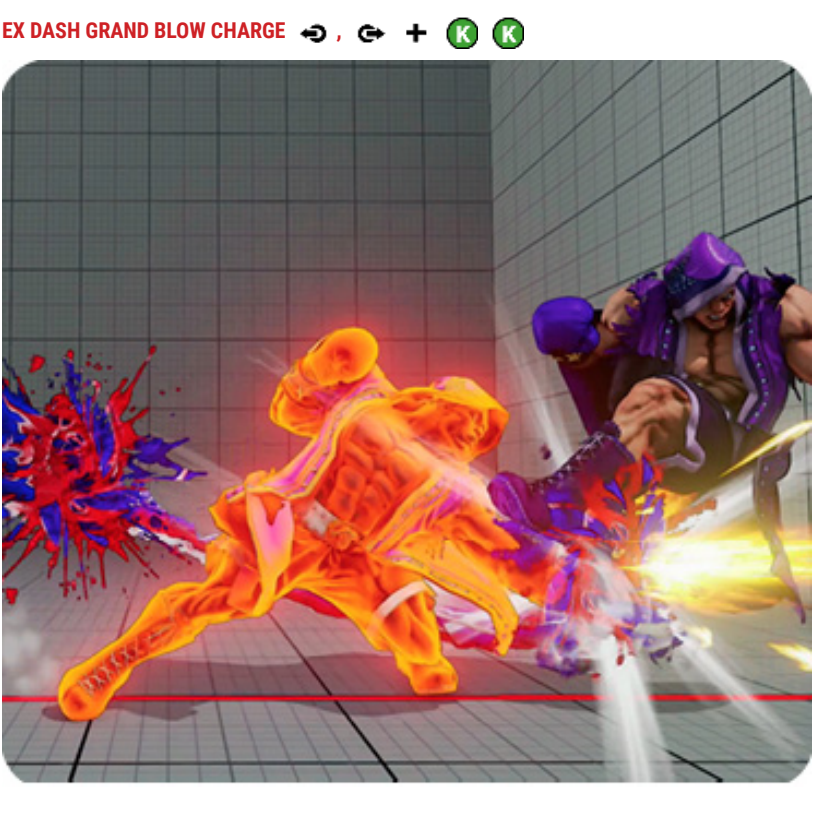
HK DASH GRAND BLOW CHARGE ←, → + HK

STARTUP	19
ACTIVE	2
RECOVERY	26
GUARD LEVEL	L
ON HIT	D
ON GUARD	-7
VTX HIT	D
VTX GUARD	2
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	20/40/20

NOTES

Can be canceled into KKB during dash as early as frame 8, before attack begins; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

EX DASH GRAND BLOW CHARGE ←, → + K K



STARTUP	11
ACTIVE	2
RECOVERY	18
GUARD LEVEL	L
ON HIT	D
ON GUARD	-2
VTX HIT	D
VTX GUARD	4
CANCEL	V
DAMAGE	140
STUN	200
METER GAIN	-300

NOTES

Can be canceled into KKB during dash, before attack begins; attack startup depends on distance; during V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo

Dash Grand Blow: A slower, low-hitting counterpoint to Dash Straight. Balrog lunges forward then swipes at foot level with a sweeping punch. Heavier versions travel farther and are slower to connect, while dealing slightly more damage. EX Dash Grand Blow hits much faster than other versions and is much safer when guarded. Unfortunately for Balrog, counter-hit Dash Grand Blow doesn't prevent quick recovery or add V-Gauge, unlike counter-hits with his regular crouching HK sweep. Still, a Dash Grand Blow hit into immediate forward dash against a quick-rising defender leaves Balrog at +3, point-blank.

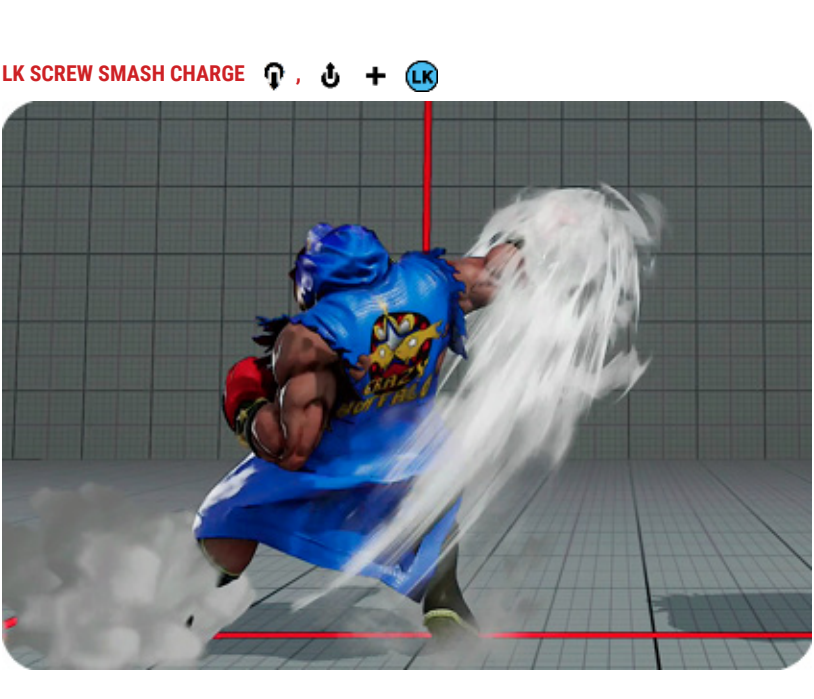
A Dash Grand Blow hit leaves Balrog in great position to threaten an enemy as they get up from the close-range knockdown, but having Dash Grand Blow guarded leaves Balrog at -7, in position to eat a punish combo. Dash Grand Blow is much safer if aimed to hit with just the tip, like any forward-moving special move. Unlike Dash Straight, it actually has a hitbox that extends in front of the glove's hurtbox and Balrog travels with a crouched profile. Having just the leading edge of non-EX Dash Grand Blow blocked is like having the tip of MP/HP Dash Straight blocked–the fastest lateral specials and Critical Arts can reach, but the usual three/four frame punish tools won't. But ranged Dash Grand Blows are just that much slower than Dash Straights to mostly eliminate "occasional rushing sweep aimed at toes" as a good change-up. By the time the correct mid-to-long range position is achieved, a charge is built up and a carefully aimed Dash Grand Blow is fired off, the opponent probably relocated, or stuck something into the space for Balrog to run into, or neutral jumped in order to fall on a whiffed rush punch.

Instead, Dash Grand Blow is best used in combos. From medium-strength normals, canceling to LK Dash Grand Blow combos for a close-range knockdown. This does less damage than ending combos with Dash Straight or Screw Smash, but leaves the opponent closer when rising. For sheer speed used in advanced frame traps, LK Dash Grand Blow is also the best special move to use when going for KKB-cancel tricks--it can be KKB-canceled one frame sooner than any other special.

In blockstrings, while Dash Grand Blow is unsafe blocked as mentioned, canceling blocked moves into this low-hitting special will catch people who hold back (which will cause them to either block high or walk backward away from tick-throws) or up-back (which will cause them to block high or jump backward defensively). Something being unsafe when blocked doesn't matter if the opponent isn't bothering to block it, of course. And as a counter to grounded, mid-to-long range movement, occasional Dash Grand Blow can be treated as a far-reaching sweep with the same consequences when whiffed. Once the opponent starts thinking about Dash Grand Blow, the extra hesitation will increase the success rate of KKB tricks and the Buffalo Pressure overhead.

EX Dash Grand Blow hits faster than the other versions. It's also safe if guarded, leaving Balrog at -2. With its range, speed, safety, and point-blank knockdown, EX Dash Grand Blow is a scary, versatile tool. If a knockdown is desired, it's fast enough to link even after light attack hit-checks like crouching LP x2 or crouching LK ▷ standing LP . It can also be used in juggle combos (hitting floating victims just above the ground, before they touch down) to score a point-blank knockdown with tons of momentum.

LK SCREW SMASH CHARGE ↓, ↑ + LK



STARTUP	13
ACTIVE	5
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	-2
CANCEL	V, CA
DAMAGE	100
STUN	150
METER GAIN	20/40/20

NOTES

During V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo; whiffs over crouchers

MK SCREW SMASH CHARGE ↓, ↑ + MK

STARTUP	16
ACTIVE	5
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	-3
CANCEL	V, CA
DAMAGE	100
STUN	150
METER GAIN	20/40/20

NOTES

During V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo; whiffs over crouchers

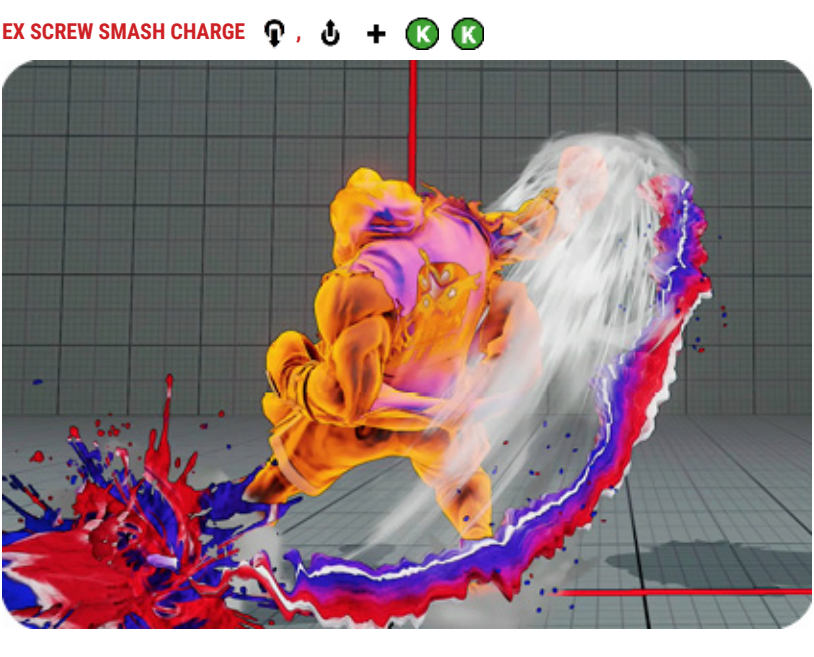
HK SCREW SMASH CHARGE ↓, ↑ + HK

STARTUP	24
ACTIVE	5
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	±0
CANCEL	V, CA
DAMAGE	90
STUN	150
METER GAIN	20/40/20

NOTES

During V-Trigger, can be canceled into Charging Buffalo and Bursting Buffalo; whiffs over crouchers

EX SCREW SMASH CHARGE ↓, ↑ + K K



STARTUP	12
ACTIVE	5
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-14
VTX HIT	D
VTX GUARD	-7
CANCEL	V
DAMAGE	150
STUN	200
METER GAIN	-300

NOTES

During V-Trigger, can be canceled into EX Charging Buffalo and EX Bursting Buffalo; frames 3-16 have one point of full-body armor

Screw Smash: A brand new move for Balrog in SFV, this "launcher punch" gives him new juggle and anti-air options. He ducks briefly while moving forward, then delivers a powerful hooking uppercut. Non-EX Screw Smash is a high-angled attack that whiffs over crouching characters' heads, but has incredible hitboxes against standing or jumping foes. Balrog is invincible above his shoulders, including his head and attacking arm. Horizontally The hit profile is also great horizontally, since Screw Smash reaches about five percent of the screen's width ahead of his vulnerable arm. Though, again, will whiff over crouchers, which is sort of a big catch. In SFII, Balrog could advance with "Dash Upper" rush punches, which also whiffed over crouchers, then immediately go for a grab. Unfortunately, the same thing tried here with whiffed Screw Smashes is nowhere near as fast and not really viable.

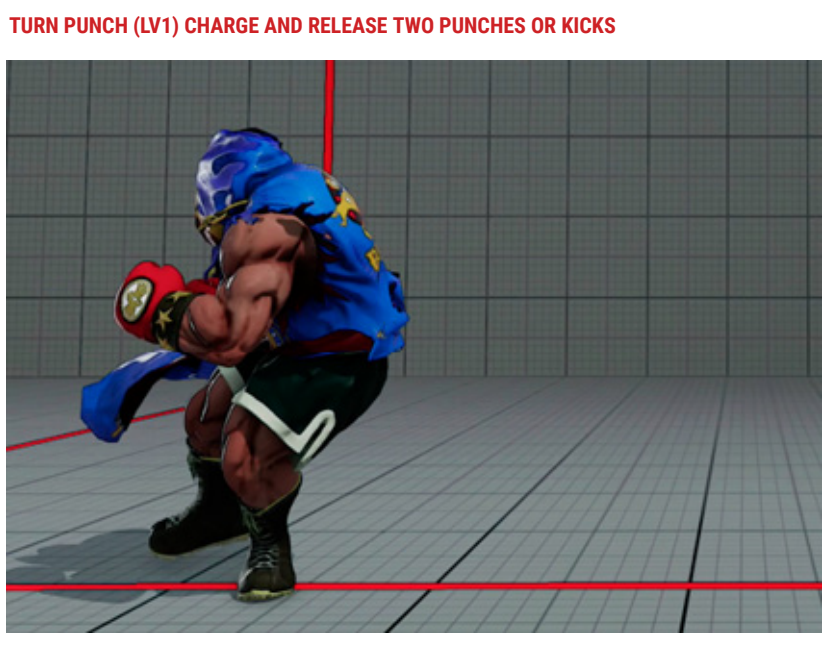
Non-EX versions leave Balrog at -10 when standing defenders block. Still, Screw Smash can clip enemies dashing, about to throw, or starting a jump. When making a hard read against a defensive target's okizeme/neutral actions, one might just let Screw Smash fly if the opponent is expected to backdash or jump, either of which dodge ground throws and some pokes, but not Screw Smash.

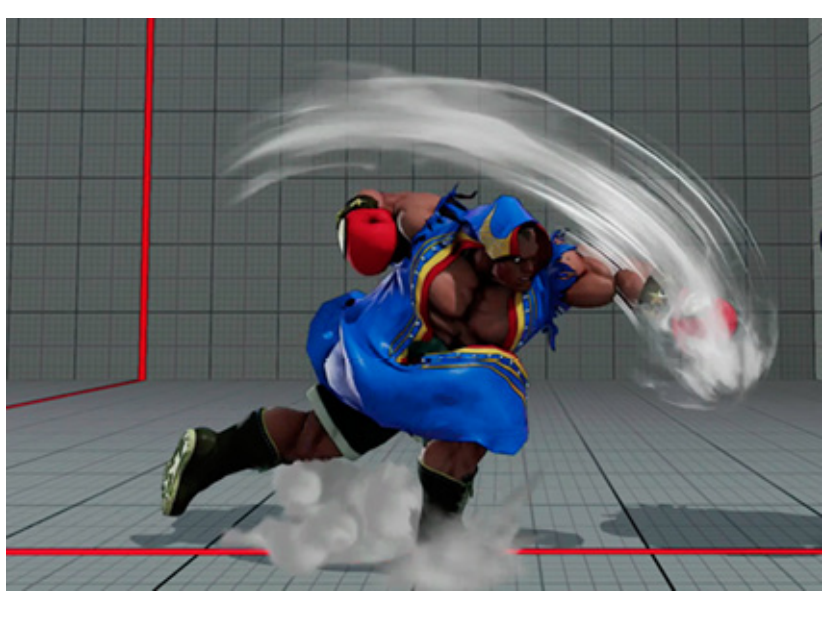
LK Screw Smash strikes from about 25 to 40 percent of the screen away. The wide lateral range is noted because of how dominant this attack is aimed against jumping foes. LK Screw Smash will ruin any jump-in coming in from far out. But it's too slow and far-aimed to be good against tightly-timed/meaty jump-ins up close, or against cross-ups. If the reach seems inadequate for sniffing out a backdash like Nash's, use MK Screw Smash.

MK and HK Screw Smash strike from 45 to 60 percent away from where Balrog started. MK is fast enough to work in some combos, like standing HK ▷ crouching MP ⊠ MK Screw Smash, and to sniff out backdashes and backward jumps. HK Screw Smash hits the same range and is slower (and less powerful), but launches victims into a very high, jugglable knockdown on hit. Hitstun after crouching HP is long enough for crouching HP ⊠ HK Screw Smash to be a high-damage, juggle-starting option. HK Screw Smash can also continue a juggle after counter-hit crouching HP .

EX Screw Smash serves as Balrog's most readily-accessible reversal–sort of. It travels the same distance as MK and HK Screw Smash, but faster than any non-EX version. It also has one point of armor from frames 3-16. Since the attack hits on frame 12 and is active for five frames, the armored period covers the entire attack. But since armor isn't active until frame three of startup, meaty attacks will snuff out EX Screw Smash. This is like how R. Mika must deal with EX Shooting Peach as an imperfect reversal. Under true duress, Balrog's only fully-invincible reversals are his V-Reversal, high-level (Lv7+) Turn Punches, and Gigaton Blow. Combined with his only three-frame attack (standing LK) requiring him to stand up and poke with a stubby attack, these things help tilt Balrog's focus in SFV more toward offense, since his defensive options aren't always available or reliable and won't scare other strong aggressive characters.

TURN PUNCH (LV1) CHARGE AND RELEASE TWO PUNCHES OR KICKS





STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	5
VTX GUARD	2
CANCEL	V, SC
DAMAGE	80
STUN	150
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 32 frames of charge; frames 3-18 upper-body and projectile invincible

TURN PUNCH (LV2) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	5
VTX GUARD	2
CANCEL	V, SC
DAMAGE	100
STUN	150
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 121 frames of charge; frames 3-18 upper-body and projectile invincible

TURN PUNCH (LV3) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	5
VTX GUARD	2
CANCEL	V, SC
DAMAGE	120
STUN	150
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 241 frames of charge; frames 3-18 upper-body and projectile invincible

TURN PUNCH (LV4) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	160
STUN	200
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 481 frames of charge; frames 3-18 strike and projectile invincible

TURN PUNCH (LV5) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	200
STUN	200
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 961 frames of charge; frames 3-18 strike and projectile invincible

TURN PUNCH (LV6) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	240
STUN	200
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 1441 frames of charge; frames 3-18 strike and projectile invincible

TURN PUNCH (LV7) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	300
STUN	300
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 1921 frames of charge; frames 1-18 strike and projectile invincible

TURN PUNCH (LV8) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	360
STUN	300
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 2401 frames of charge; frames 1-18 strike and projectile invincible

TURN PUNCH (LV9) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	420
STUN	300
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 2881 frames of charge; frames 1-18 strike and projectile invincible

TURN PUNCH (FINAL) CHARGE AND RELEASE TWO PUNCHES OR KICKS

STARTUP	26
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V, SC
DAMAGE	500
STUN	400
METER GAIN	20/40/20

NOTES

Can be KKB-canceled before attack occurs; during V-Trigger, can be canceled to Charging Buffalo and Bursting Buffalo; requires 3361 frames of charge; frames 1-18 fully invincible; causes wall bounce on hit that allows for further juggling

Turn Punch: Another classic punch as old as the boxer himself. Often also just called "TAP" for "turnaround punch," Turn Punch is readied by holding any two attack buttons for at least 32 frames, or just over half a second. When ready, release both buttons simultaneously to trigger Turn Punch. The longer the charge, the stronger the Turn Punch. Multiple Turn Punches can be charged at once by holding four or six buttons, rather than two.

Turn Punches dodge projectiles and have varying degrees of strike invulnerability (depending on charge level) during most of startup. Lv1-3 Turn Punches are only upper-body invincible. Lv7+ Turn Punches have strike/projectile invulnerability on the first frame, making them true reversals. Only the Final version, after 56 seconds of charging, is fully invincible, also dodging throws.

Lv1-3 Turn Punches leave Balrog at -2 on block or +1 on hit, meaning links to standing LK are possible on counter-hit. Lv4+ Turn Punches knock the enemy down on hit. A fully-charged Final Turn Punch causes a wall bounce on hit that allows for juggles afterward! Thanks to this wall bounce, it's possible (if incredibly unlikely), to juggle fully-charged "TAPs" back-to-back-to-back. But like with R. Mika's full V-Skill taunt, the only way this is likely to happen in an actual match is if an online opponent stands still for a full minute while they answer their door or something.

Turn Punches that strike airborne foes (whether floating or jumping) leave them in a jugglable knockdown afterward, in position for Balrog to strike with Dash Straight/Gigaton Blow. This is most relevant after counter-hit crouching HP , or if an opponent jumps just before Turn Punch hits them.

As with Birdie, Ibuki, and some characters in other Capcom games, Balrog players must get used to being a bit premeditated with button charges if using Turn Punch is desired. The first thing to consider is that two buttons won't be usable while charging. Depending on controller of choice and button configuration, holding two buttons may also make it difficult to perform Balrog's target combos. Still, fairly functional combos and tactics can be built around just a button or two while trying to charge with other buttons: jump-in LP ▷ crouching LP ▷ standing LP ⊠ LP Dash Straight, for example, or jump-in MK ▷ standing MK ⊠ MK Dash Grand Blow.

Charging with light attacks is clearly a non-starter; Balrog has entire combos that can be constructed with LP , his fastest attack is standing LK , and of course these buttons are required for throws or to tech-throw. Charging by using any punches takes the use of Buffalo Headbutt off the table; whether this matters depends on how badly pressured Balrog is in a given matchup. Charging by using medium buttons removes access to KKB, along with Balrog's great crouching MP , standing MK , and crouching MK pokes. This process of elimination leaves HP and HK as the most desirable buttons for charging, most of the time, but even then, this requires sacrifice: crouching HP is one of Balrog's best counter-hit-fishing and anti-air weapons, standing HP is his longest-reaching normal poke, crouching HK is his sweep, and standing HK is a staple hit-check starter. No matter what, something important is put on hold while building a Turn Punch charge. Getting a sense of what to charge, and when, depends on style preference and matchups. Like with knowing when to build rush punch charge and when to let go, practice and experience will help Balrog players develop a sense of how and when to sit on an accumulating Turn Punch charge.

Of course, all that applies to holding charge for stronger versions. For shorter versions, it's much simpler. For example, to juggle Turn Punch after counter-hit crouching HP , just start charging any two buttons along with the low fierce input (using ↓ + MP + HP) and holding them down works both to produce the crouching HP as desired and to start the Turn Punch juggle charge in time). Or, to unleash a flurry of different punches, hold buttons to charge Turn Punch while other special moves speed toward the enemy and hold ← to charge other specials while Turn Punches are in progress.

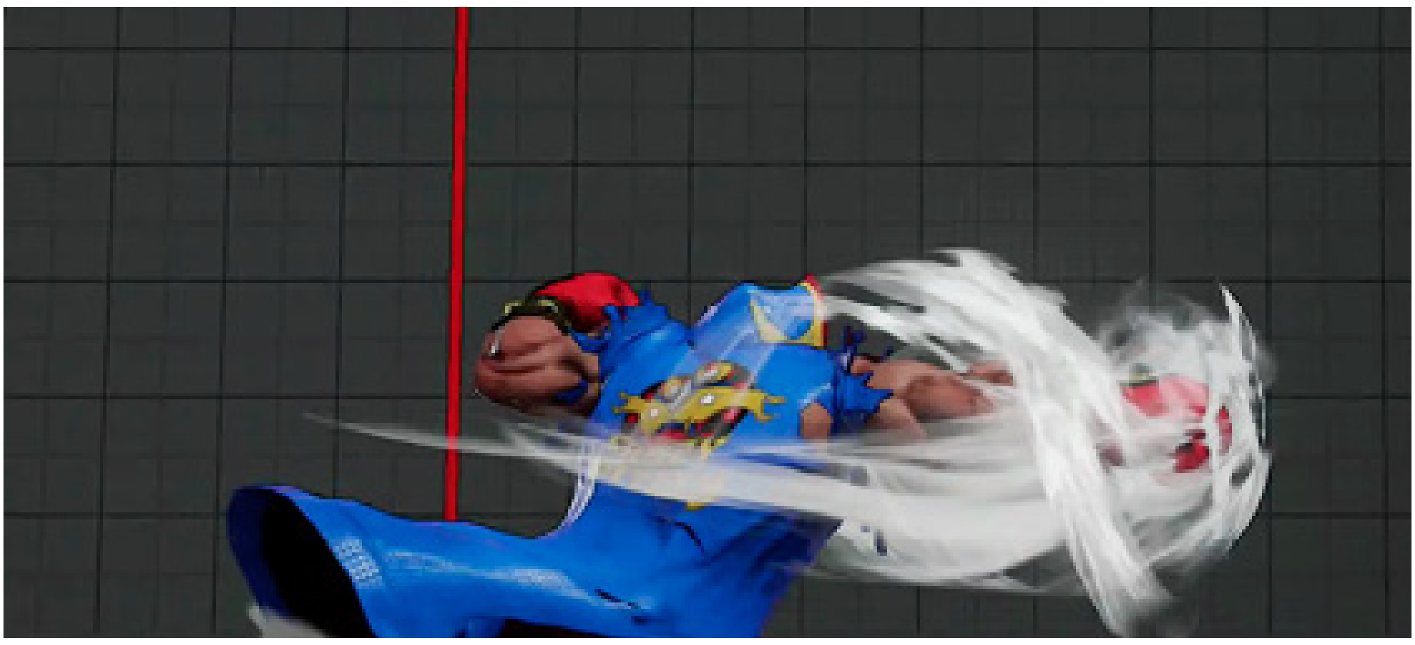
TURN PUNCH CHARGE TIMES

Level	Frames of Charge	Seconds of Charge
Lv1	32	.5
Lv2	121	2
Lv3	241	4
Lv4	481	8
Lv5	961	16
Lv6	1441	24
Lv7	1921	32
Lv8	2401	40
Lv9	2881	48
Final	3361	56

STREET FIGHTER V

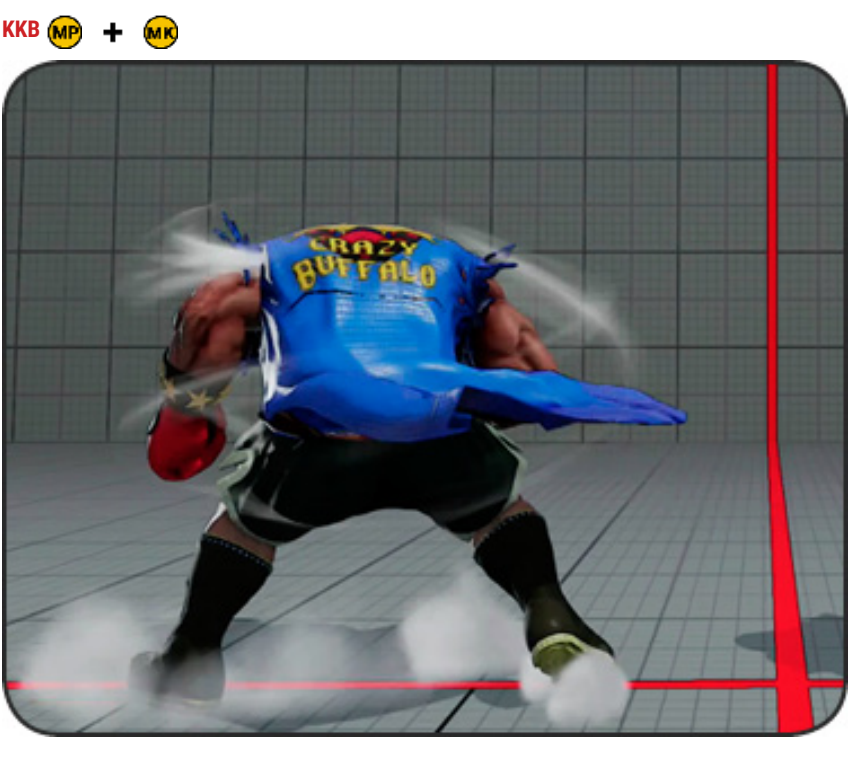
Critical Art

GIGATON BLOW ↻ ↻ + P



V-SKILL

KKB MP + MK

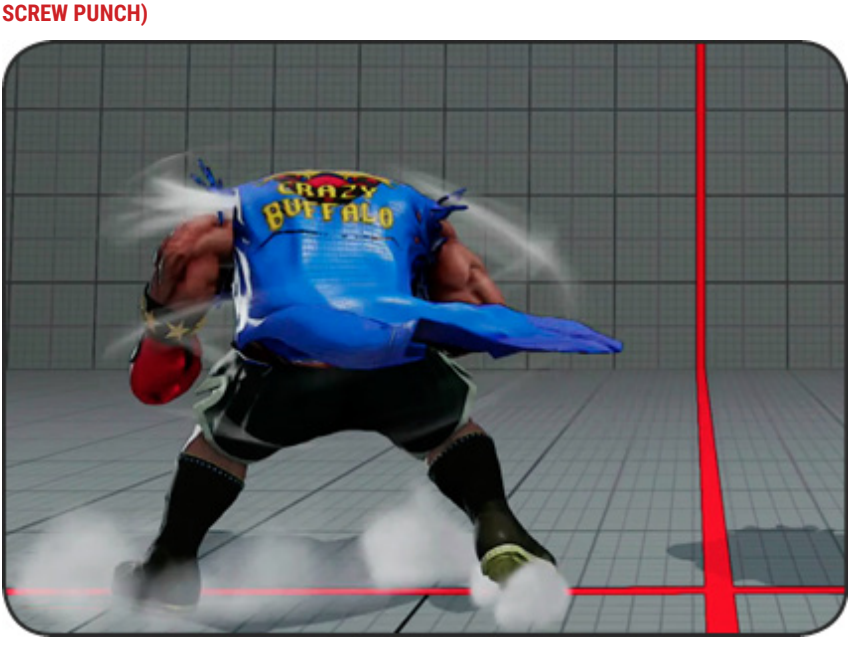


STARTUP	–
ACTIVE	–
RECOVERY	29
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

NOTES

Can be canceled into V-Skill punch follow-ups, follow-up cancel occurs on 12th frame; frames 4-22 projectile invincible (frames 4-17 projectile invincible with P cancel, frames 4-26 projectile invincible with K cancel)

CANCEL TO KKB MP + MK DURING DASHING PORTION OF CHARGE MOVES (EXCEPT SCREW PUNCH)



STARTUP	–
ACTIVE	–
RECOVERY	25
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

NOTES

Can be canceled into V-Skill punch follow-ups, follow-up cancel occurs on 10th frame; frames 4-22 projectile invincible (frames 4-15 projectile invincible with P cancel, frames 4-24 projectile invincible with K cancel)

KKB: Balrog's command dash was foretold by his Omega mode version in SFIV, but also by the movements of British boxer Dudley. Balrog "sways" forward, gaining ground and a brief period of projectile invincibility. KKB is activated with both medium attack buttons together. Input nothing and Balrog simply returns to a neutral state after the movement. The actual KKB dash is a bit shorter in duration and distance traveled than a forward jump and can be thought of as somewhat like a Capcom vs. SNK series roll–some invincibility, some forward movement, an alternative to jumping. Aside from simply letting the KKB dash recover, tap any attack button during Balrog's movement to cancel KKB itself into one of its branching V-Skill attacks, Buffalo Swing and Buffalo Pressure.

There are also versions of KKB and its follow-ups available from the Hard Lead-In target combo of standing MK XX MP, although they're inferior to standalone V-Skill options.

Because KKB requires no premeditation, just a simple press of the medium buttons together, Balrog has an easy way to move through incoming projectiles (and projectile-hitbox attacks) at will. This makes up for the loss of his old projectile-invincible Buffalo Headbutt (which is now his V-Reversal). The only risk arises when using KKB to pass through fireballs at mid to close range, where a watchful challenger may try to bait KKB so they can retaliate with something fast, after Balrog has passed through a fireball but before he recovers and can block.

Most of Balrog's specials can be KKB-canceled before their active frames begin. The only one that can't be KKB-canceled is Screw Smash, Balrog's new launcher punch. But Dash Straight, Dash Grand Blow, Turn Punch, Charging Buffalo, and Bursting Buffalo can all be cut short with KKB. This allows for the usual follow-ups immediately after KKB, but also doubles the distance KKB travels. In a way, this gives Balrog the fastest, longest "dash" in the game by using a long-range dash special canceled into KKB, arriving at a neutral state up close. Of course, this can be easily interrupted, but if the opponent anticipates having to block actual dashing special moves, they won't look to poke Balrog out of fake specials canceled into his tricky command dash.

Specials canceled to KKB enable varied engagement options from far away, but also fairly advanced re-engagement options off blockstrings up close. Lots of Balrog sequences give time to build a special move charge while verifying successful hits, like point-blank standing LP ▷ standing MP or standing HK ▷ crouching MP. If these are guarded, it's usually a bad idea to cancel into a blocked special move follow-up, since Balrog's options are all punishable blocked. However, canceling into a special then immediately canceling that special into KKB allows for an immediate secondary mix-up in the form of point-blank empty KKB/Buffalo Swing/Buffalo Pressure.

Against extremely defensive or passive opponents, "empty" KKB (simply letting it recover) places Balrog at flush distance, ready to threaten with throw/three-frame standing LK /low-hitting crouching LK. But these tricks won't have "airtight" frame-trap options to deter button mashing unless using crouching HP as the blockstring opener. KKB mix-up success will depend a lot on an opponent who reacts slowly or poorly to dash-in pressure.

A passive/slow-to-react opponent who is also worried about Balrog's crouching LK, Dash Grand Blow, and crouching HK leaves themselves open for Buffalo Pressure. This move is what stops turtles from just sitting on down-back when they don't know what to do against Balrog's offense. Compared to most overheads that allow links, Buffalo Pressure can lead to much more damage, partially as compensation for Balrog's lack of cross-ups–his overheads need to hurt especially bad. (Aside from KKB into Buffalo Pressure, his other overhead in practical terms is just jumping LK after leaving the ground.)

Attentive opponents will know that KKB and Buffalo Pressure aren't that fast and are very hard for Balrog to weave into bonafide frame traps. Against most setups, even a five-frame combo starter will be more than enough to stop the mix-up and start a combo against Balrog. KKB's P follow-up, Buffalo Swing, provides a faster, mid-hitting option, which may counter-hit foes as they try to interdict the other KKB re-engagement options.

This can vary a bit depending on execution, speed, and special used: when canceling from LK Dash Grand Blow to KKB to Buffalo Swing, the KKB cancel happens (at earliest) five frames in, then the punch attack happens 17 frames after the initial special cancel for a total special-to-Buffalo Swing time of ~23 frames. Canceling from LK Dash Grand Blow to KKB to Buffalo Pressure, with its slower startup, comes out to around 33+ frames.

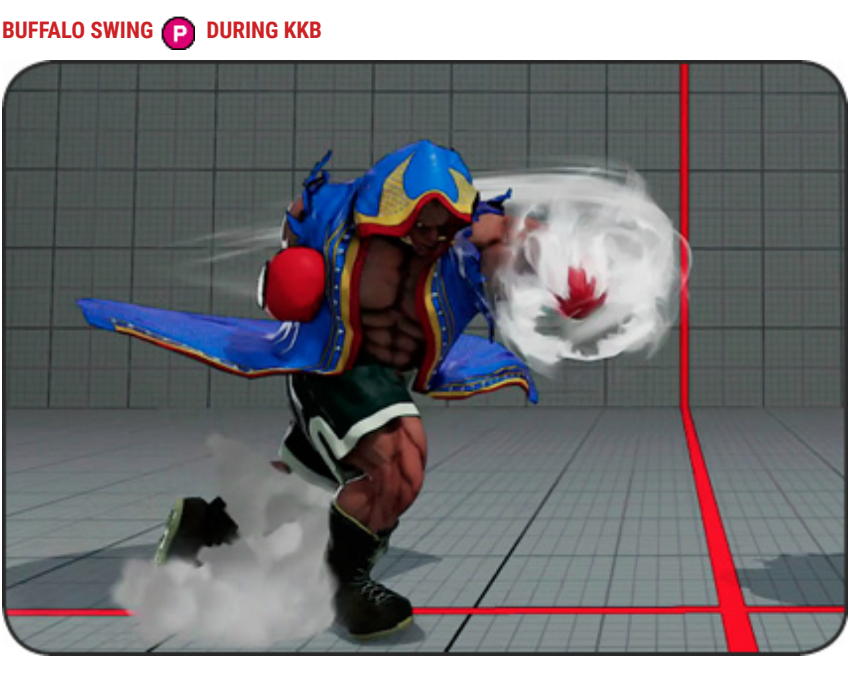
So, as stated, canceling into KKB follow-ups (or naked KKB) off of blocked, medium-strength normals does not lead to anything that could be accurately called a frame trap. The exception is with crouching HP, which provides enough hitstun/blockstun to make KKB re-engagement legit even against the fastest, most "abare" players. Low fierce is so beefy that, on hit, crouching HP XX LP/MP Dash Straight or LK Dash Grand Blow XX KKB XX Buffalo Swing (the punch button follow-up) actually scores a two-hit combo that leaves Balrog at +2 up close. On block, this same sequence (done as quickly as possible) leaves only a two-frame gap for opponents to stick something out. If they try even a three-frame poke, the Buffalo Swing will counter-hit and open up a chance to convert the "stray" hit into a combo.

Since crouching HP XX faster dash special XX KKB XX Buffalo Swing is a real combo/frame trap that opponents must learn to respect, empty KKB into throw or KKB into Buffalo Pressure become better options, too.

The only potential issue is that these fast specials must be KKB-canceled EXTREMELY quickly after activation. It's easy to see how challenging it can be just by standing at point-blank range and attempting to cancel LP Dash Straight into KKB. It may aid some players to assign an extra button someplace as MP + MK to ease these fast pass-through cancels; this button can also become a single "store Turn Punch" button, too. (The default P P P / K K K buttons work for Turn Punch too, but waste one more attack button than is necessary.)

Finally, note that of the fastest specials to cancel into KKB, Balrog only yells "STRAIGHT!" during LP Dash Straight XX KKB. For the rest, he's silent. Whether this helps add anything to mind games depends on the level of attention the opponent is paying, though. At least the audio cue adds yet more reinforcement for Balrog's enemy that an actual rush punch is coming, when of course the Balrog player knows it isn't.

BUFFALO SWING P DURING KKB



STARTUP	7 (+12/10)
ACTIVE	2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-4
VTX HIT	17
VTX GUARD	11
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	V-Gauge 120

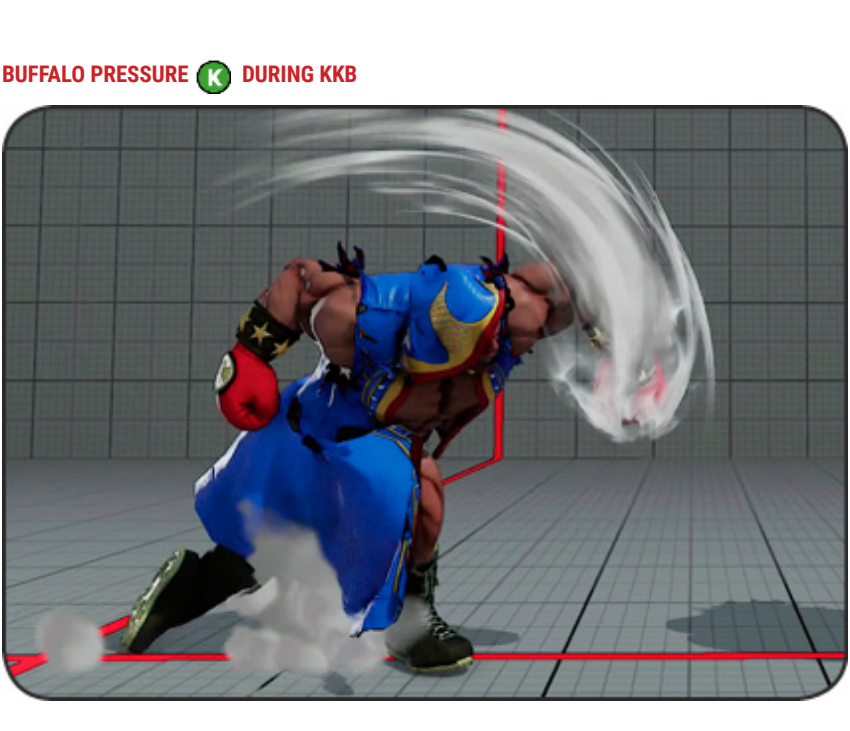
Notes: Jugglable knockdown against airborne targets

Buffalo Swing: After the KKB sway, Balrog whirls back around with a tight hook punch to the body. Buffalo Swing's main purpose is as a counterpoint to Balrog's overhead, Buffalo Pressure, which is fairly slow and easy to interrupt on startup if the opponent is looking out for it. Buffalo Swing hits faster and is safer from punishment when guarded (though is still vulnerable to fast retaliation when guarded up close). Buffalo Swing can counter-hit opponents who stick out pokes when they see incoming KKB, hoping to stop what they expect is an incoming overhead punch or throw attempt. Buffalo Swing ends at +2 on hit, or +4 on counter-hit, allowing for immediate link combos afterward. The counter-hit is verifiable, especially when focusing on the area of the screen where the "COUNTER" system message appears. When guarded, Buffalo Swing leaves Balrog at -4, exactly as punishable as after LP Dash Straight. Like with Dash Straight, if Buffalo Swing hits at the tip, it's fairly safe from retaliation.

As after blocked LP Dash Straight deep into the opponent's body, it might be tempting after Buffalo Swing to keep up pressure with an immediate standing LP. This will help bulldog passive players, but it won't work on sharp ones. In both situations, there's actually a six-frame gap for the opponent to take back initiative.

Buffalo Swing can be useful in some showy juggle combos. As a foe floats from V-Trigger juggles, though KKB-canceling some other chained special into KKB into Buffalo Swing, the opponent can be re-launched a bit mid-combo, in position for EX Dash Straight to corner them.

BUFFALO PRESSURE K DURING KKB



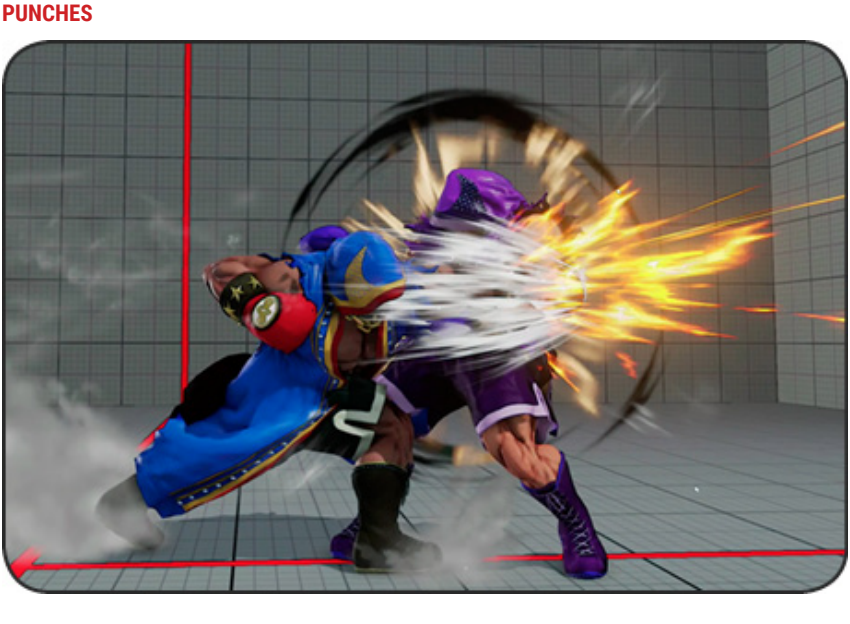
STARTUP	17 (+12/10)
ACTIVE	2
RECOVERY	20
GUARD LEVEL	H
ON HIT	5
ON GUARD	-8
VTX HIT	19
VTX GUARD	6
CANCEL	V
DAMAGE	50
STUN	100
METER GAIN	V-Gauge 120

NOTES

Overhead; spike knockdown against airborne targets

Buffalo Pressure: After the KKB sway, Balrog brings down an overhead hammer with a windmill punch. This forces defenders to block standing. Since Balrog has no jumping cross-up (the only character aside from Urien to lack a jump-in cross-up), the threat of Buffalo Pressure, along with low-hitting moves, counter-hits, and throws, forms his mix-up game. Buffalo Pressure allows for verifiable link combos on hit or counter-hit. If blocked, Balrog will most likely eat punishment in return, since he's at -8. The actual startup of Buffalo Pressure is slow compared to most overheads, so making it work will require getting opponents to clam up with other special moves and pressure tactics.

CHARGING BUFFALO (STAGE ONE) → + P DURING BALROG'S SPECIAL MOVE PUNCHES

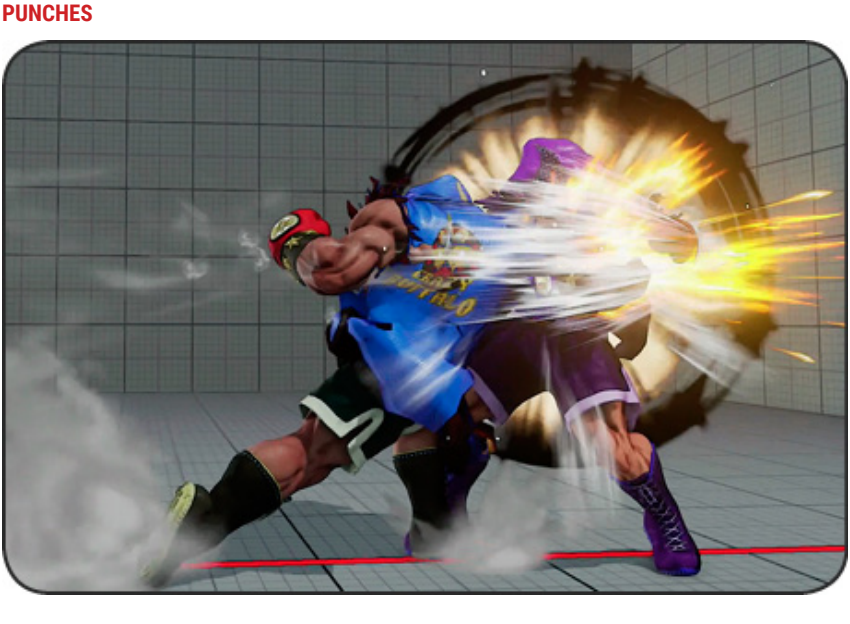


STARTUP	12
ACTIVE	6
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	30
STUN	50
METER GAIN	20/10

NOTES

Consumes 500 frames of V-Timer; can be canceled into other Crazy Rush punches; can be canceled before attack into KKB

CHARGING BUFFALO (STAGE TWO) → + P DURING BALROG'S SPECIAL MOVE PUNCHES

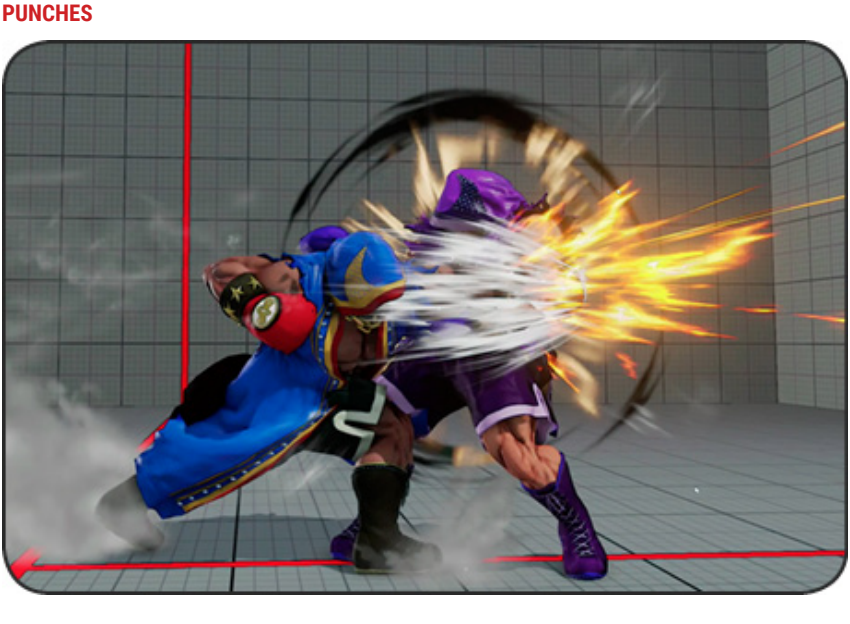


STARTUP	12
ACTIVE	6
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	40
STUN	50
METER GAIN	20/10

NOTES

Consumes 300 frames of V-Timer; can be canceled into other Crazy Rush punches; can be canceled before attack into KKB

CHARGING BUFFALO (STAGE THREE) → + P DURING BALROG'S SPECIAL MOVE PUNCHES

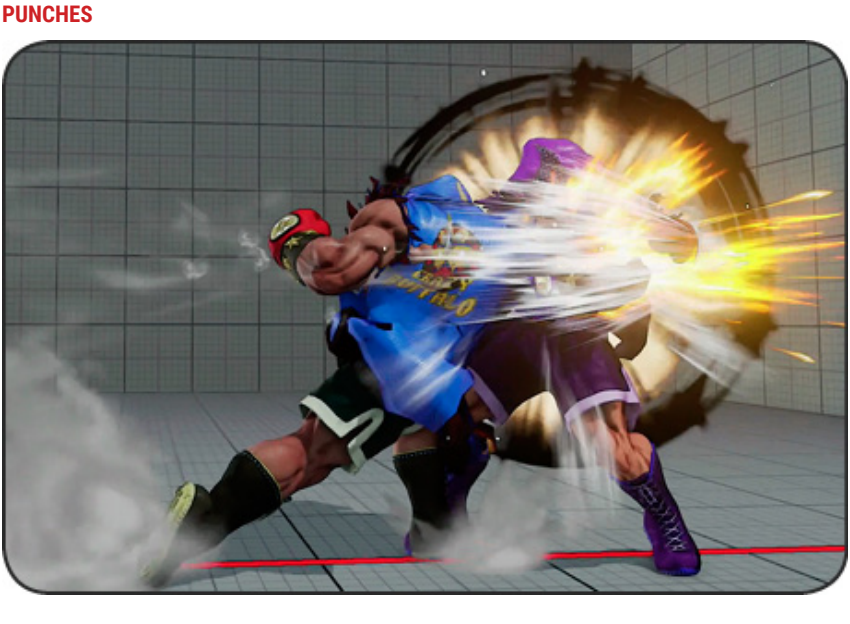


STARTUP	12
ACTIVE	6
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	50
STUN	50
METER GAIN	20/10

NOTES

Consumes 300 frames of V-Timer; can be canceled into other Crazy Rush punches; can be canceled before attack into KKB

CHARGING BUFFALO (STAGE FOUR) → + P DURING BALROG'S SPECIAL MOVE PUNCHES

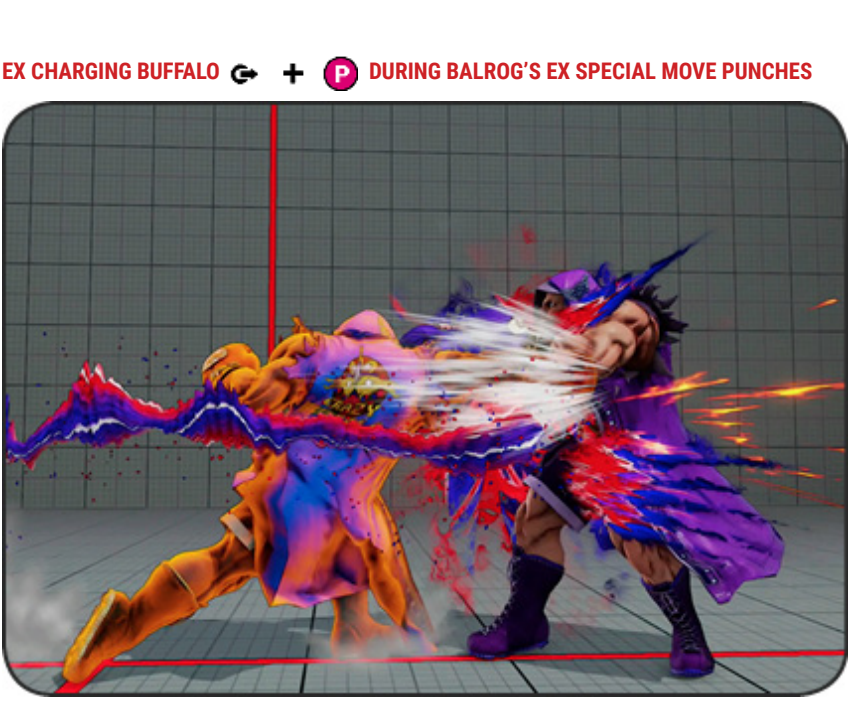


STARTUP	17
ACTIVE	6
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	90
STUN	100
METER GAIN	40/20

NOTES

Consumes 300 frames of V-Timer

EX CHARGING BUFFALO → + P DURING BALROG'S EX SPECIAL MOVE PUNCHES



STARTUP	11
ACTIVE	6
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	70
STUN	50
METER GAIN	-300

NOTES

Consumes 500 frames of V-Timer; can be canceled before attack into KKB; can only be canceled into EX Charging Buffalo or EX Bursting Buffalo once, for two EX Crazy Rush punches total (compared to the usual four non-EX stages possible)

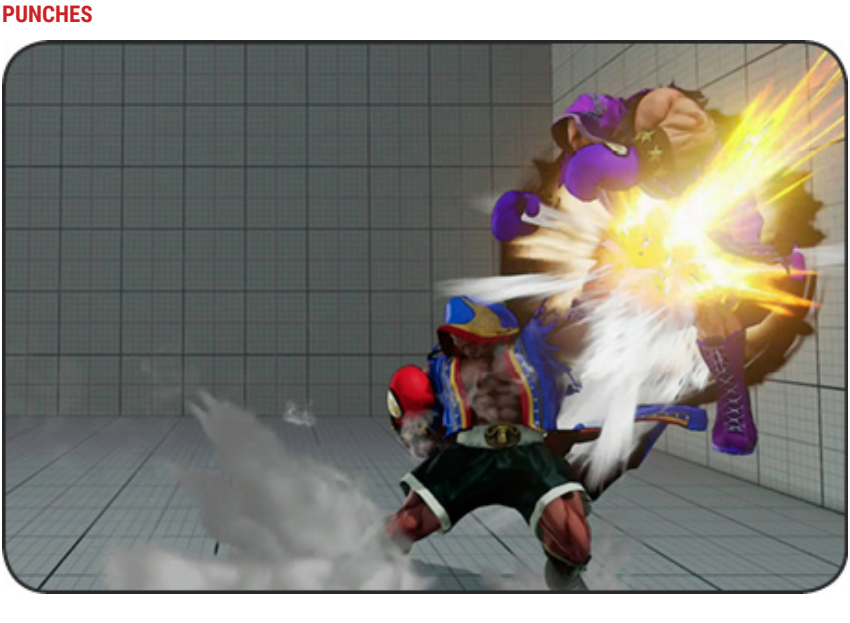
Charging Buffalo: These are Crazy-Rush-only variants of Dash Straight. Cancel any special move during V-Trigger with → + P. Cancel with → + P (or kick K) up to three more times, for up to five consecutive specials in a row. The first Charging/Bursting Buffalo cancel consumes the most V-Timer frames, while the following three V-Trigger specials consume a little bit less each, while dealing escalating damage.

Both Charging Buffalo and Bursting Buffalo will juggle floating foes. Charging Buffalo won't knock down grounded foes unless it's used as the fifth stage in a series of specials. At any stage, Charging Buffalo is cancelable into Gigaton Blow. When loaded with full V-Gauge and EX meter, basically any Balrog hit can be verified into five chained special moves a pile of special punches canceled into a Critical Art finish.

EX Charging Buffalo can be performed by canceling an EX special with → + P during V-Trigger. Only two extra stages of punching can be performed with EX specials during Crazy Rush, rather than the normal four, but this is an easy way to pump up the damage on combos. Aside from the EX stock used to activate the EX special move at first, no extra EX gauge is burned for the two V-Trigger follow-up EX punches.

In combos, Charging Buffalo is a bit better for corner push and stun, while Bursting Buffalo is better for raw damage.

BURSTING BUFFALO (STAGE ONE) → + K DURING BALROG'S SPECIAL MOVE PUNCHES

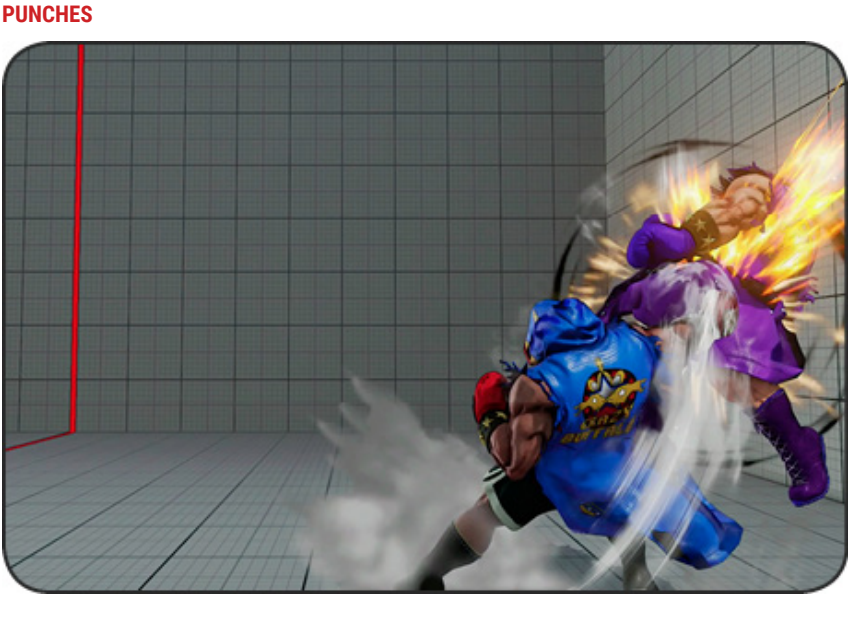


STARTUP	14
ACTIVE	5
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

Consumes 500 frames of V-Timer; can be canceled into other Crazy Rush punches; can be canceled before attack into KKB

BURSTING BUFFALO (STAGE TWO) → + K DURING BALROG'S SPECIAL MOVE PUNCHES

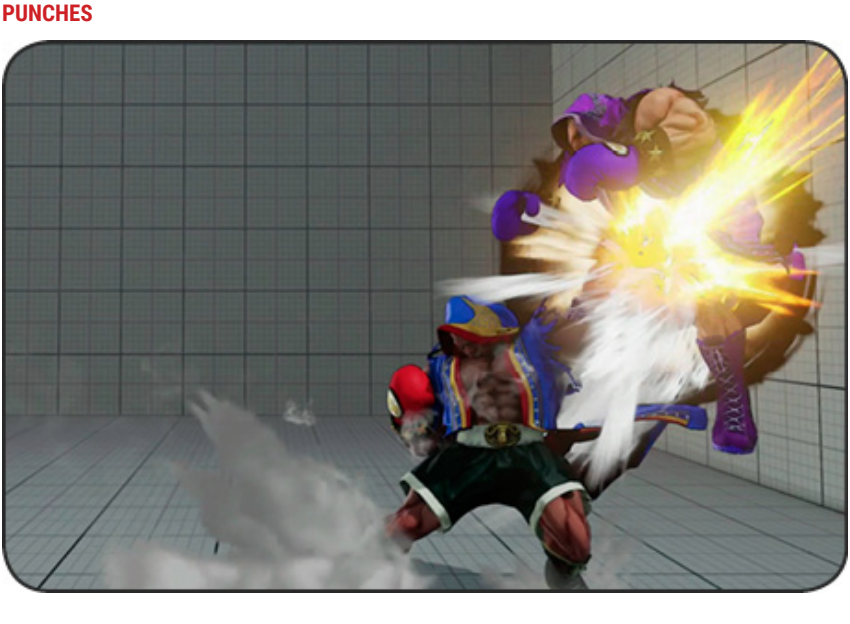


STARTUP	14
ACTIVE	5
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	50
STUN	70
METER GAIN	20/10

NOTES

Consumes 300 frames of V-Timer; can be canceled into other Crazy Rush punches; can be canceled before attack into KKB

BURSTING BUFFALO (STAGE THREE) → + K DURING BALROG'S SPECIAL MOVE PUNCHES

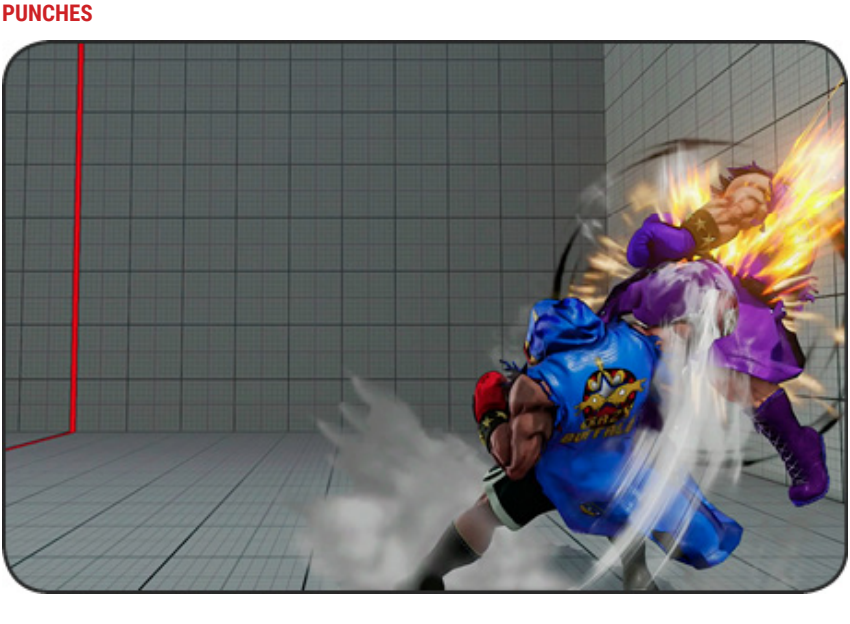


STARTUP	14
ACTIVE	5
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	60
STUN	70
METER GAIN	20/10

NOTES

Consumes 300 frames of V-Timer; can be canceled into other Crazy Rush punches; can be canceled before attack into KKB

BURSTING BUFFALO (STAGE FOUR) → + K DURING BALROG'S SPECIAL MOVE PUNCHES

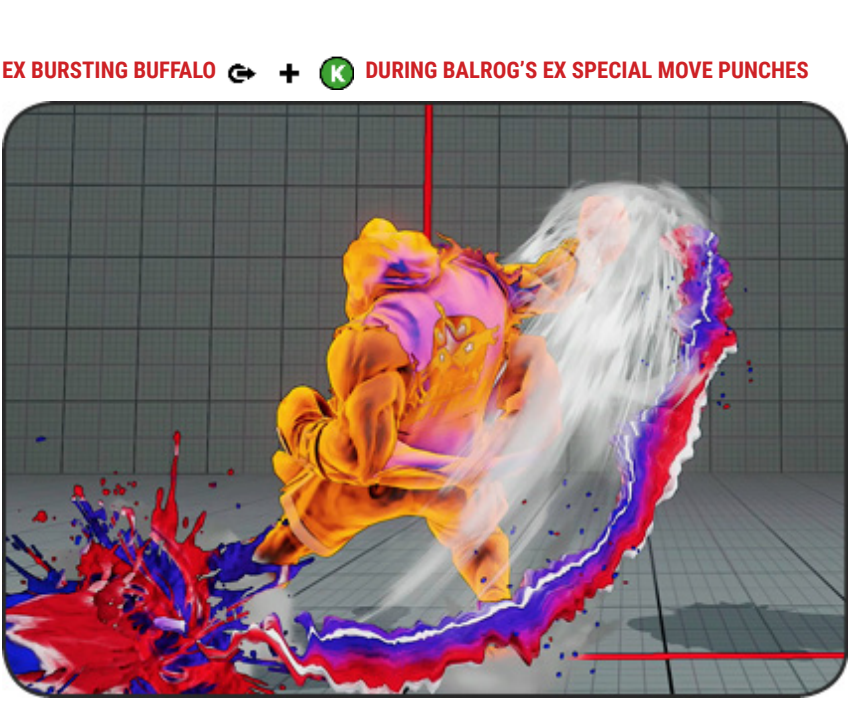


STARTUP	14
ACTIVE	5
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	SC
DAMAGE	100
STUN	100
METER GAIN	40/20

NOTES

Consumes 300 frames of V-Timer

EX BURSTING BUFFALO → + K DURING BALROG'S EX SPECIAL MOVE PUNCHES



STARTUP	12
ACTIVE	5
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	80
STUN	70
METER GAIN	-300

NOTES

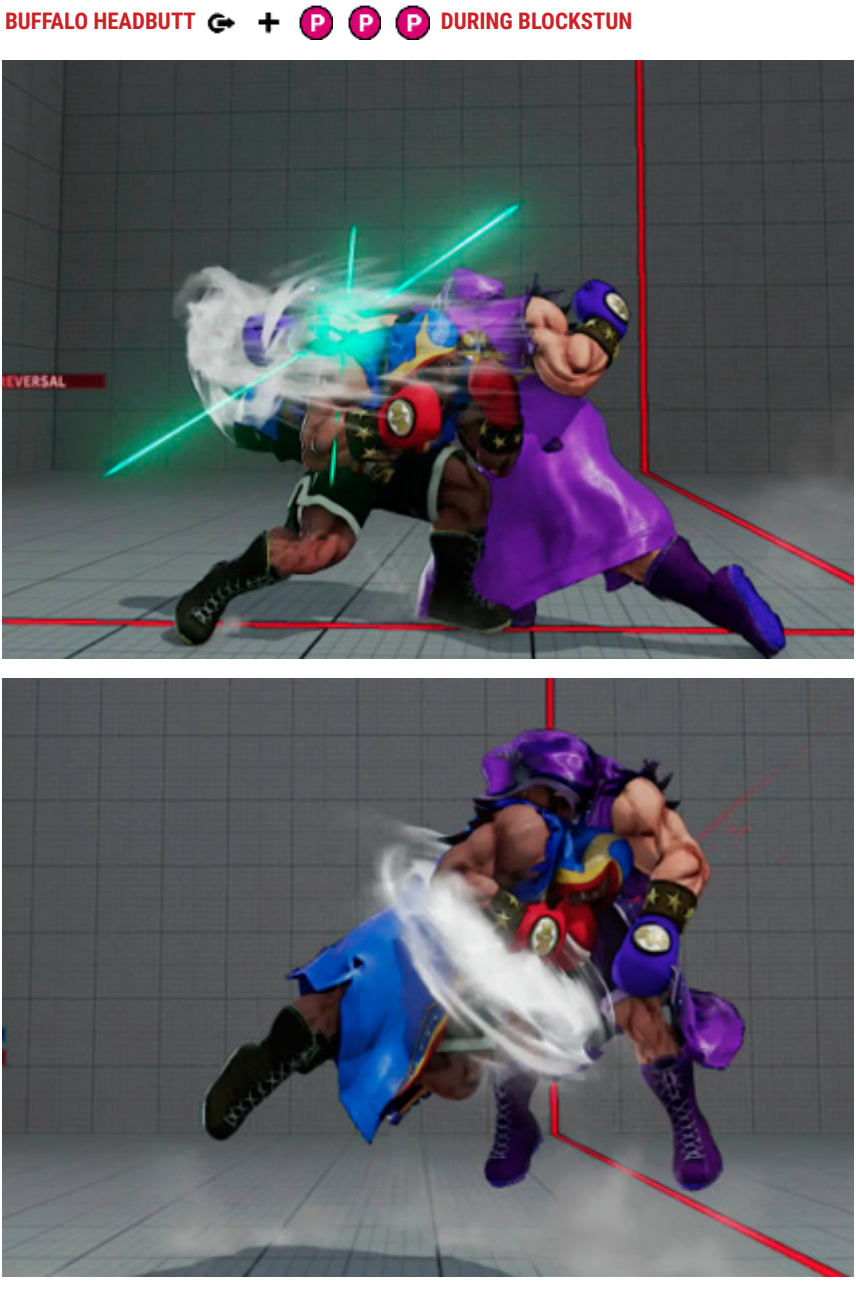
Consumes 500 frames of V-Timer; can be canceled before attack into KKB; can only be canceled into EX Charging Buffalo or EX Bursting Buffalo once, for two EX Crazy Rush punches total (compared to the usual four non-EX stages possible)

Bursting Buffalo: Accomplished by canceling any special move during Crazy Rush with → + kick. These are V-Trigger-only variants of Screw Smash. Bursting Buffalo causes a jugglable knockdown at any stage, affording Balrog launch opportunities even off Dash Grand Blow (a low, sweeping hit) canceled to Bursting Buffalo. Bursting Buffalo lofts the enemy higher than Charging Buffalo, while hitting a tiny bit slower.

Perform EX Bursting Buffalo with → + kick from EX specials during Crazy Rush. A consistently strong, generic juggle capper for Balrog's V-Trigger combos is to catch a floating foe just before they hit the ground with EX Dash Straight (the altitude tip is so the second punch doesn't miss), before canceling the second hit of EX Dash Straight into EX Bursting Buffalo x2.

V-REVERSAL

BUFFALO HEADBUTT → + P P P DURING BLOCKSTUN



STARTUP	15
ACTIVE	3
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	60
STUN	0
METER GAIN	V-Gauge -300

NOTES

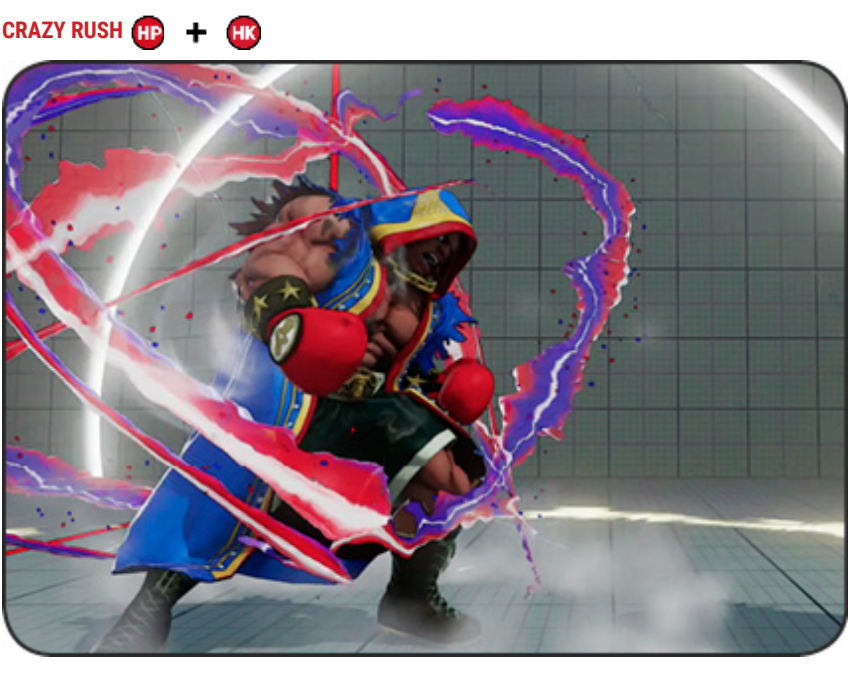
Frames 1-28 strike and projectile invincible; -200 stun damage

Buffalo Headbutt: Balrog's age-old special headbutt is now his V-Reversal. Canceling out of blockstun, Balrog lunges up-forward, throwing his entire body weight into Buffalo Headbutt. On hit, this knocks Balrog's would-be attacker down and returns initiative to the boxer. If the opponent manages to block Buffalo Headbutt, Balrog is left at -2, a minor disadvantage. Buffalo Headbutt is vulnerable to throws during startup, like other V-Reversals, but at least Balrog leaves the ground for a brief airborne period after the active frames, so late ground throws will miss.

Balrog's Crazy Rush V-Trigger is among the costlier ones, requiring three stocks of V-Gauge to activate. This encourages saving V-Gauge if at all possible. On the other hand, Balrog dishes out plenty of pain even without his V-Trigger and defense is one of his weak points. Liberal use of V-Reversals can help shore up this weakness. V-Reversals can also be used to reduce stun damage taken, useful in situations where Balrog is pressured enough to be near dizzy (which usually means the round is lost, if the tide isn't turned).

V-TRIGGER

CRAZY RUSH HP + HK



STARTUP	1
ACTIVE	–
RECOVERY	6
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	V-Gauge -900

NOTES

Starts 2000 frame V-Timer, allows use of Charging Buffalo and Bursting Buffalo

Crazy Rush: Balrog's V-Trigger is a power-up state that gives him temporary access to two special move follow-ups that can be canceled into each other to extend combos far beyond what's normally possible. Crazy Rush is sort of like a Custom Combo / V-ISM / A-Groove state without the shadow hits. During V-Trigger, any of his special moves can be canceled, on hit or block, into Charging Buffalo and Bursting Buffalo.

Crazy Rush can be used several different ways. The activation period is a great hit-confirm tool. It offers beefier, once-per-round hit-confirms like standing HK XX Crazy Rush ▷ standing HK ▷ crouching MP XX MK Screw Smash XX Charging/Bursting Buffalo. Even better, though, it greatly amps up the power of Stomping Combo in hit-checks, since the second hit of crouching MK XX crouching MK can be V-Trigger-canceled with enough time to link crouching HP immediately afterward (and then canceling crouching HP into the special of choice, even an HK Screw Smash launcher). Suddenly, Stomping Combo becomes a very strong whiff punisher and a great follow-up after a hit from standing HK or counter-hit standing LP or MK.

If guarded, Charging/Bursting Buffalo (before the final stage) leaves Balrog at -2. Like with specials (excep Screw Smash) outside of V-Trigger, the startup of Charging/Bursting Buffalo can be interrupted with KKB. This means that blocked offensive openings during Crazy Rush can potentially be salvaged by interrupting a guarded string of special punches with a sudden throw/low/high mix-up. Out of a surprise KKB, if an immediate Buffalo Pressure or crouching LK hit is successful, a combo can be linked that dumps the remaining V-Timer into as many punches as possible, making the most of the successful hit-check.

Low Hit-Checks

COMBO 1

(WHILE CHARGING ↙) CROUCHING LK ▷ CROUCHING LP XX → + MP (XX ↘ ↘ + P)

119 damage, 253 stun (350 damage with Critical Art)

(WHILE CHARGING ↙) CROUCHING LK ▷ STANDING LP XX → + LP (XX ↘ ↘ + P)

111 damage, 253 stun (342 damage with Critical Art)

(WHILE CHARGING ↙) CROUCHING LK ▷ STANDING/CROUCHING LP XX → + P P / K K

167/159 damage, 293 stun (requires one stock of EX gauge)

Unlike in SFIV, Balrog can start low-hitting combos without an absurdly hard link. Crouching LP can lead into MP Dash Straight for extra damage, but requires that the combo start from up close. Cancel Dash Straight into Gigaton Blow if desired to put some real numbers behind a crouching LK .

Standing LP has a little more range than its crouching counterpart, but requires a cancel to LP Dash Straight. Either version of this combo (along with standing or crouching LP x2) can also lead right into EX Dash Straight (for damage and corner push) or EX Dash Grand Blow (for great okizeme position).

COMBO 2

CROUCHING LK ▷ STANDING LK XX STANDING MK XX STANDING HK

128 damage, 259 stun

This is just about the easiest, useful combo in the game and worth keeping in mind for the low hit into knockdown, no charge needed. For Balrog's fastest knee-jerk punish option up close, omit the opening of crouching LK and just perform the Under Impact chain by itself.

Grounded Hit-Checks

COMBO 3

(WHILE CHARGING ←) STANDING MK ▷ CROUCHING LP XX → + MP (XX ↘ ↘ + P)

159 damage, 283 stun (390 with Critical Art)

(WHILE CHARGING ←) STANDING MK ▷ CROUCHING LP XX → + P P / K K

207/199 damage, 323 stun (requires one stock of EX gauge)

Standing MK is a useful, multi-purpose poke at close ranges. It's not flush with the opponent at first, though, link standing LP XX LP Dash Straight instead.

COMBO 4

(WHILE CHARGING ←) STANDING HK ▷ CROUCHING MP XX → + MP (XX ↘ ↘ + P)

206 damage, 360 stun (437 damage with Critical Art)

(WHILE CHARGING ←) STANDING HK ▷ CROUCHING MP XX → + P P / K K

254/246 damage, 400 stun (requires one stock of EX gauge)

Standing HK reaches farther than most Balrog pokes and serves as one of his Crush Counters, alongside crouching HP . On block, Balrog is left at +3. This leaves a three-frame gap on block for the opponent to stick out moves, but at least any three-frame light attack they use will get cleanly beaten out by crouching MP here when performed with perfect timing.

COMBO 5

STANDING HK ▷ STANDING MK XX STANDING MP XX MP + MK XX P OR K

208 damage, 388 stun

Up close, standing HK causes enough hitstun for Balrog's Hard Smasher and Hard Pressure chains to launch and juggle. As with combos involving Under Impact, the nice thing here is that no button holding or directional charge is needed, so this combo is available at the spur of the moment and is very easy to perform.

As a bonus, standing HK causes a standing spin hitstun on counter-hit. It's possible to react immediately by dashing forward and linking Hard Smasher/Pressue for essentially the same combo but more damage (and some V-Gauge built up).

COMBO 6

(WHILE CHARGING ←) MP + MK XX K ▷ STANDING MP XX → + MP (XX ↘ ↘ + P)

176 damage, 310 stun (407 with Critical Art)

Buffalo Pressure leads to combos even on normal hit. For the easiest and most consistent option after a successful overhead hit, just link standing LP x2 and cancel to LP Dash Straight. (Beef this up at will with EX Dash Straight or EX Dash Grand Blow.) For more damage, standing MP XX MP Dash Straight works in close. If distance is a worry, just link one standing LP into LP Dash Straight.

Jump-Ins

COMBO 7

JUMP-IN HK (START CHARGING ↙), CROUCHING HP XX ↖ + HK (CHARGE ←), JUGGLE → + LP (XX ↘ ↘ + P)

299 damage, 510 stun (497 damage with Critical Art)

Crouching HP into HK Screw Smash is an extremely powerful launcher to use when the opportunity presents itself, like when jumping in over a predictable projectile toss. On block, crouching HP presents the best chance to mix in KKB misdirection successfully.

COMBO 8

JUMP-IN HK (START CHARGING ↙), CROUCHING HP XX → + LP /MP DASH STRAIGHT OR LK DASH GRAND BLOW XX MP + MK XX P

219 damage, 365 stun

JUMP-IN HK (START CHARGING ↙), CROUCHING HP XX → + LP /MP DASH STRAIGHT OR LK DASH GRAND BLOW XX MP + MK XX P XX HP + HK (START CHARGING ↙ ▷ CROUCHING HP XX ↖ + HK (KEEP CHARGING ←), JUGGLE → + LP XX → + K K K XX → + P (XX ↘ ↘ + P)

387 damage, 630 stun (requires full V-Gauge, 552 damage with Critical Art)

Combos that involve linking a Buffalo Swing after crouching HP by way of KKB-canceling a quick special move.

Grounded Counter-Hits

COMBO 9

(WHILE CHARGING ←) COUNTER-HIT MP + MK XX P ▷ STANDING LP ▷ STANDING MP XX → + MP (XX ↘ ↘ + P)

210 damage, 368 stun (408 damage with Critical Art)

(WHILE CHARGING ←) COUNTER-HIT MP + MK XX P ▷ CROUCHING LP XX CROUCHING LP XX → + LP (XX ↘ ↘ + P)

186 damage, 344 stun (384 damage with Critical Art)

(WHILE CHARGING ←) COUNTER-HIT MP + MK XX P ▷ CROUCHING LP XX → + MP (XX ↘ ↘ + P)

171 damage, 303 stun (402 damage with Critical Art)

At max Buffalo Swing range, one standing/crouching LP will link, but crouching LP creates enough hitstun to use MP Dash Straight for extra damage. From closer in, two jabs will work for extra time to visually confirm the counter-hit combo before committing to a special finish. Damage scaling means that two jabs here instead of one results in more overall stun, but less damage, if canceling into Critical Art. From counter-hit Buffalo Swing closer in, standing LP can be linked into standing MP before canceling into MP Dash Straight for more damage overall. When in doubt, just go with a job or two. An ideal counter-hit finishing setup for this is Combo 8, when blocked.

COMBO 10

(WHILE CHARGING ↙) COUNTER-HIT CROUCHING HP , JUGGLE ↖ + HK (CHARGE ←), JUGGLE → + MP (XX ↘ ↘ + P)

261 damage, 435 stun (492 damage with Critical Art)

In order for HK Screw Smash to relaunch here, counter-hit crouching HP must hit up close. By performing HK Screw Smash with an up-back directional press, a head start can be gained on building charge for the juggling special move to follow.

COMBO 11

(WHILE CHARGING ↙) COUNTER-HIT CROUCHING HP , JUGGLE ↖ + HK (CHARGE ←), JUGGLE → + P P (ONE HIT, START CHARGING ←) XX MP + MK XX P , JUGGLE → + P P

385 damage, 585 stun (requires two stocks of EX gauge)

This combo containing multiple juggled EX Dash Straights will carry the opponent clear to their corner even if they have Balrog backed up into his corner. For this to work, the first EX Dash Straight must be KKB-canceled after one hit and the victim's body must be juggled successfully with Buffalo Swing.

V-Trigger

COMBO 12

STANDING HK ▷ CROUCHING MK XX CROUCHING MK (START CHARGING ↙) XX HP + HK ▷ CROUCHING HP XX ↖ + HK (KEEP CHARGING ←) JUGGLE → + P XX → + K K K XX → + P (XX ↘ ↘ + P)

334 damage, 569 stun (requires full V-Gauge, 499 damage with Critical Art)

With Crazy Rush loaded up, crouching MK XX crouching MK becomes a brutal hit-check since it's a V-Trigger cancellation away from linking into crouching HP .

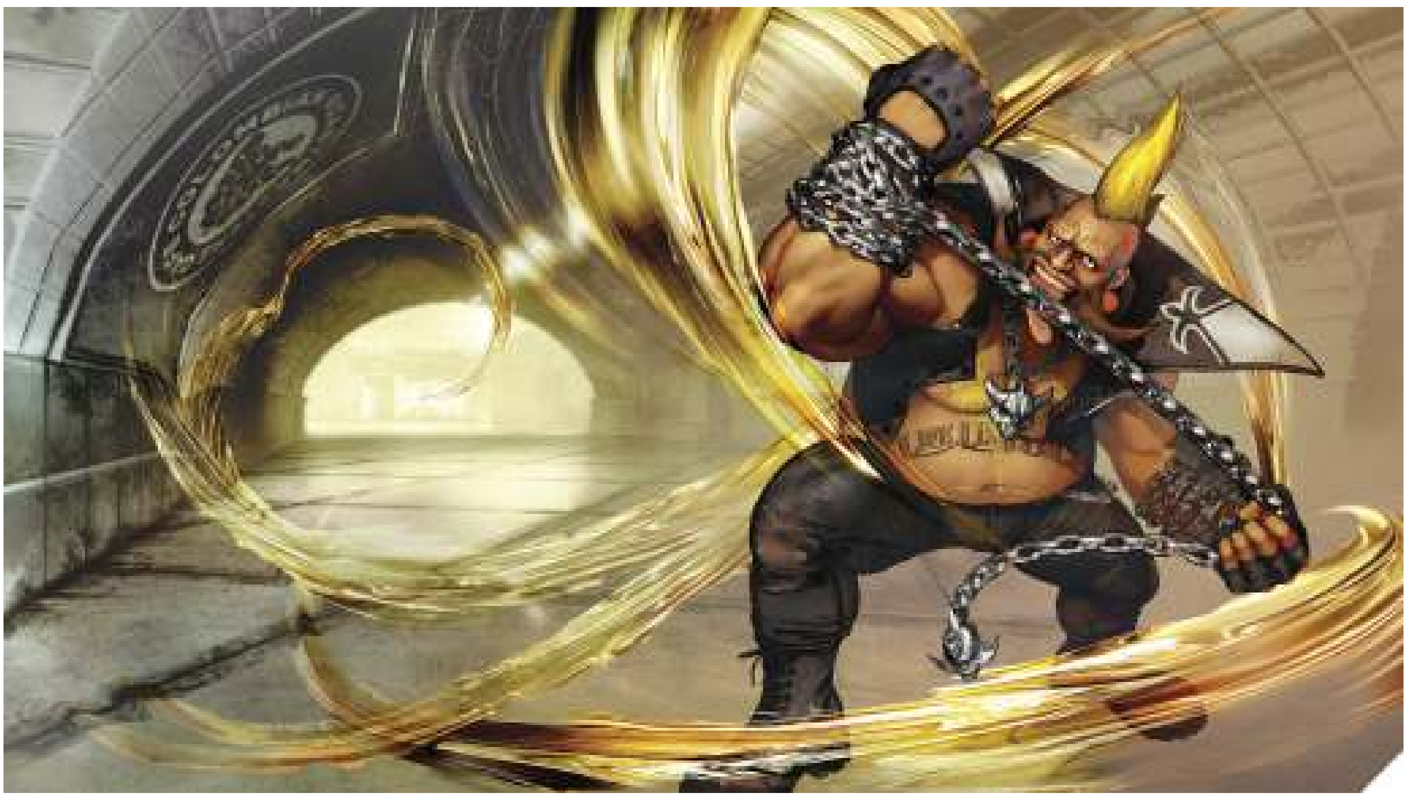
COMBO 13

MP + MK (START CHARGING ↓) XX P XX HP + HK ▷ ↑ + MK XX → + P XX MP + MK (START CHARGING ←) XX P , PAUSE, JUGGLE → + P P (TWO HITS) XX → + K X2

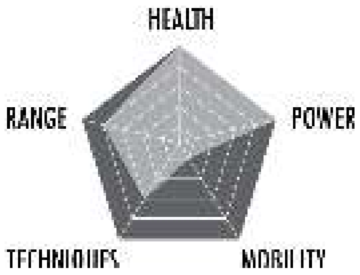
336 damage, 499 stun (requires full V-Gauge and one stock of EX gauge)

Like other EX Dash Straight juggles, this achieves corner carry from the opposite corner. It also heavily rewards hard reads against mid-range pokes and fireballs. It can also be tacked on when comboing into Buffalo Swing like from crouching HP or off counter-hit standing HK (both for 380+ with just one EX gauge and V-Trigger activation). LK Screw Smash is easier to link after "super freeze" from activating V-Trigger, and gives up only a tiny bit of damage from MK Screw Smash. Slightly more damage can be achieved by KKB-canceling the very first Bursting Buffalo punch off of the post-freeze Screw Smash launcher, so Balrog goes straight from launching with Screw Smash to juggling with Buffalo Swing, but this is much harder to execute. Finally, to prioritize stun over damage, finish with → + P x2 at the end for Charging Buffalo instead of Bursting Buffalo. After this combo, from anywhere, the victim will be cornered.

HEADBUTT HAPPY GLUTTON

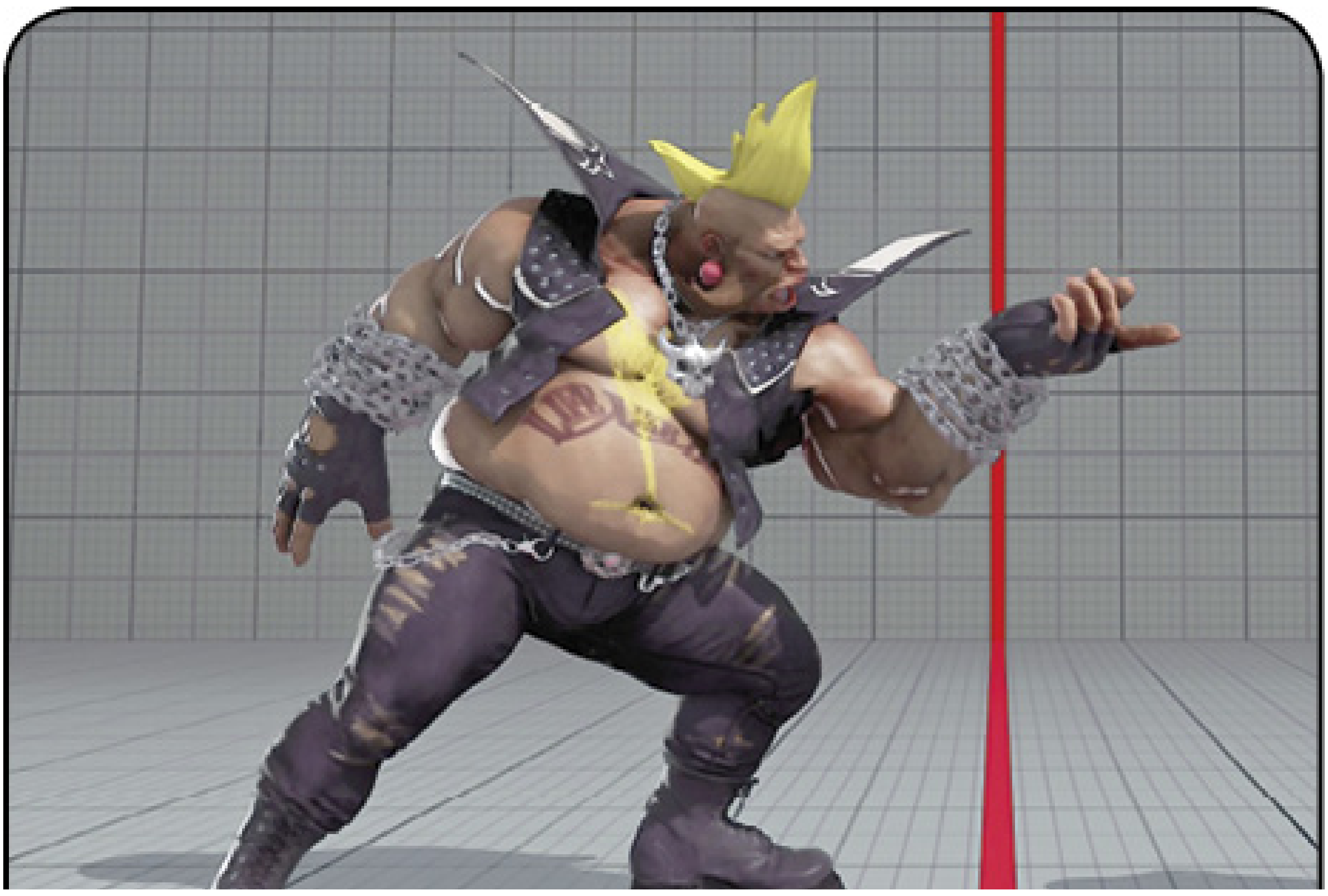


CHARACTER ATTRIBUTES



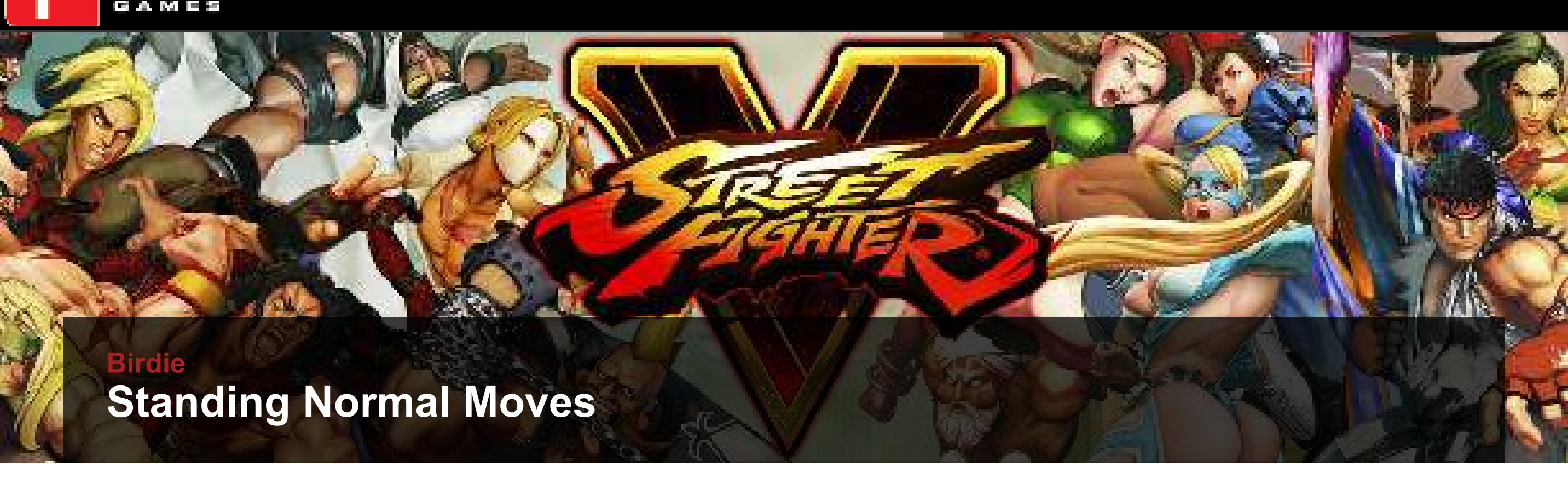
APPEARANCES
Street Fighter (1987)
Street Fighter Alpha (1995)
Street Fighter Alpha 2 (1996)
Street Fighter Alpha 3 (1998)
Street Fighter V (2016)

COSTUMES



Birdie

Data



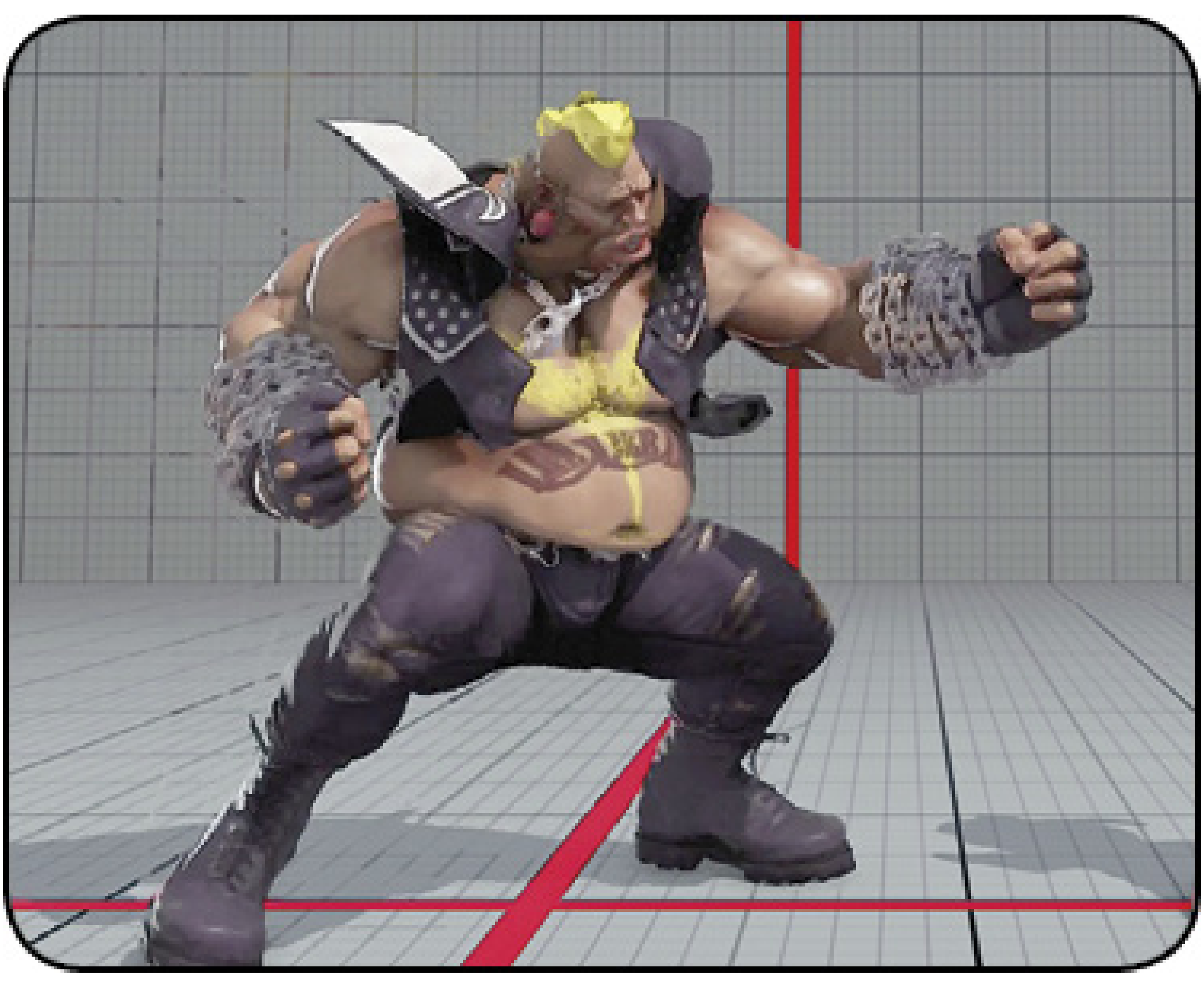
Birdie

Standing Normal Moves

STANDING JAB LP

STARTUP	5
ACTIVE	2
RECOVERY	10
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
VTX HIT	-7
VTX GUARD	-8
CANCEL	SP,V
DAMAGE	40
VT DAMAGE	48
STUN	90
METER GAIN	20/10

STANDING STRONG MP



STARTUP	7
ACTIVE	2
RECOVERY	16
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-1
VTX HIT	-1
VTX GUARD	-6
CANCEL	SP,V
DAMAGE	60
VT DAMAGE	72
STUN	120
METER GAIN	30/15

STANDING FIERCE HP

STARTUP	14
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-6
VTX HIT	-1
VTX GUARD	-5
CANCEL	V
DAMAGE	90
VT DAMAGE	108
STUN	150
METER GAIN	50/25

STANDING SHORT LK

STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	6
ON GUARD	3
VTX HIT	-9
VTX GUARD	-11
CANCEL	SP,V
DAMAGE	30
VT DAMAGE	36
STUN	90
METER GAIN	20/10

STANDING FORWARD MK

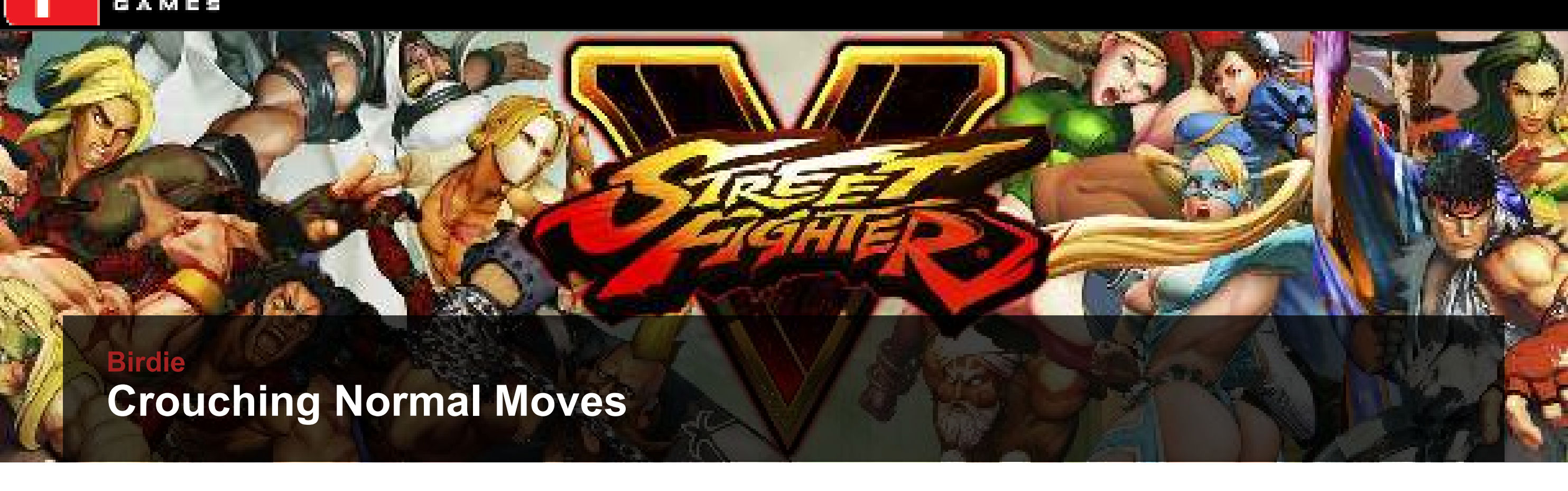
STARTUP	8
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	-2
VTX GUARD	-6
CANCEL	V
DAMAGE	70
VT DAMAGE	84
STUN	120
METER GAIN	30/15

STANDING ROUNDHOUSE HK

STARTUP	12
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	6
ON GUARD	0
VTX HIT	6
VTX GUARD	±0
CANCEL	V
DAMAGE	100
VT DAMAGE	120
STUN	150
METER GAIN	50/25

NOTES

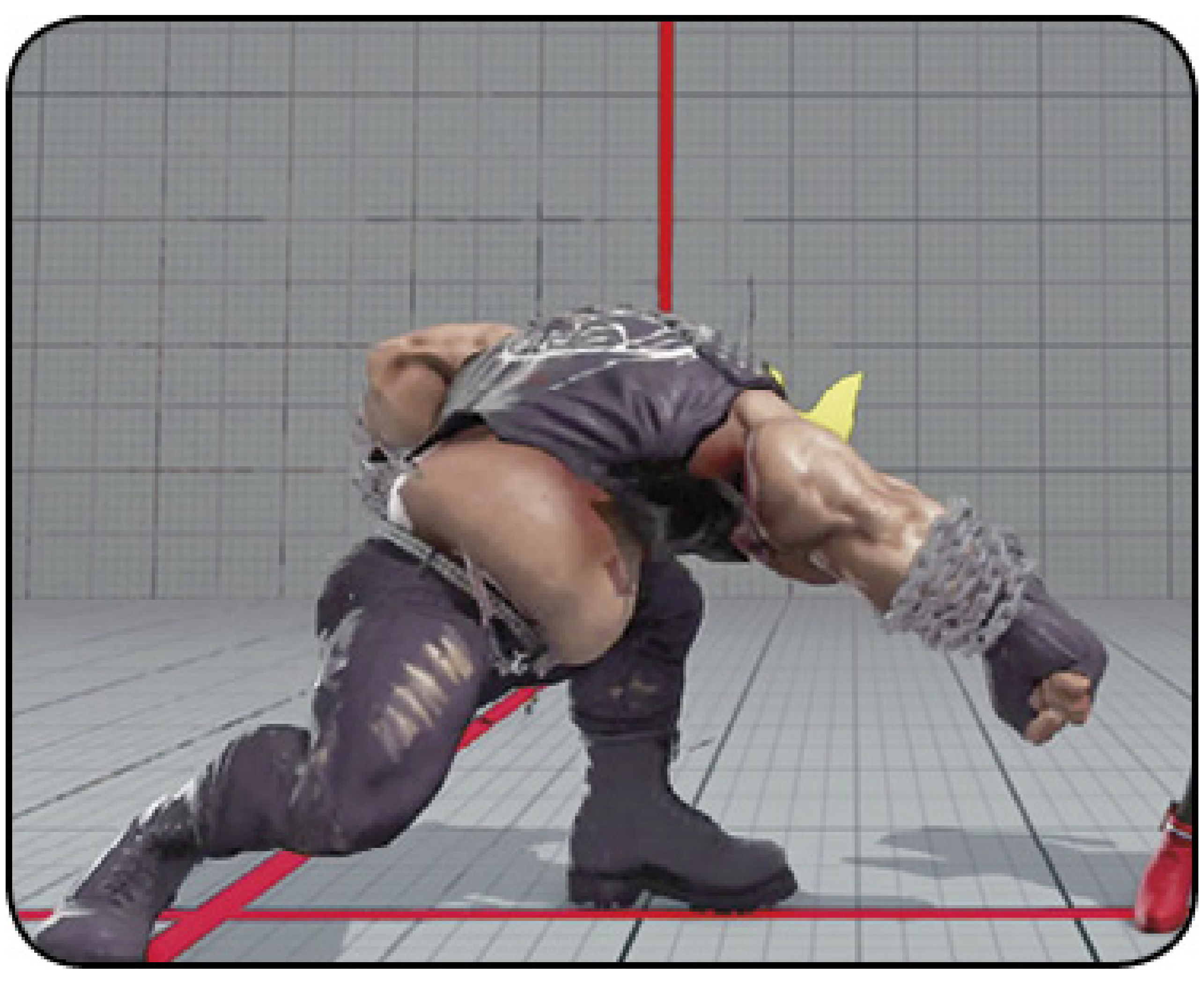
Counter-hit: Crush Counter capable (spinning stagger (+29) vs. ground; spinning knockdown vs. air), +300 V-gauge



Birdie

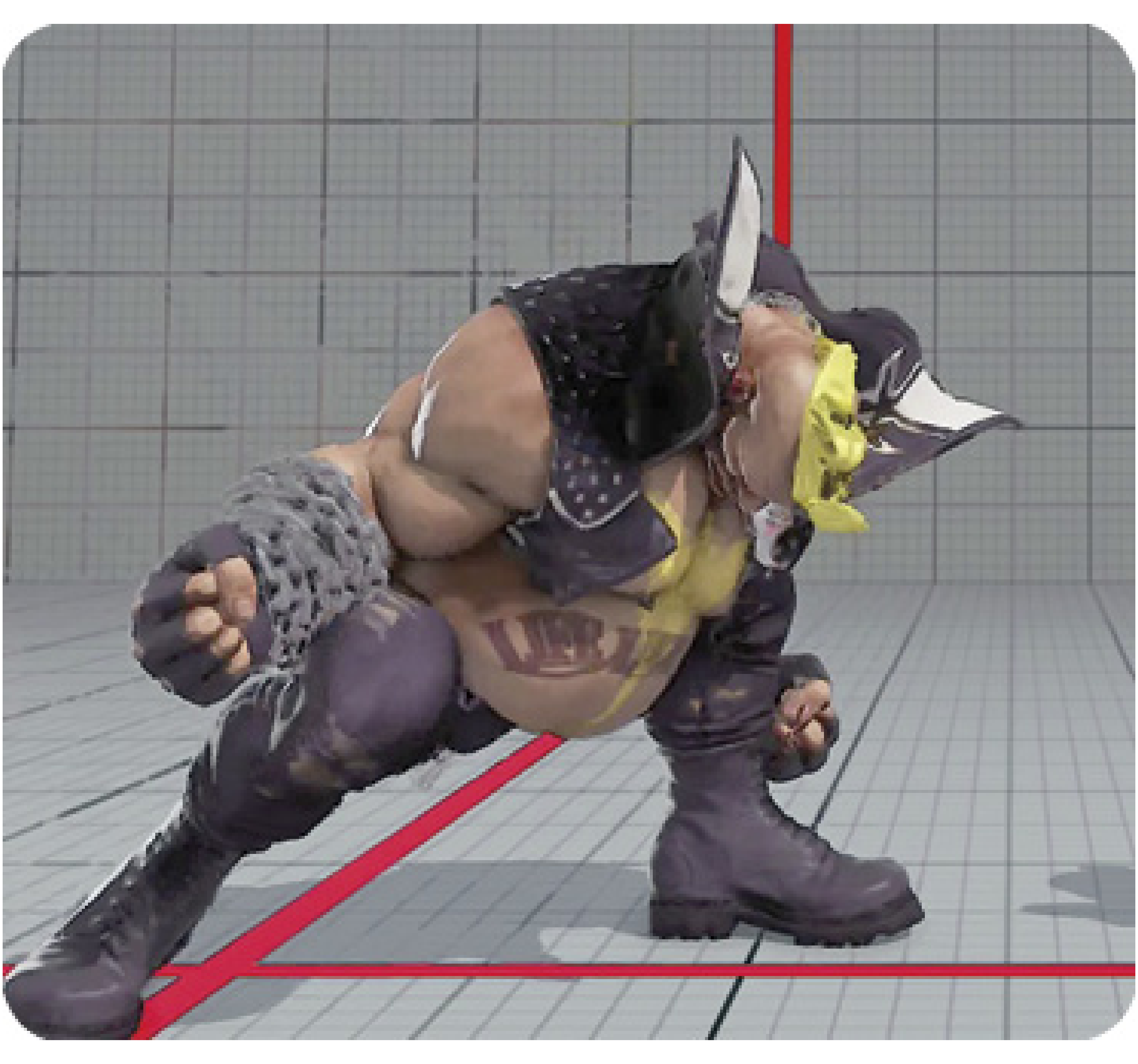
Crouching Normal Moves

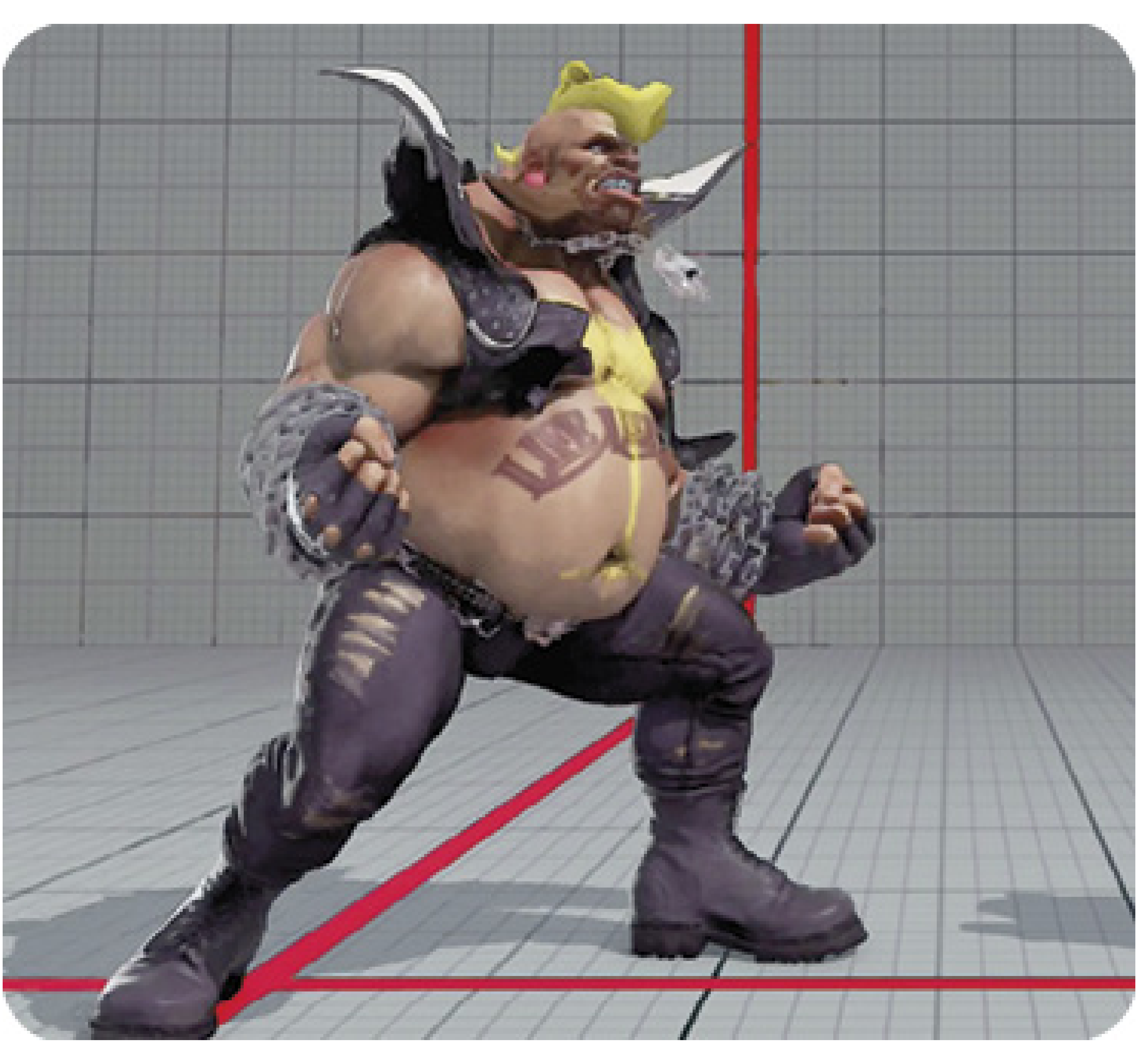
CROUCHING JAB LP WHILE CROUCHING



STARTUP	5
ACTIVE	2
RECOVERY	11
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	-6
VTX GUARD	-8
CANCEL	V
DAMAGE	40
VT DAMAGE	48
STUN	90
METER GAIN	20/10

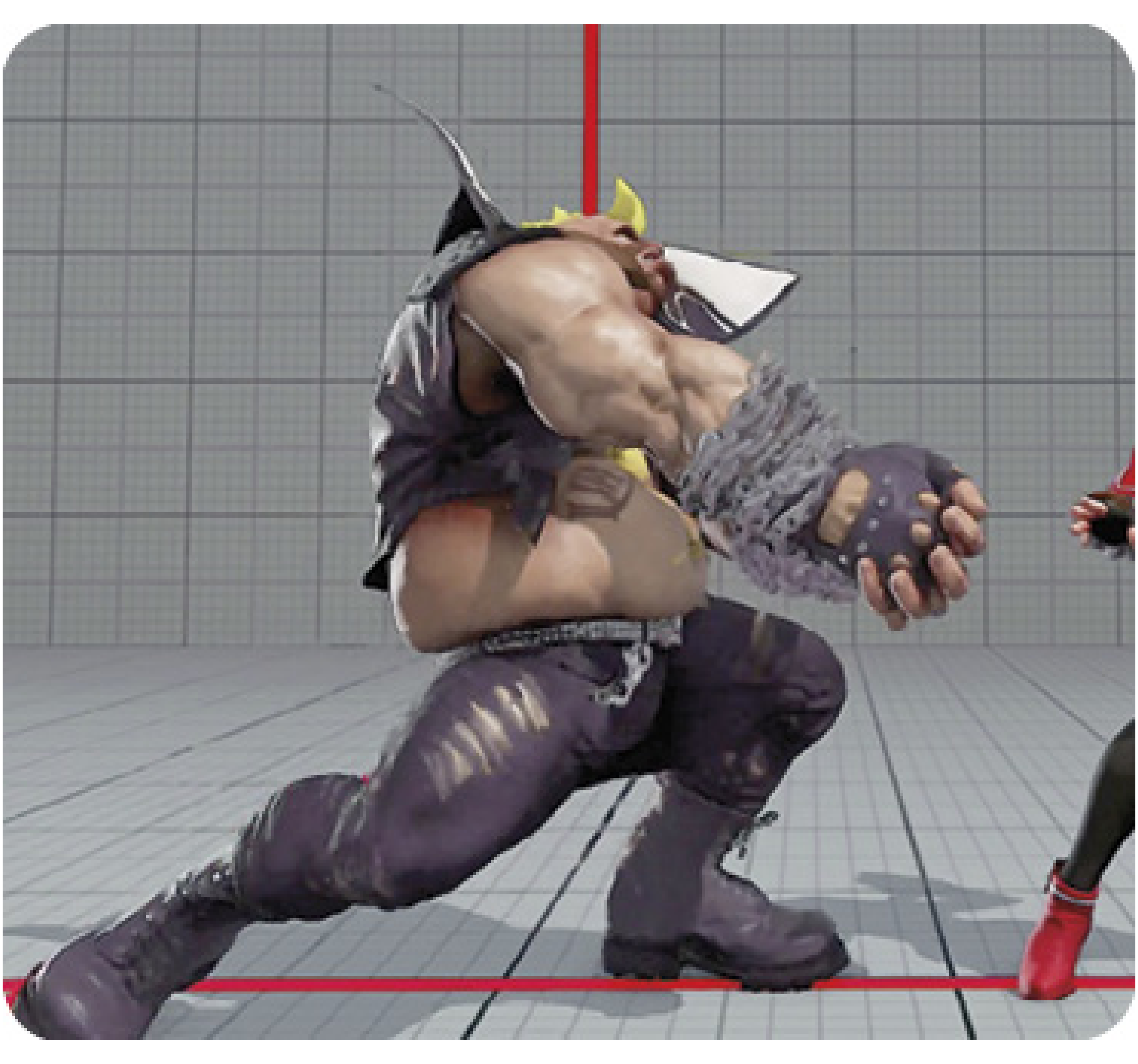
CROUCHING STRONG MP WHILE CROUCHING

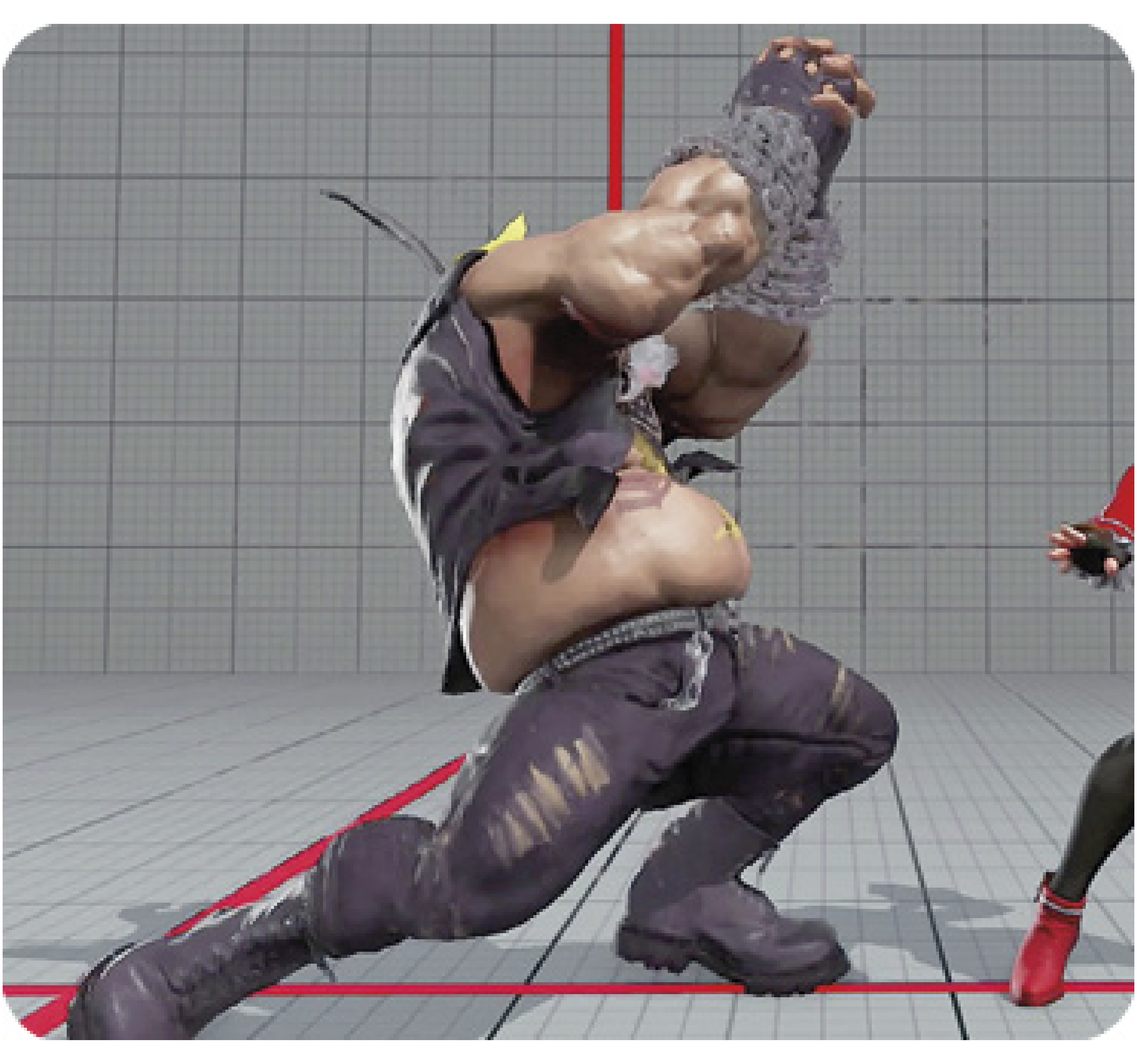




STARTUP	6
ACTIVE	6
RECOVERY	15
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-5
VTX HIT	-3
VTX GUARD	-8
CANCEL	SP,V
DAMAGE	70
VT DAMAGE	84
STUN	120
METER GAIN	30/15

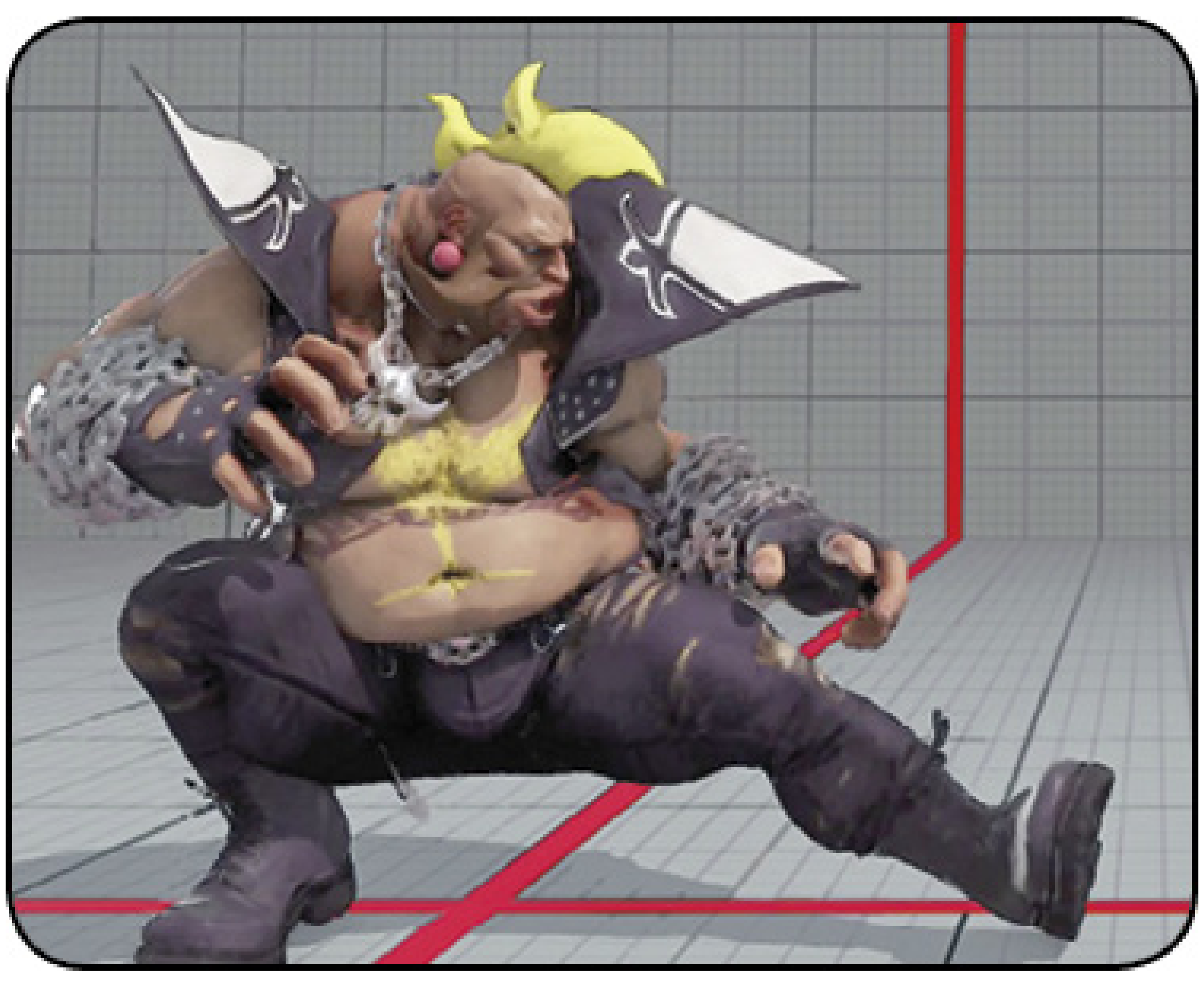
CROUCHING FIERCE HP WHILE CROUCHING





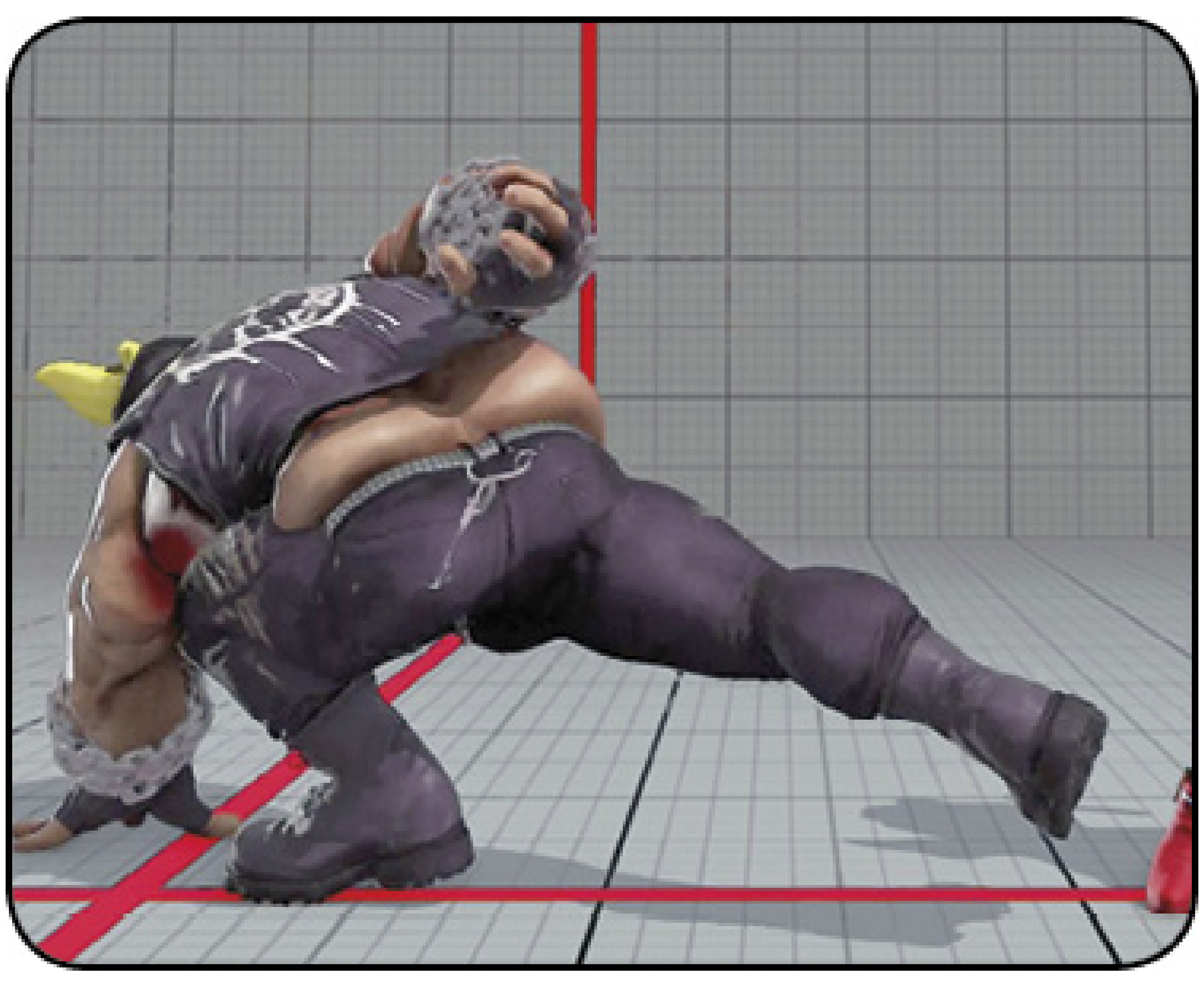
STARTUP	10
ACTIVE	4
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VTX HIT	D
VTX GUARD	-1
CANCEL	SP,V
DAMAGE	90
VT DAMAGE	108
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING

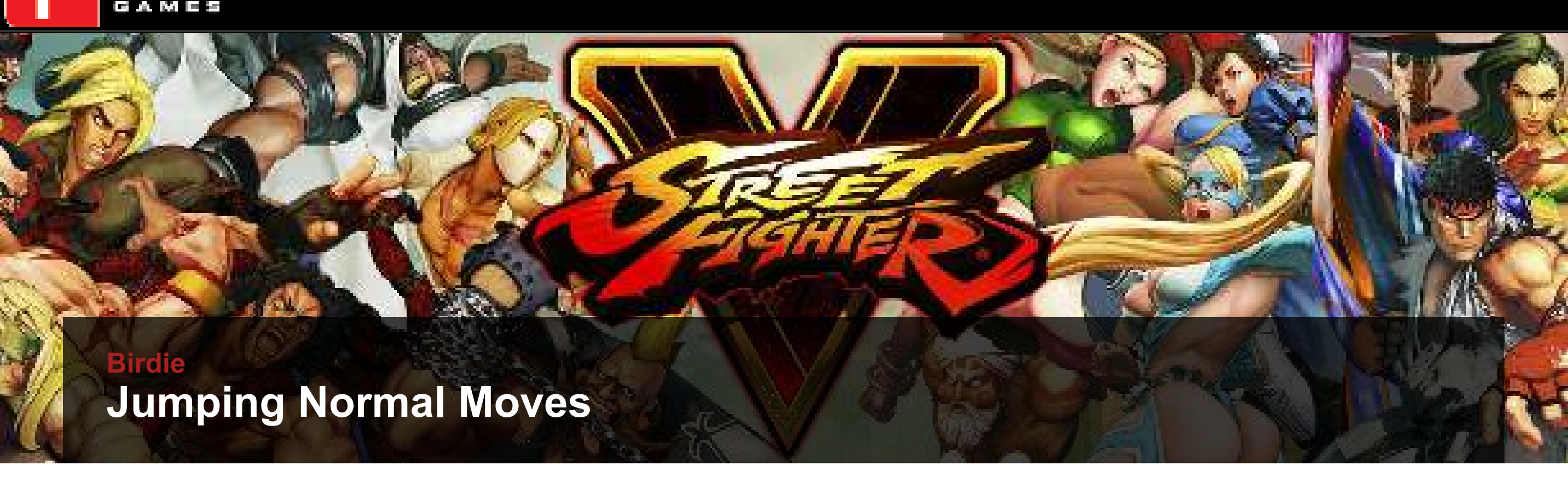


STARTUP	4
ACTIVE	2
RECOVERY	11
GUARD LEVEL	L
ON HIT	4
ON GUARD	2
VTX HIT	-6
VTX GUARD	-8
CANCEL	V
DAMAGE	30
VT DAMAGE	36
STUN	90
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



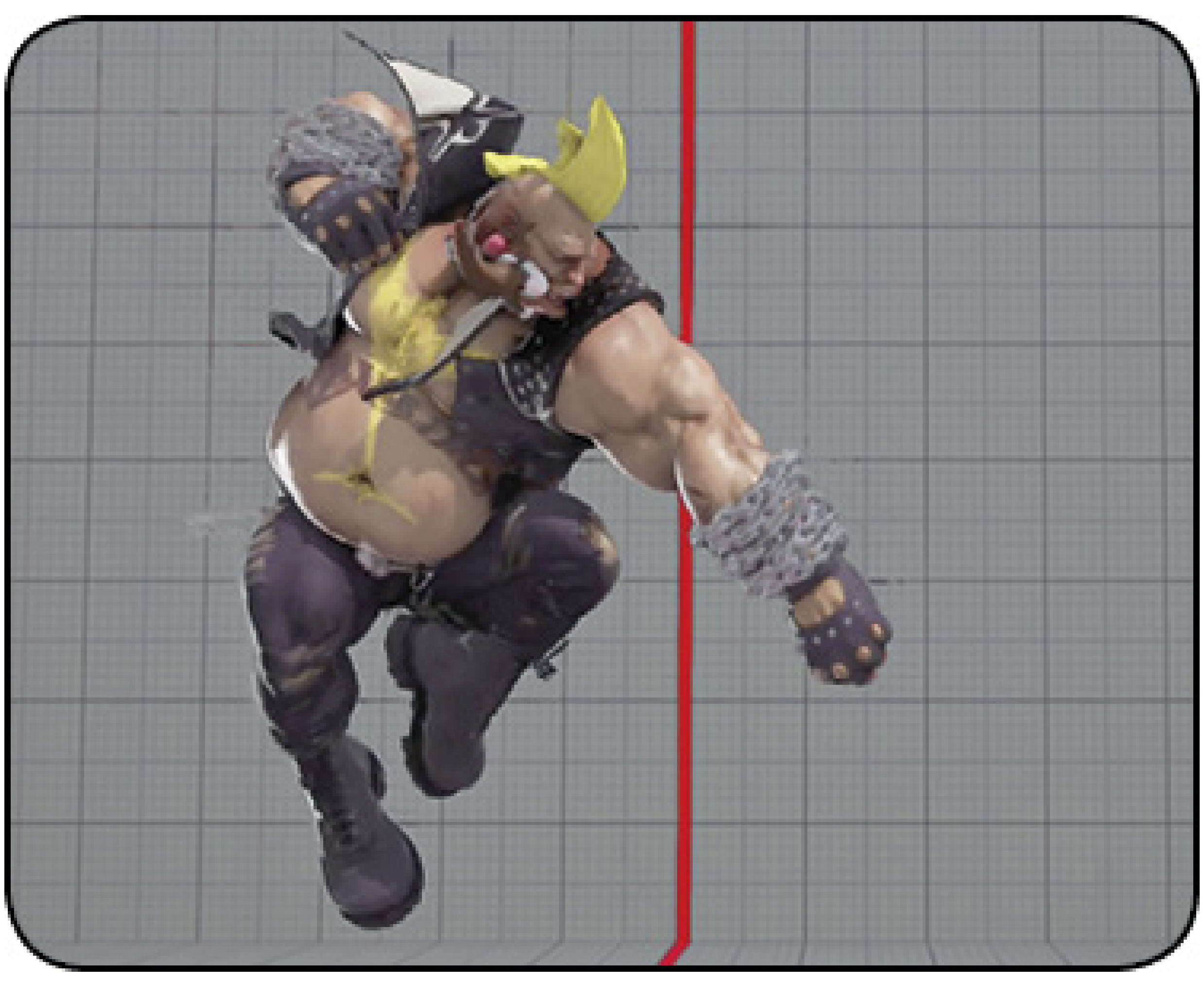
STARTUP	10
ACTIVE	2
RECOVERY	18
GUARD LEVEL	L
ON HIT	-1
ON GUARD	-4
VTX HIT	-4
VTX GUARD	-7
CANCEL	V
DAMAGE	60
VT DAMAGE	72
STUN	120



Birdie

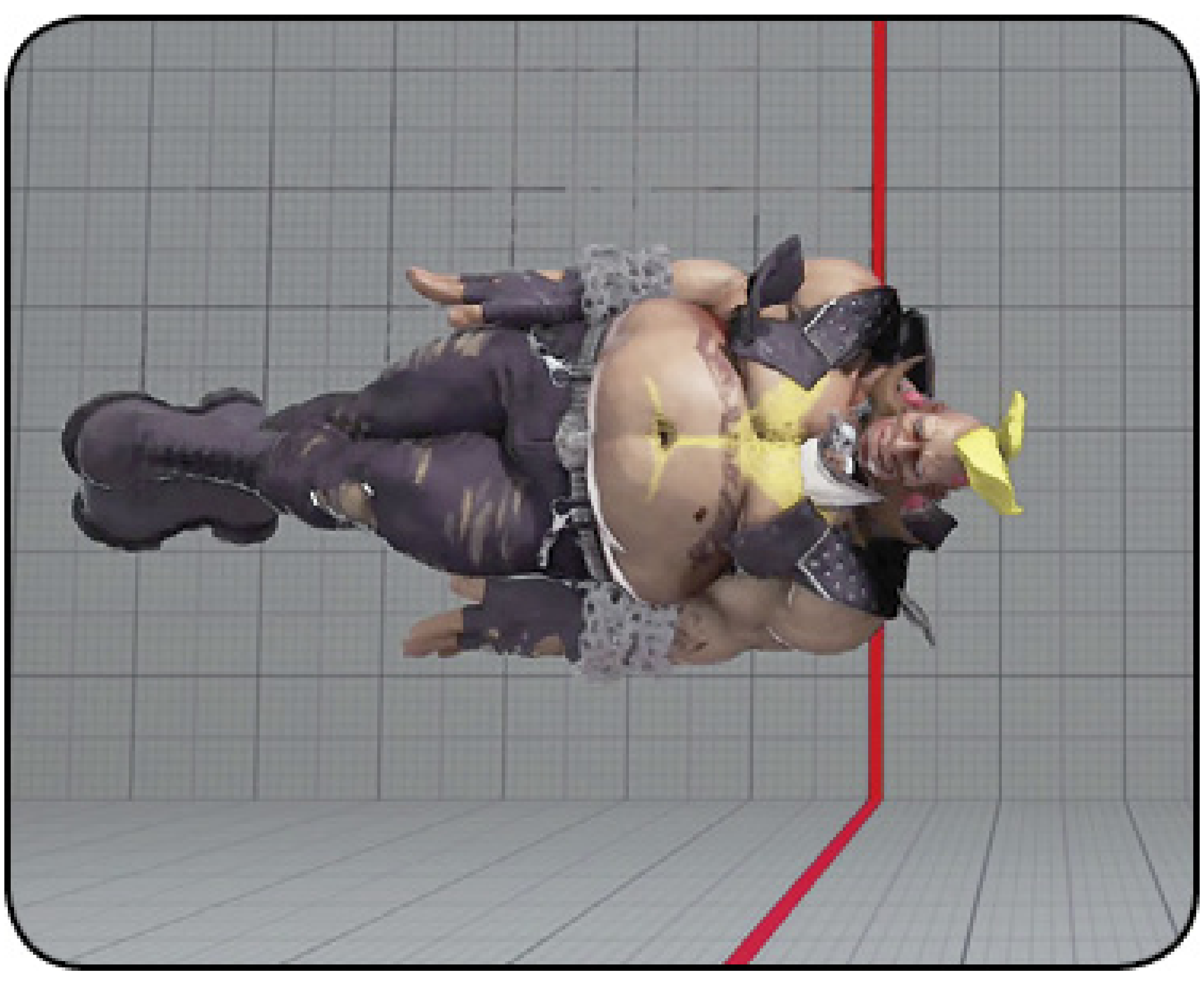
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



STARTUP	4
ACTIVE	5
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	50
VT DAMAGE	60
STUN	90
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

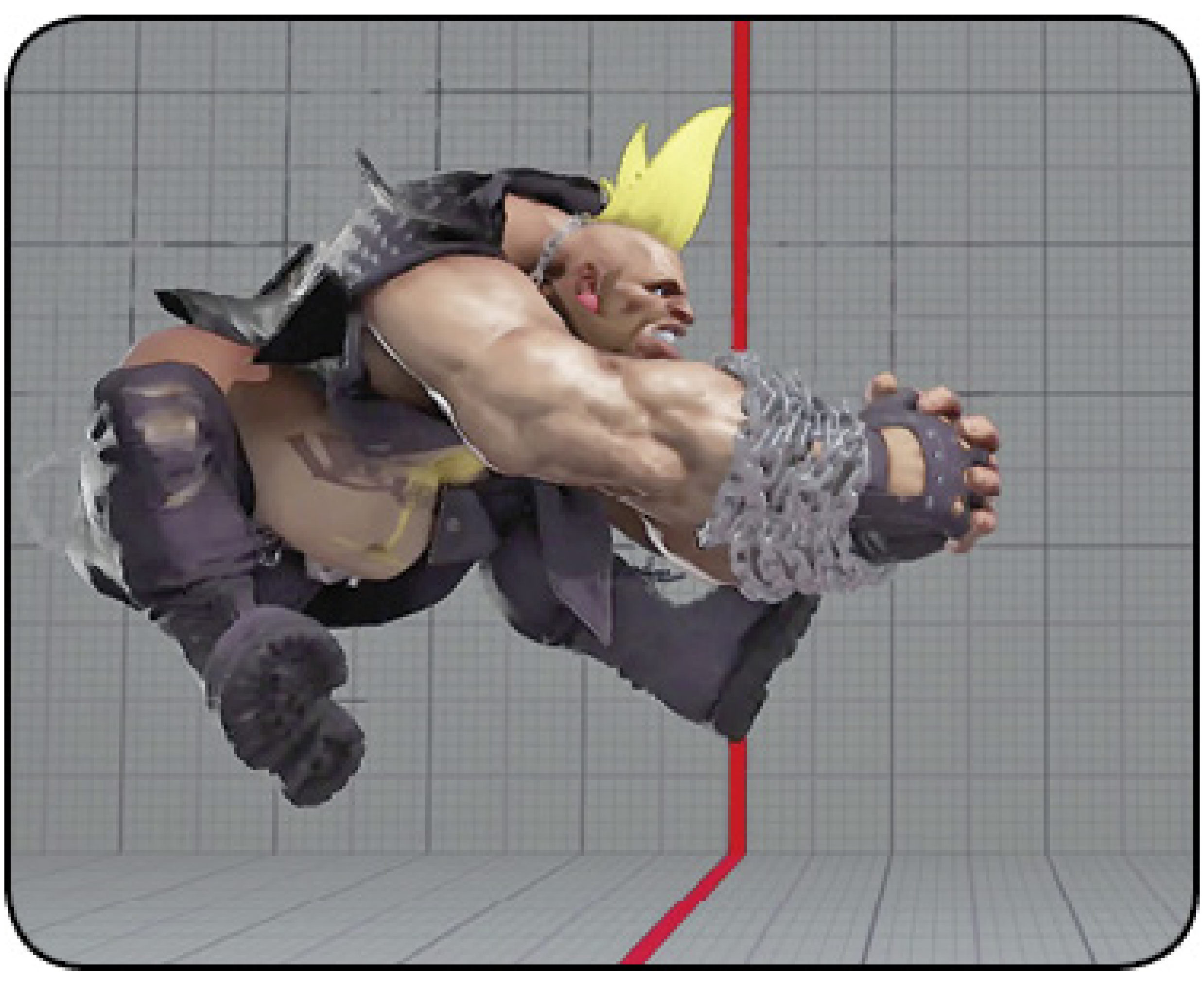


STARTUP	7
ACTIVE	6
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
VT DAMAGE	84
STUN	120
METER GAIN	30/15

NOTES

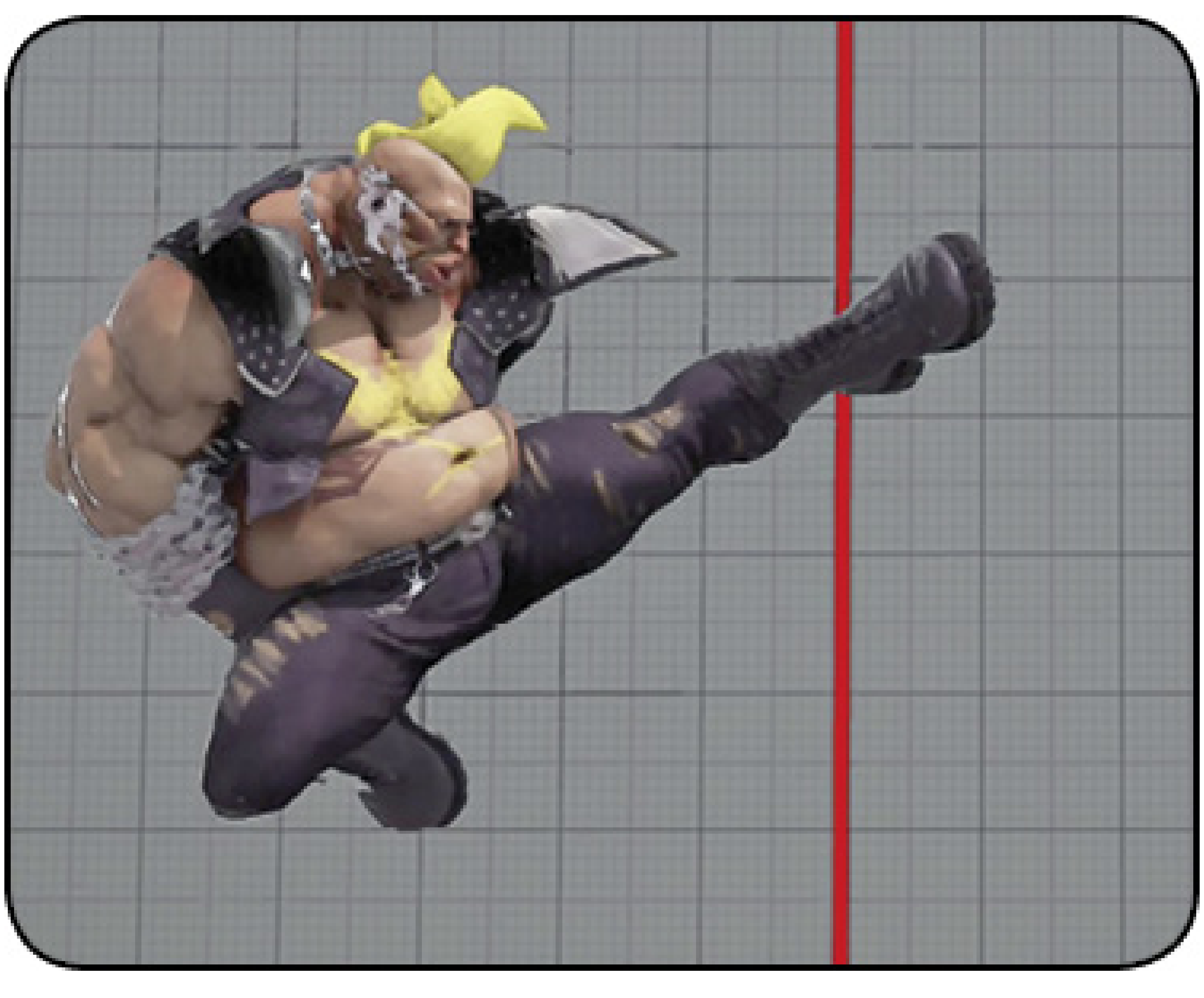
Cross-up

JUMPING FIERCE HP WHILE JUMPING



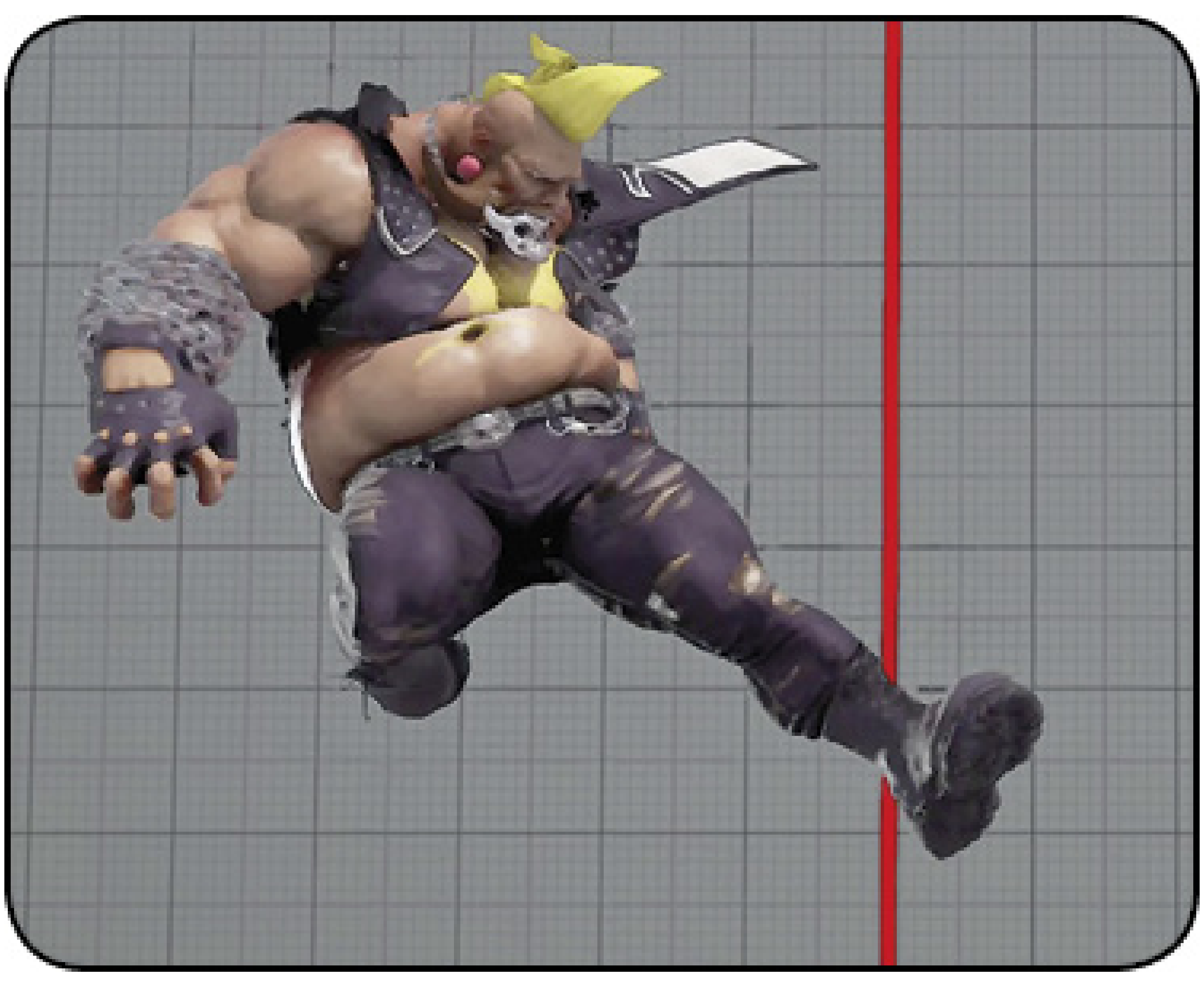
STARTUP	7
ACTIVE	5
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
VT DAMAGE	120
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



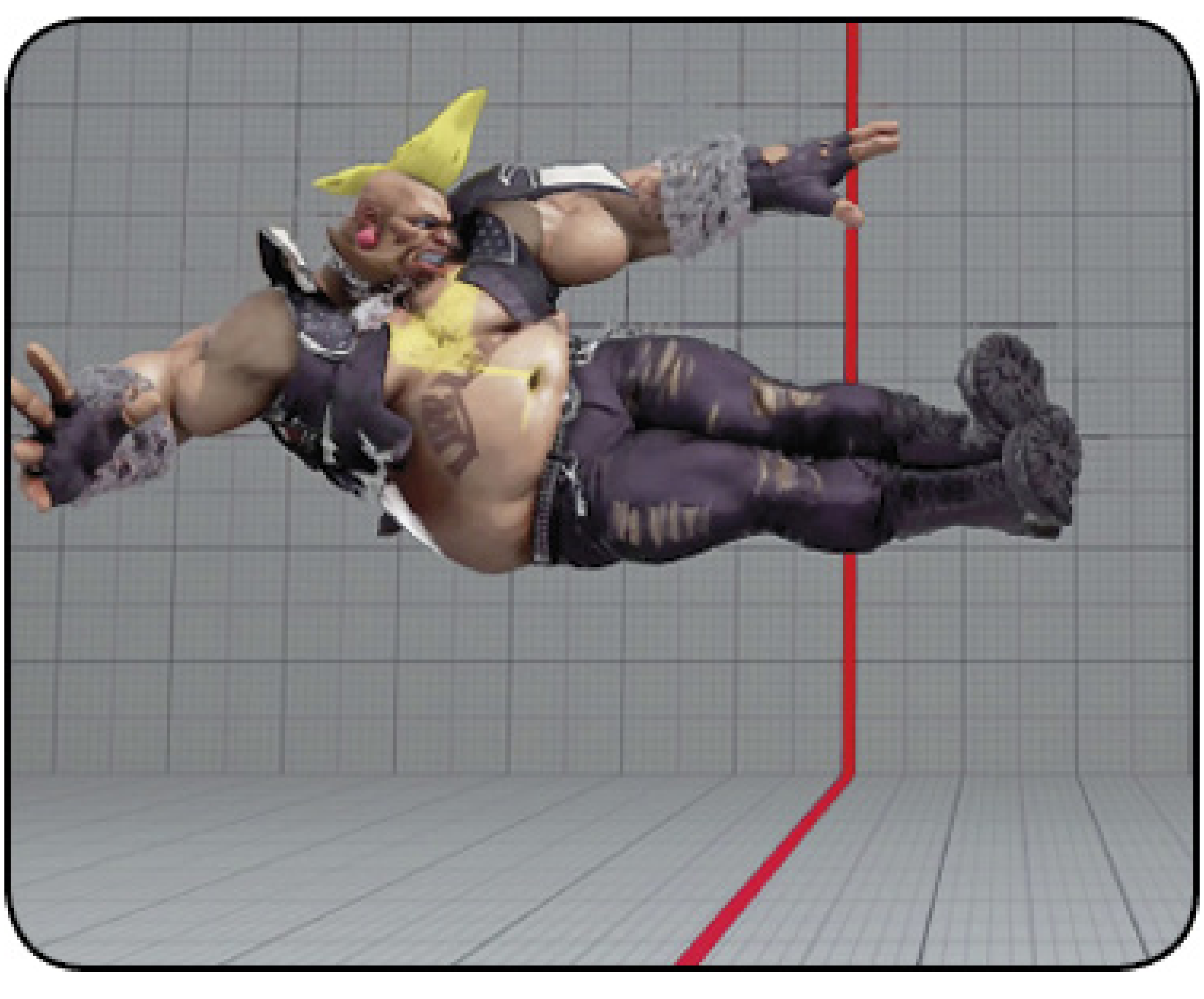
STARTUP	5
ACTIVE	5
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	50
VT DAMAGE	60
STUN	90
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING



STARTUP	7
ACTIVE	4
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
VT DAMAGE	84
STUN	120
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	9
ACTIVE	5
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
VT DAMAGE	120
STUN	150
METER GAIN	50/25

STREET FIGHTER V

BOOGER (DON'T MOVE)

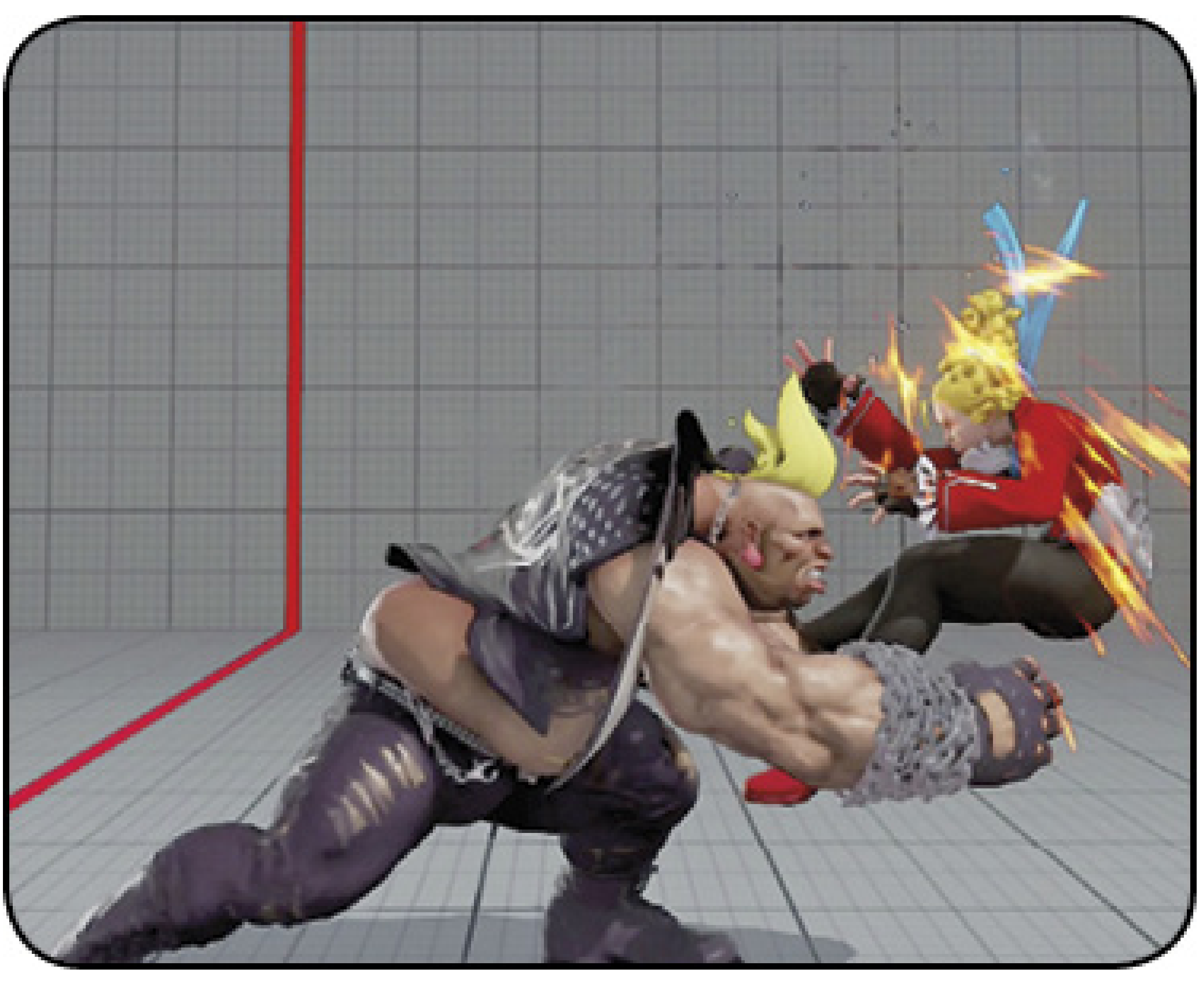
STARTUP	478
ACTIVE	—
RECOVERY	—
GUARD LEVEL	HL
ON HIT	15
ON GUARD	15
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	10
VT DAMAGE	12
STUN	0
METER GAIN	0

NOTES

Idle animation attack; booger projectile active for 34 frames

Booger: Let Birdie idle in one place for long enough, and the cocky slob will pick his nose and flick the results across the screen as a projectile. This is good for a laugh but won't enter into play unless you're fighting an extremely passive opponent when you have a massive stamina lead. Sit back and wait and see if they'll impale themselves on mucus for posterity.

BAD HAMMER CROUCHING HP X▸ HP



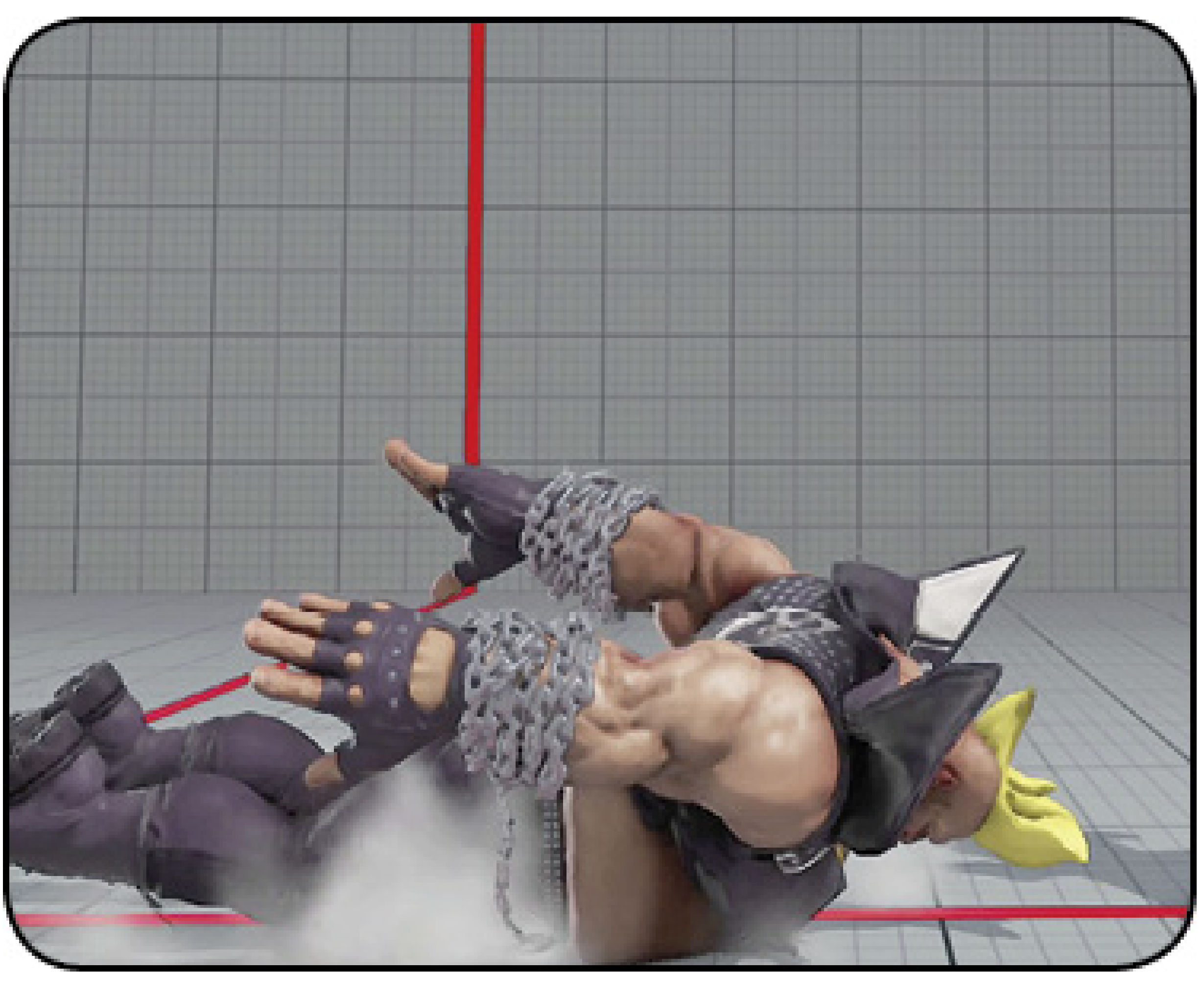
STARTUP	7
ACTIVE	5
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
VT DAMAGE	72
STUN	150
METER GAIN	50/25

NOTES

Can't be performed if crouching HP is guarded

Bad Hammer: This is the double-fisted, downward-smacking hammer punch follow-up to crouching HP. This can only be performed if crouching HP hits, not when it's blocked. The best thing to do if you score a hit with crouching HP against a grounded foe is to cancel into HK/EX Hanging Chain (or Bull Horn, if you have charge). However, pressing HP for Bad Hammer is the next best thing, and it's much easier to perform. Crouching HP can be chained into Bad Hammer very late, giving you time to verify the hit before finishing with this hammer punch. This can add easy, verifiable damage when you can catch opponents with early crouching HP as an anti-air.

BULL SLIDER ↺ + HP



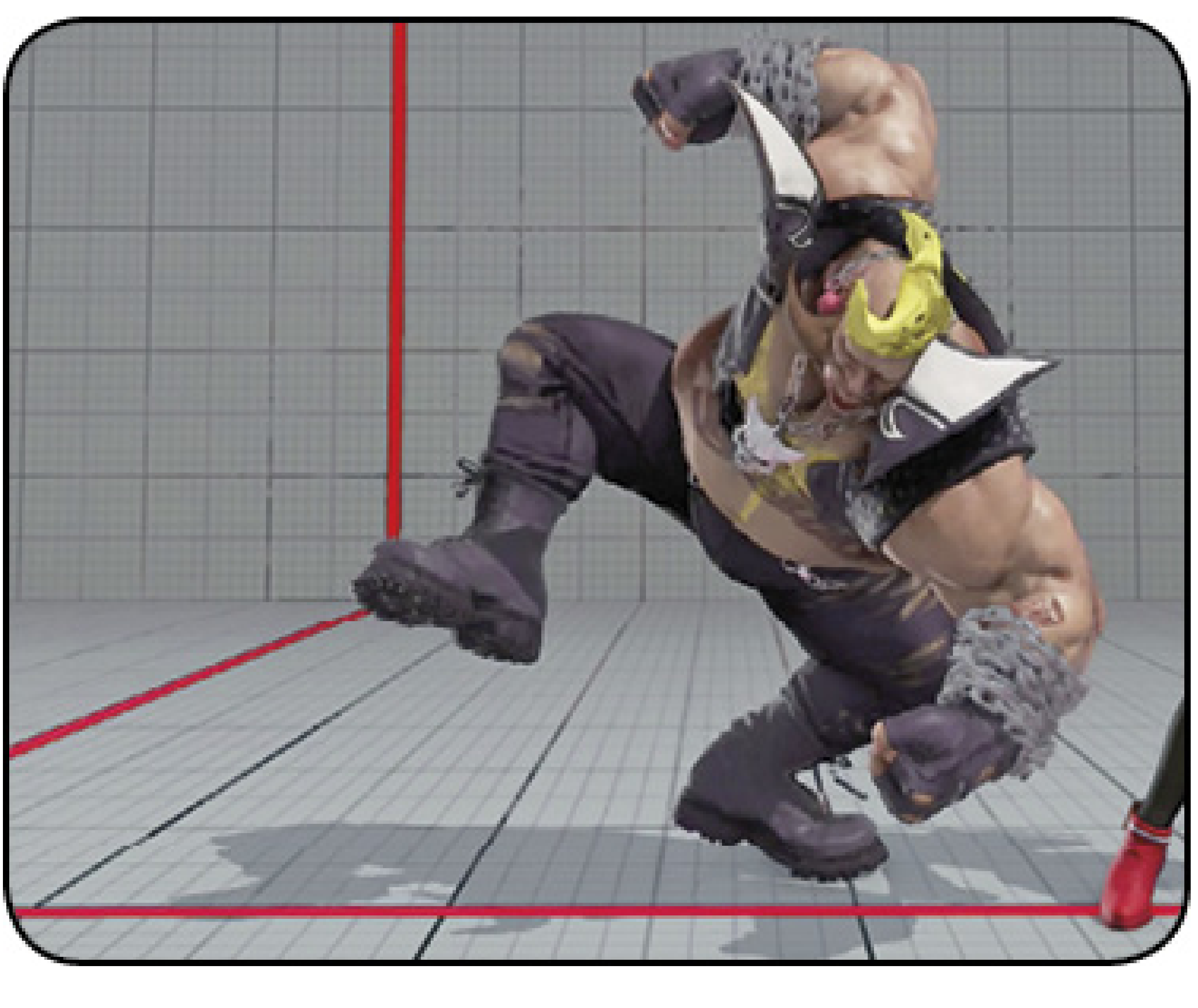
STARTUP	19
ACTIVE	5
RECOVERY	22
GUARD LEVEL	L
ON HIT	-1
ON GUARD	-5
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
VT DAMAGE	120
STUN	150
METER GAIN	50/25

NOTES

Frames 11-14 airborne; frames 15-36 upper-body projectile invincible; no extra frame advantage on counter-hit

Bull Slider: Birdie flops forward onto his ample belly and slides, striking along the ground with his head and pointy hair. It doesn't knock down, but Bull Slider must be guarded crouching and deals more damage than a sweep, while also being much safer if guarded. If you hit late with Bull Slider's active period, it can be as good as neutral on block, which is unique among low-hitting heavy attacks in *SFV* (and whereas crouching HK leads to -11, guaranteed turf-eating territory). During part of the initial flop, Birdie is airborne and briefly immune to ground throws and low-profile hitboxes. Hits against him during this startup will also put him into air recovery instead of grounded hitstun. Once he's sliding, Birdie's back and shoulders are projectile-invincible, so you can use Bull Slider predictively to go under mid-range projectiles. (It's too slow to be used as an anti-fireball purely on reaction, though; there's some guesswork here.) With its range, low hit, and projectile-dodging ability, Bull Slider is a decent engagement tool from mid range. Take care to get the range correct—it's safe if you hit late with it, but it's disastrously unsafe if you whiff directly in the enemy's face, like R. Mika's forward-moving crouching HP.

BULL CHARGE ↪ + HP



STARTUP	25
ACTIVE	4
RECOVERY	18
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-7
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
VT DAMAGE	120
STUN	150
METER GAIN	50/25

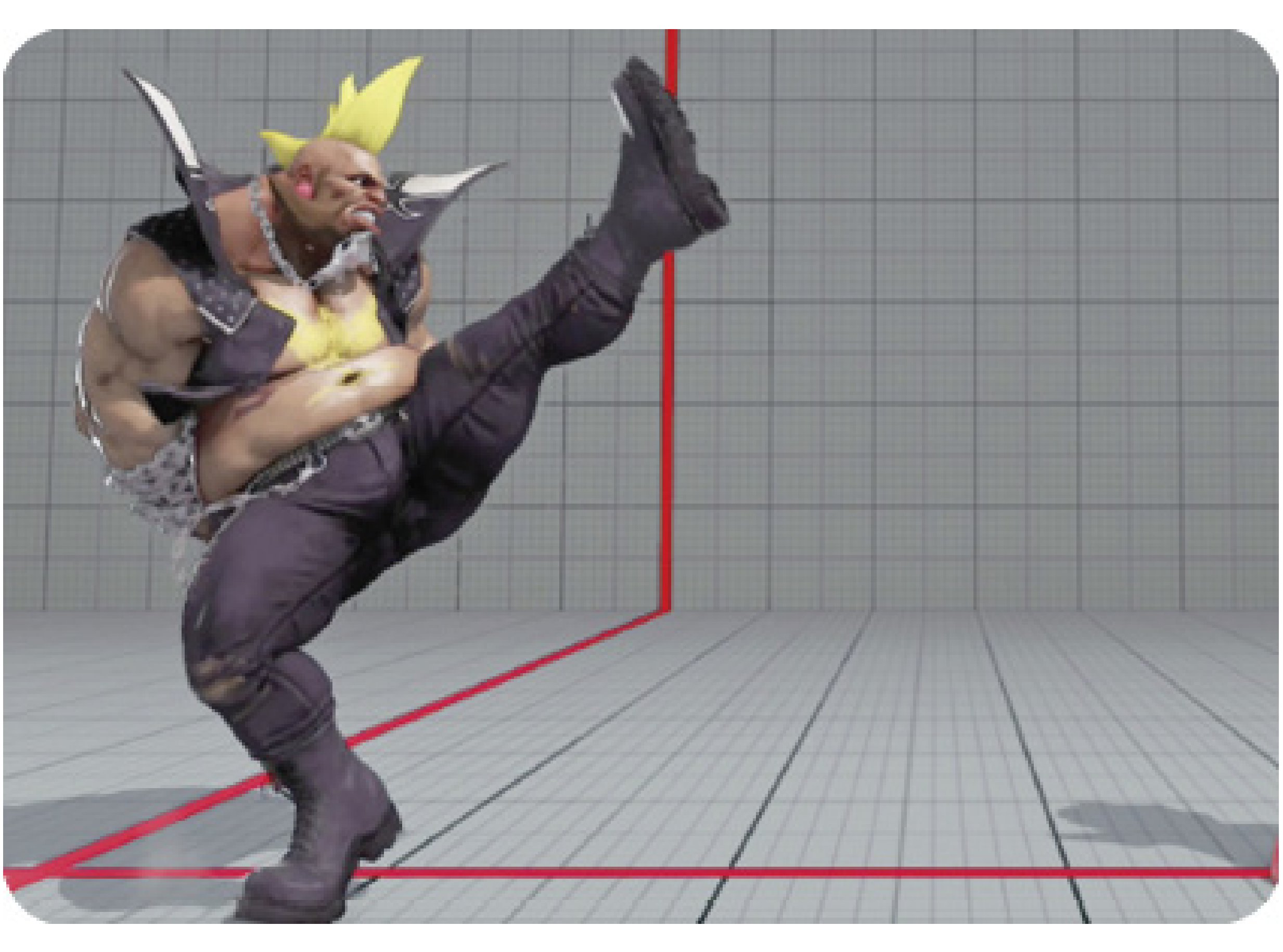
NOTES

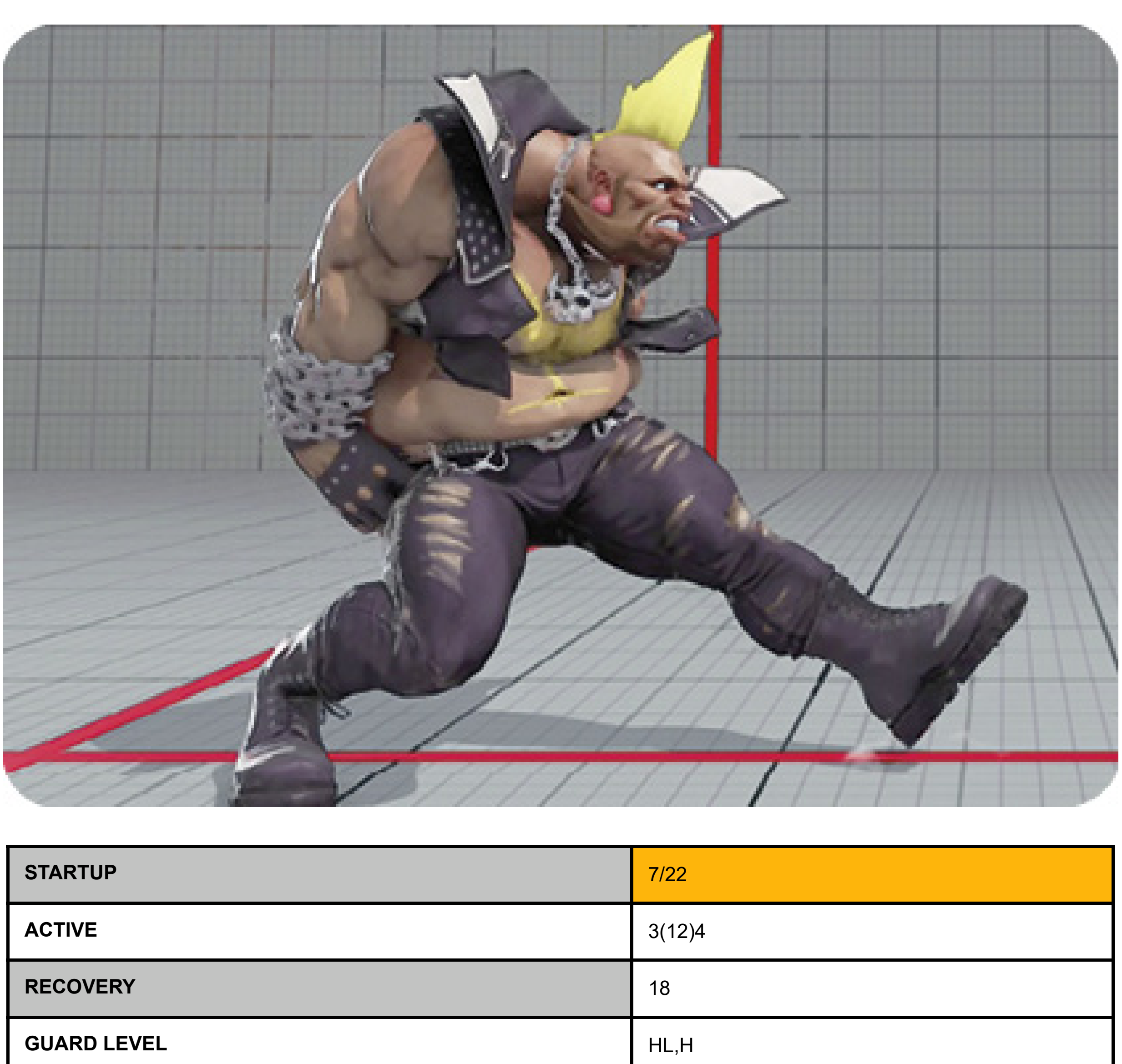
Forces standing; frames 3-15 armored, can absorb one incoming hit; counter-hit: Crush Counter (spinning knockdown) and +150 V-gauge

Bull Charge: Birdie bunches his body up, building force, then hurls himself forward half the length of the screen with a shoulder check. From frames 3-18, this move has one hit of armor, with a seven-frame gap between the end of armor and the first active striking frame. This move's purpose is to plow through single-hit mid-range fireballs on reaction. When you successfully counter a fireball with Bull Charge, you'll gain ground while inflicting great damage. Bull Horn does a better job of this, but Bull Charge doesn't require charge and has slightly more range.

Bull Charge on counter-hit causes a spinning Crush Counter knockdown that allows for juggle follow-ups. It's hard to recommend Bull Charge for counter-hit fishing in non-fireball footsies, though, since it leaves Birdie at -7 when guarded. (Note that you can make exceptions if your opponent is truly telegraphing their actions, but don't get carried away.) It can start up reversal punish counter-hit combos, like after Necalli, Karin, or Ken whiffs uppercut-style defensive moves.

BULL DROP ↪ + HK





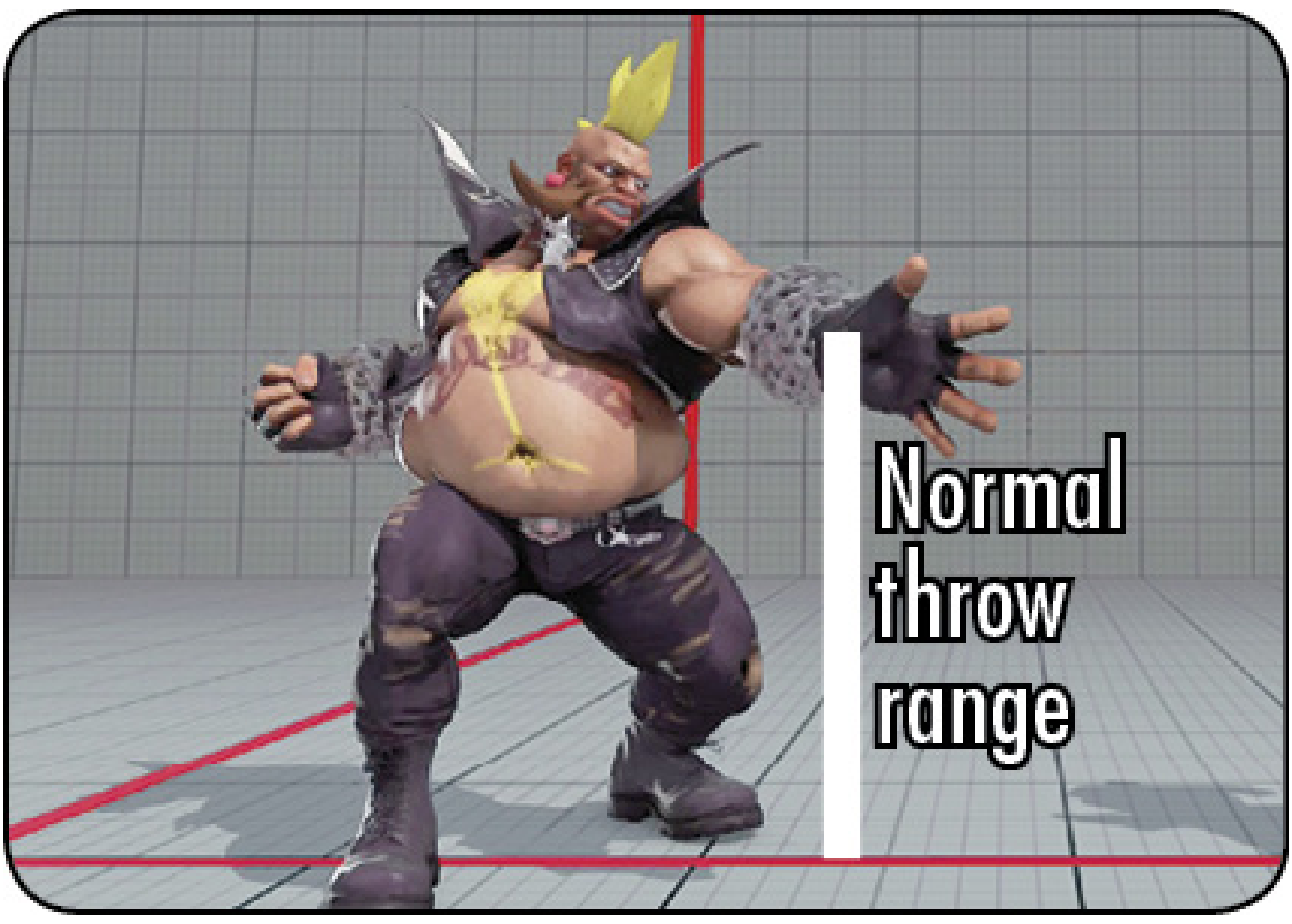
STARTUP	7/22
ACTIVE	3(12)4
RECOVERY	18
GUARD LEVEL	HL,H
ON HIT	2
ON GUARD	-4
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120(40+80)
VT DAMAGE	144(48+96)
STUN	150
METER GAIN	50/25

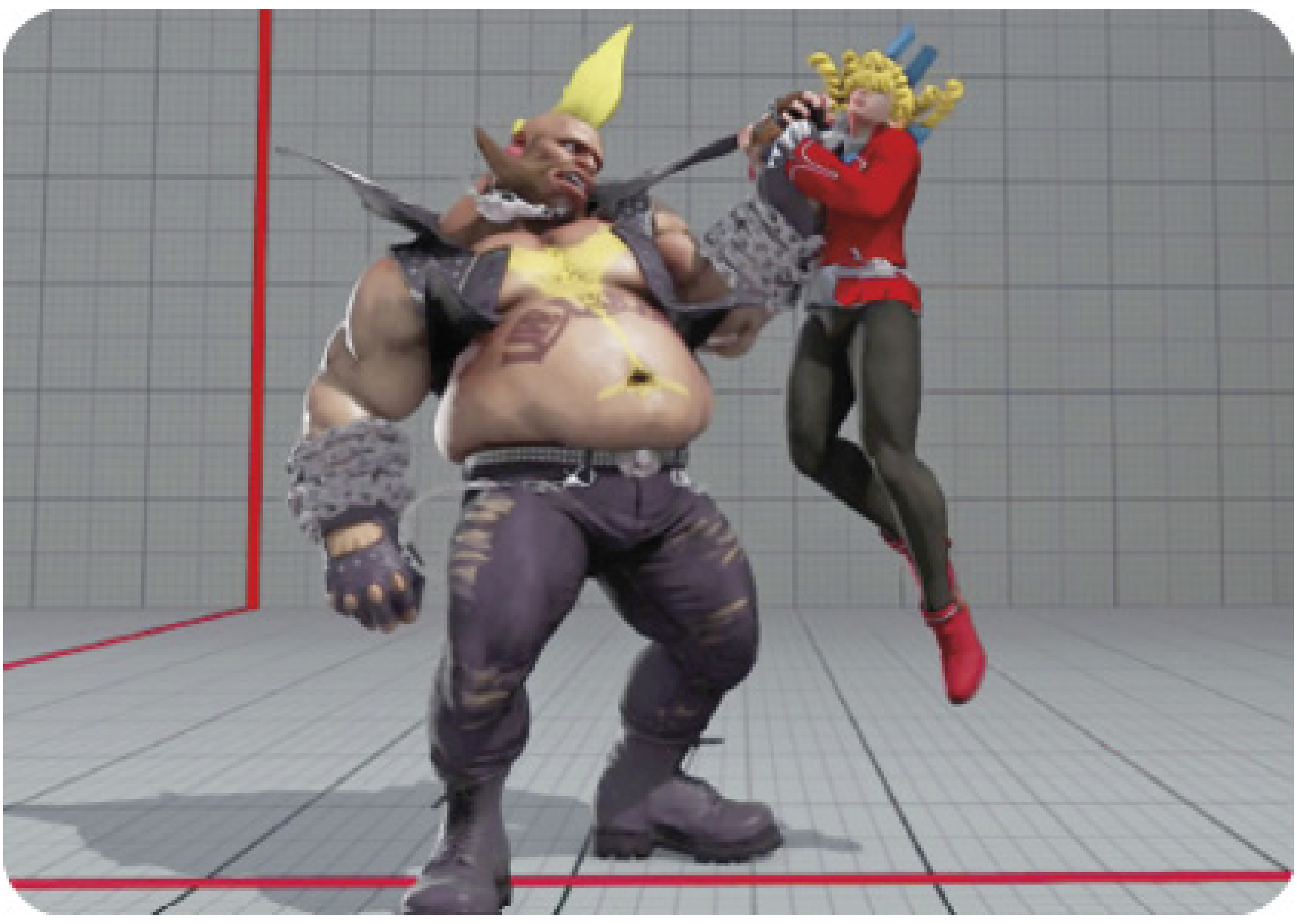
NOTES

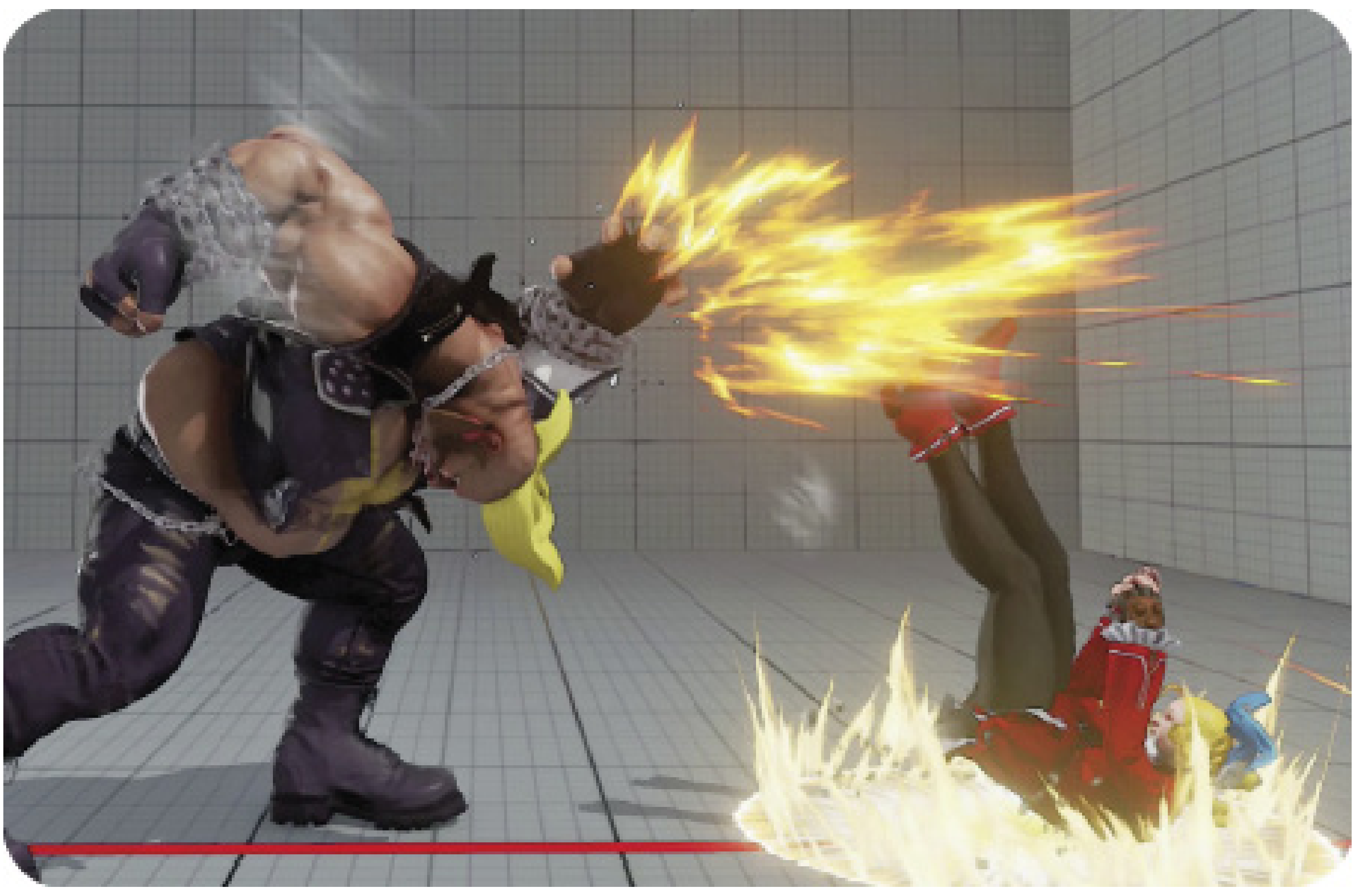
First hit whiffs vs. crouching characters; second hit is overhead

Bull Drop: Birdie's command overhead doubles as an excellent anti-air against jumps from long range. Birdie lifts his leg up, hitting well above his leg hurtbox with an anti-air kick (which standing foes must also block), then lowers his leg for a lazy overhead axe kick. Whether anti-air or anti-ground, this tends to be best used from the edge of its range. Jumps closer in on top of Birdie will call for crouching MP or Bull Horn, and the second overhead hit of Bull Drop up close will be negated if your adversary blocks the first hit while standing. However, it works fine up close against crouchers, over whom the first hit will whiff. If the overhead portion counter-hits the enemy, link combos are possible afterward.

BAD SKULL LP + LK

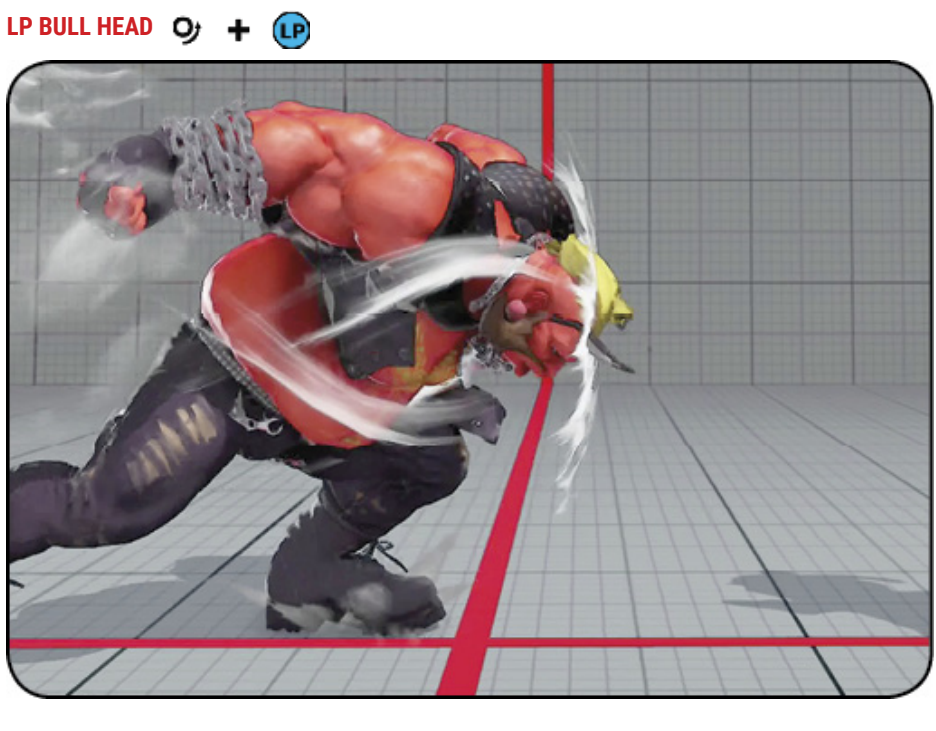






STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	150
VT DAMAGE	168
STUN	200
METER GAIN	100

LP BULL HEAD ↺ + LP



STARTUP	14
ACTIVE	3
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	-2
CANCEL	CA,V
DAMAGE	120
VT DAMAGE	See V-Trigger
STUN	200
METER GAIN	20/40/20

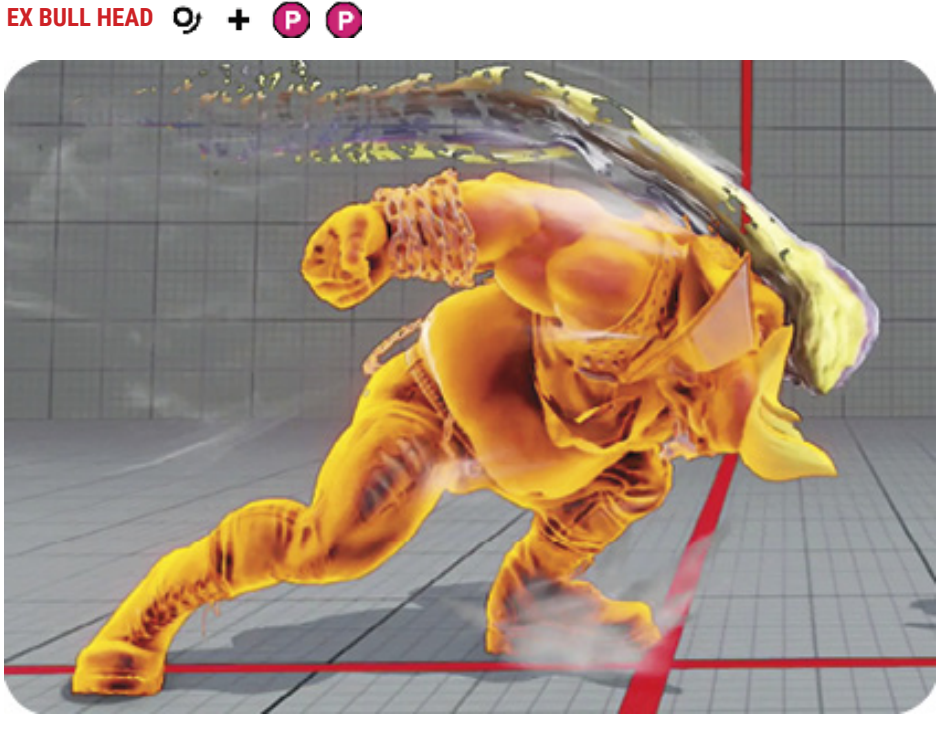
MP BULL HEAD ↺ + MP

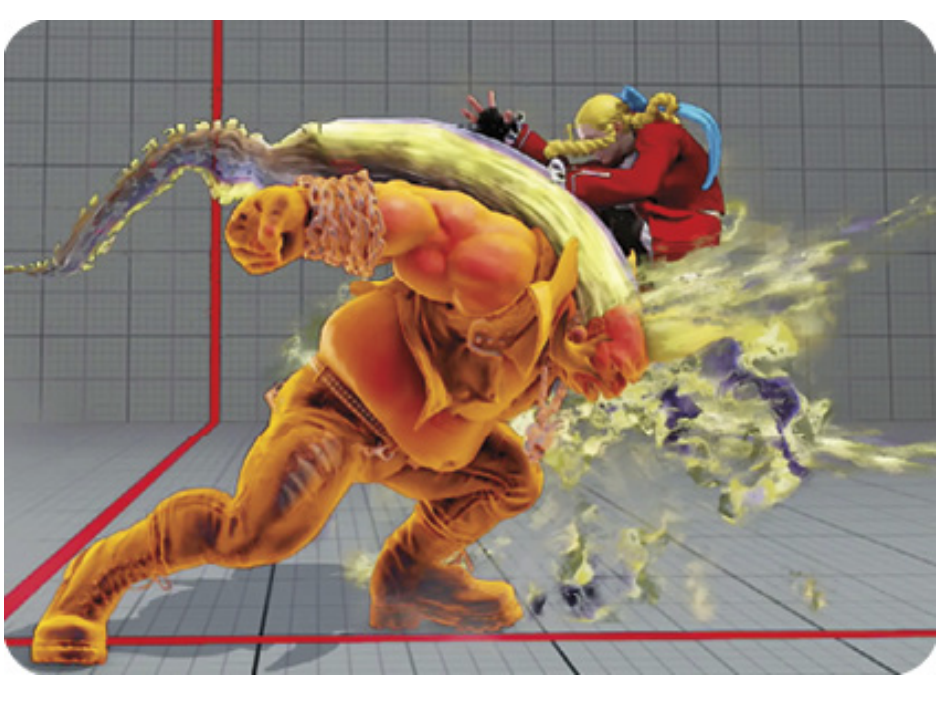
STARTUP	18
ACTIVE	3
RECOVERY	30
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	-1
CANCEL	CA,V
DAMAGE	130
VT DAMAGE	See V-Trigger
STUN	200
METER GAIN	20/40/20

HP BULL HEAD ↺ + HP

STARTUP	27
ACTIVE	3
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-5
VTX HIT	D
VTX GUARD	-2
CANCEL	CA,V
DAMAGE	140
VT DAMAGE	See V-Trigger
STUN	200
METER GAIN	20/40/20

EX BULL HEAD ↺ + P P



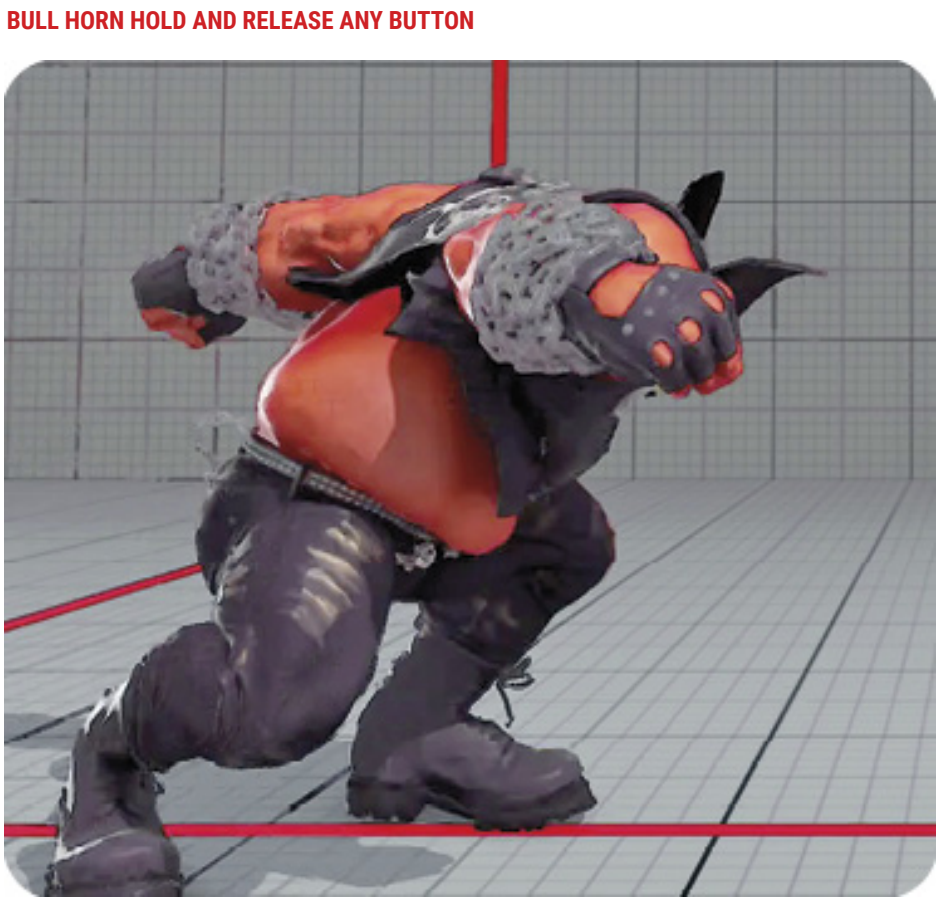


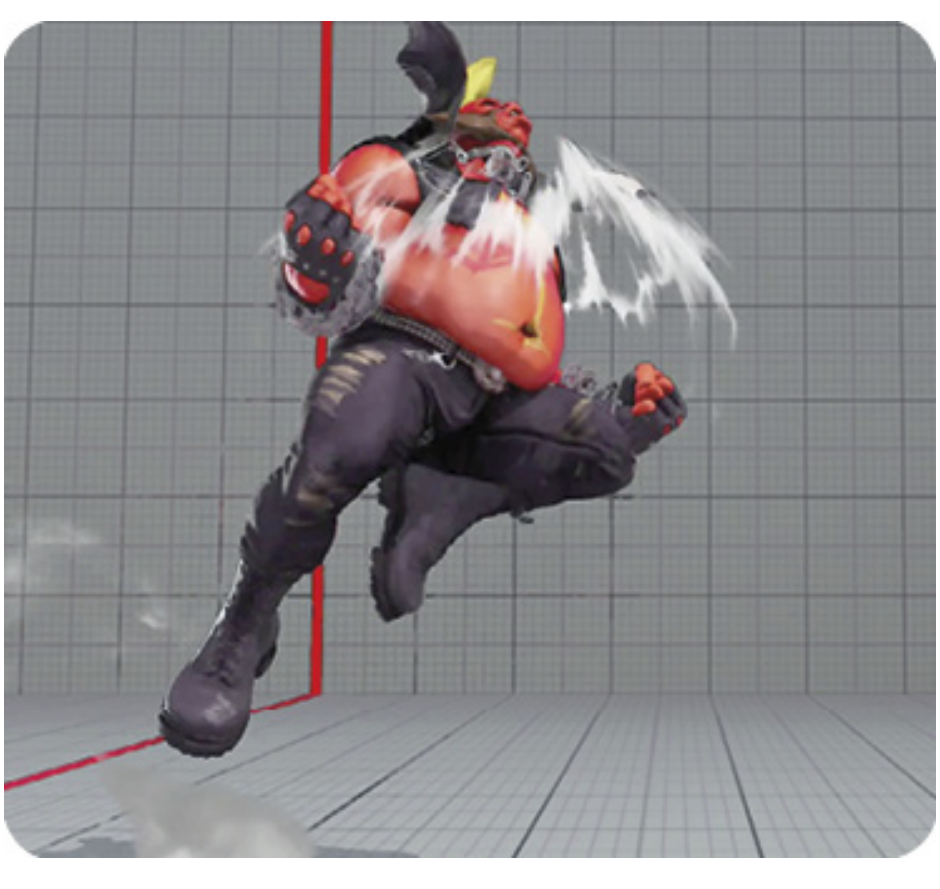
STARTUP	14
ACTIVE	4(26)4
RECOVERY	28
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	12(D)
VTX GUARD	9(-1)
CANCEL	V
DAMAGE	160(80+80)
VT DAMAGE	See V-Trigger
STUN	250
METER GAIN	-300

Bull Head: Birdie's special charging lateral headbutt, which knocks down on hit and has juggle potential. Every version of Bull Head is very punishable when blocked (the best case is -5 after the HP version), so Bull Head's primary function is in bread-and-butter combos. Cancel standing LP into LP Bull Head, an important continuation after starting off with standing LK or standing HK. Cancel standing MP into MP Bull Head, very important after confirmed jump-ins (like cross-up MP) and in whiff-punishing poke sequences. And LP/MP Bull Head can juggle after launching the enemy with Bull Horn canceled to V-Trigger. Any confirmed Bull Head canceled into Skip To My Chain leads to heavy, heavy damage, especially with V-Trigger going.

You can use the slower, harder-hitting, slightly safer on block HP version as a rare change-up from other blockstring tactics. If you've hit someone with blocked normals canceled into Bull Revengers once or twice, your foe might be antsy to poke back next time, which can get hammered by occasional oddball HP Bull Head timing.

BULL HORN HOLD AND RELEASE ANY BUTTON



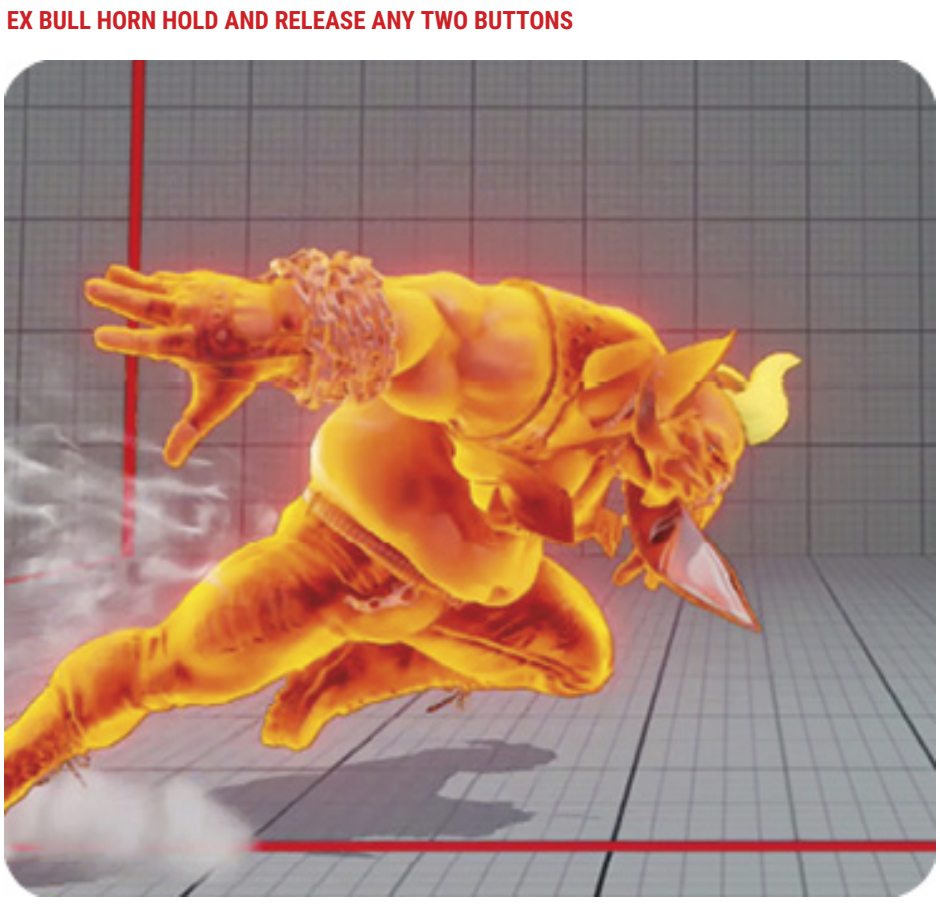


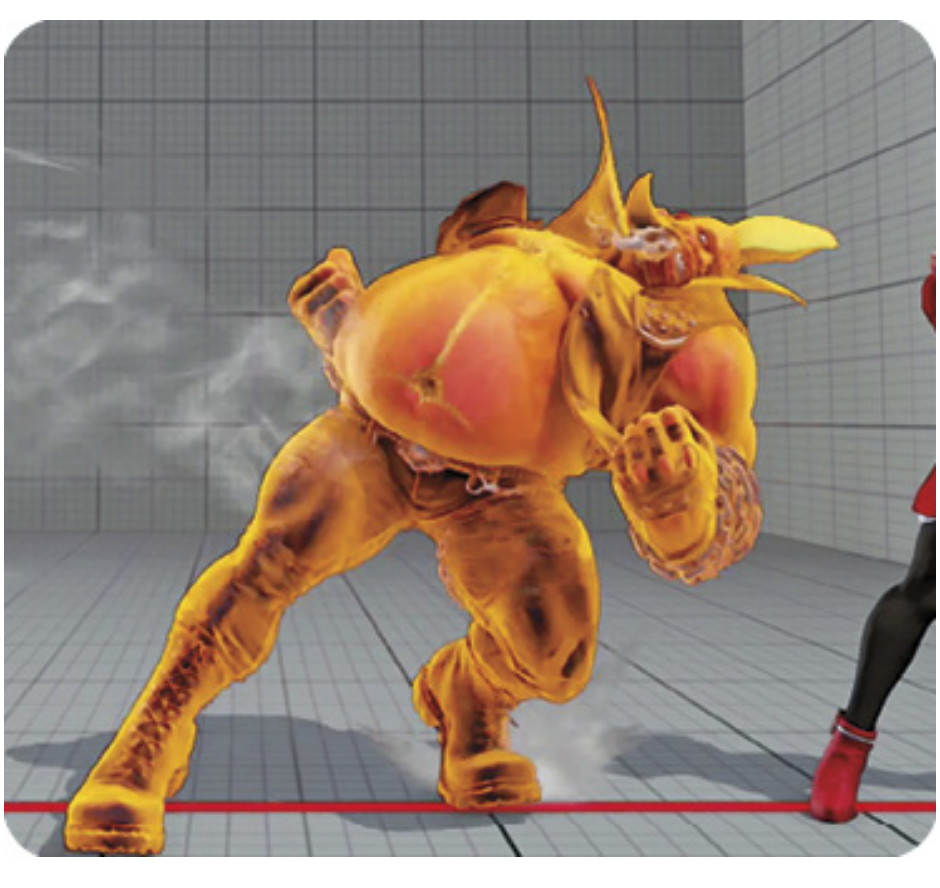
STARTUP	15
ACTIVE	6
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-18
VTX HIT	D
VTX GUARD	-6
CANCEL	CA,V
DAMAGE	130
VT DAMAGE	See V-Trigger
STUN	200
METER GAIN	20/60/30

NOTES

Requires 50 frames charge time; frames 17-34 airborne

EX BULL HORN HOLD AND RELEASE ANY TWO BUTTONS





STARTUP	15
ACTIVE	9(11)4
RECOVERY	32
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-19
VTX HIT	D
VTX GUARD	-9
CANCEL	V
DAMAGE	150(75+75)
VT DAMAGE	See V-Trigger
STUN	250
METER GAIN	-300

NOTES

Frames 1-20 armored, can absorb one incoming hit; requires 50 frames charge time

Bull Horn: Birdie's unique charge move from the *Alpha* series returns. To activate, hold any button down for 50 frames, then release it. This negative-edge input executes the move. Birdie rears back one character width (dragging his hurtbox/pushbox with him), then surges forward 30 percent of the screen's width with a knockdown headbutt. Bull Horn has only one non-EX version.

Since this move has a Shoryuken-like trajectory and terrific hitboxes that extend above Birdie's vulnerable areas, Bull Horn makes a great anti-air if you're holding a button down when the enemy jumps in. Just remember that it isn't actually invincible, so it won't work against meaty jump-ins, cross-ups, or jump-ins from the front that plummet straight down on top of Birdie. Bull Horn can also be used in combos, canceling simply by releasing a charged button just after hitting with another (like crouching HP X release charged button). When Bull Horn hits, you can V-Trigger cancel before Birdie leaves the ground. If Birdie is close enough, Enjoy Time activation's flame spout will combo off the Bull Horn launch, lofting the opponent up for a potentially devastating post-activation juggle. Especially when you're loaded with EX Gauge on top of V-Gauge, a successful reversal Bull Horn can turn into cartoonish 60 percent (or more) damage, the closest thing *SFV* has to "vanilla" *SFIV* Sagat landing random Tiger Uppercut FADC into Ultra.

Birdie is projectile-invulnerable after only two frames of startup, which opens up two valuable use cases for Bull Horn. From full screen distance, you can use it to hop straight through incoming projectiles, moving forward slightly while building a little EX Gauge. It's even more valuable in mid-range footsie battles against projectile zoners: if you have a button charged, you can simply release it on reaction to the opponent's fireball toss to easily pass through their fireball and knock them down.

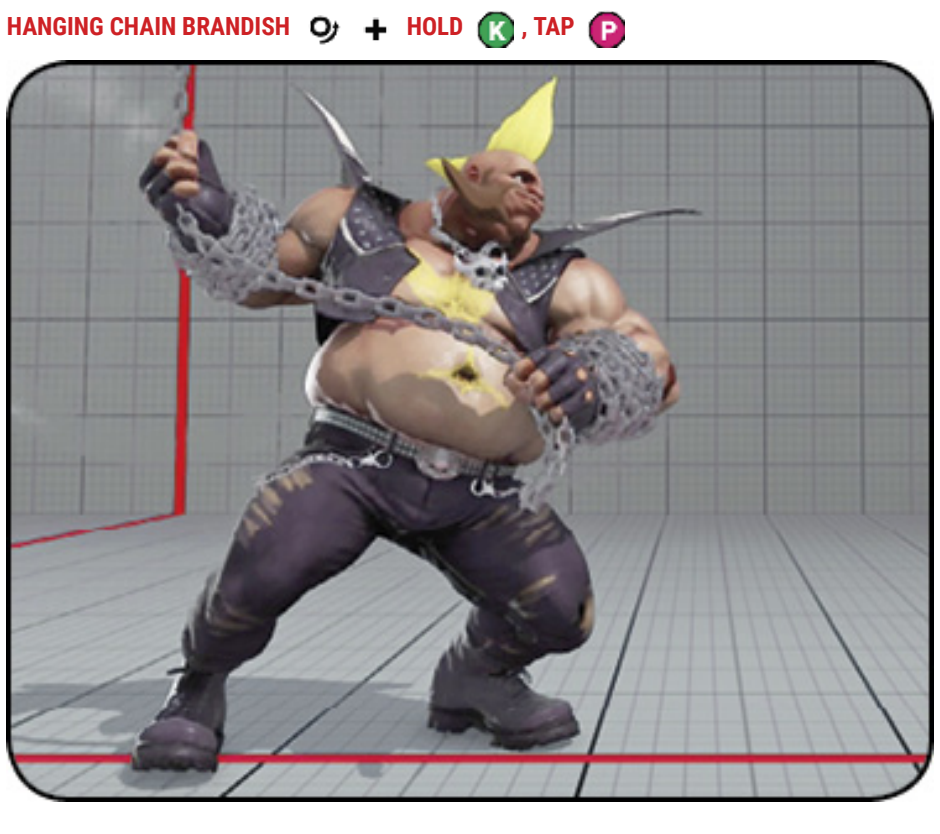
If you scout the enemy's intent to throw Birdie on the ground, this can also work as a reversal. The backward step at the beginning can bait a throw whiff, which the headbutt follow-through smashes. This is naturally risky, though: if the adversary doesn't actually throw and just blocks, you're going to get punished hard.

In all these respects, Bull Horn works a little bit like Balrog tactics in previous *SF* games. Bull Horn can hop through long-range and mid-range fireballs on reaction like Buffalo Headbutt, and it can dodge walk-up throws just like Balrog's *SFIV* Focus Attack (which also featured an animation that pulled back his throw-vulnerable pushbox).

EX Bull Horn is activated by charging and releasing two buttons. Instead of stepping back and then shooting forward and upward, Birdie ducks down, armored for 20 frames. Then, he charges forward with a lateral headbutt that reaches from 40 to 60 percent of the way across the screen. This is followed by a second upward-swiping headbutt at 70 percent screen distance. Since EX Bull Horn is armored on the first frame, it can be regarded as Birdie's truest reversal, plowing through frame traps up close and pokes/fireballs at mid range. (During V-Trigger, V EX Bull Head, V Bull Horn, and V EX Bull Horn are also good quasi-reversals.) However, since it's performed by releasing two normal buttons, you can't benefit from *SFV's* generous input buffer to reliably perform perfectly reversal-timed EX Bull Horns in certain situations, like waking up from a knockdown, landing from air recovery, or leaving blockstun. You'll have to actually properly time EX Bull Horn defensively (like ancient fighting game players used to have to do, back in olden times). You can also use an awkward "piano release" technique, charging all six buttons at once and then releasing them in groups of two back-to-back-to-back during the crucial moment. This gives you three shots at the best timing. An example of when you'll actually have time to prepare by charging all six buttons (and when you might actually need it) is after getting floored by a counter-hit sweep, which nullifies your quick-recovery ability.

You can also use EX Bull Horn in combos. Canceling EX Bull Horn's first hit with V-Trigger gives you a huge grounded link combo window, ideal for linking crouching HP X HK/EX Hanging Chain.

HANGING CHAIN BRANDISH ↺ + HOLD K, TAP P

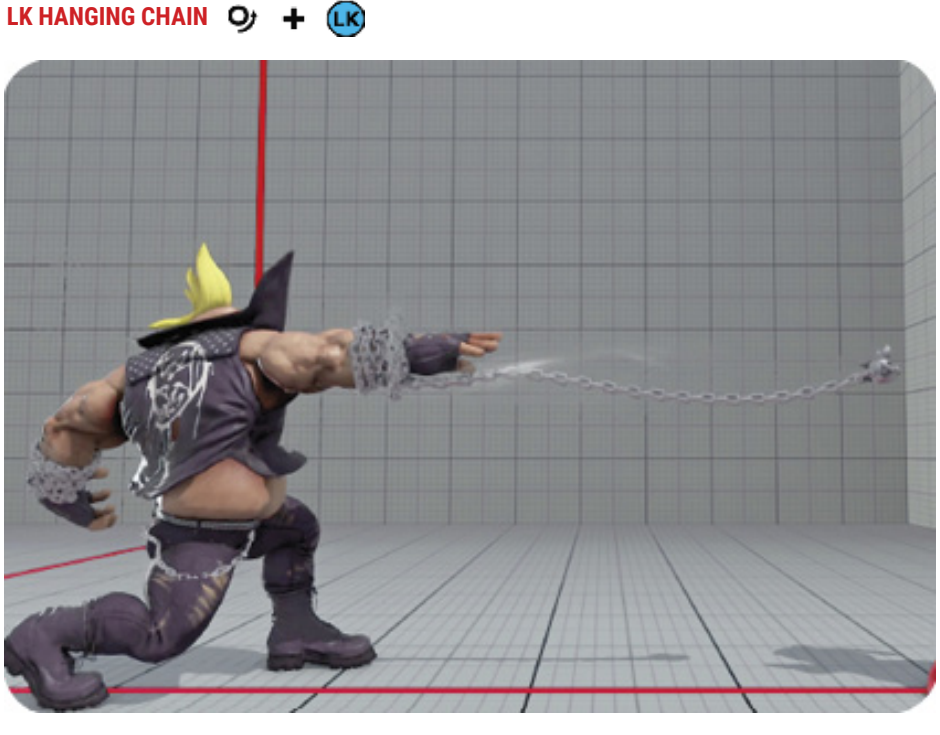


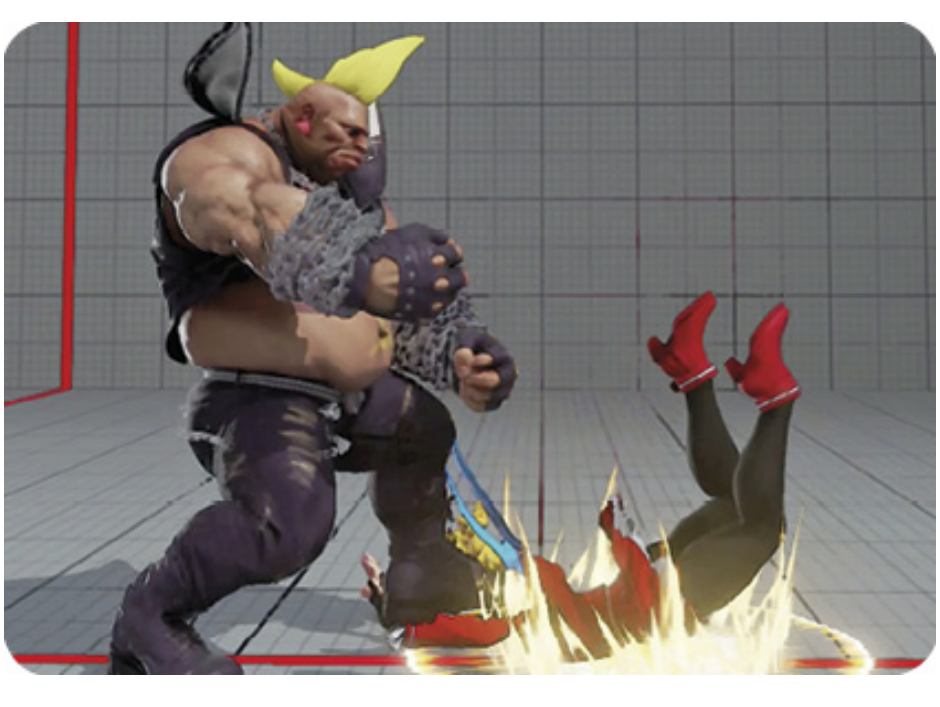
STARTUP	—
ACTIVE	—
RECOVERY	36 minimum
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
VT DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Hold K input to continue swinging chain; while holding K input, tap P after frame 19 to cancel Hanging Chain attack

LK HANGING CHAIN ↺ + LK



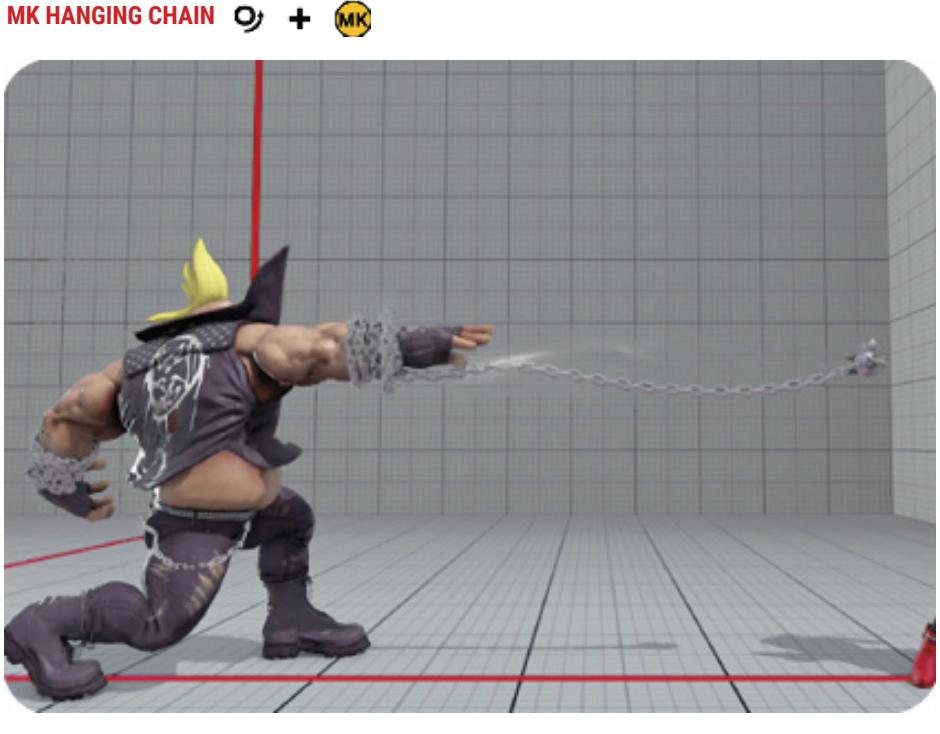


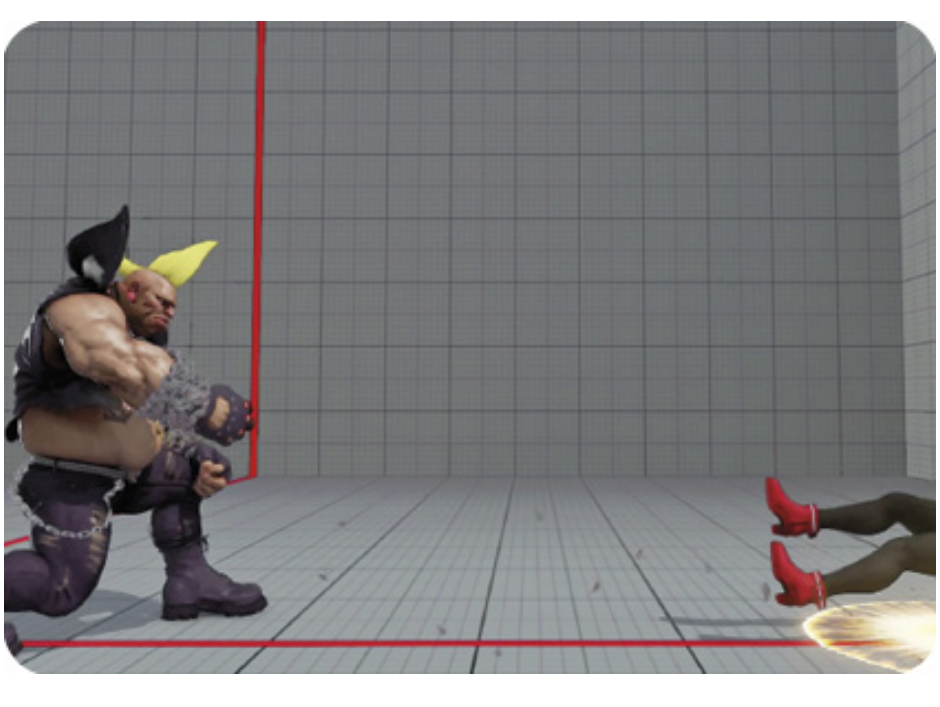
STARTUP	25
ACTIVE	16
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-23
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	140
VT DAMAGE	168
STUN	200
METER GAIN	20/50/25

NOTES

Cannot hit airborne opponents; technically a strike, doesn't clash with projectiles; no extra damage on counter-hit

MK HANGING CHAIN ↺ + MK



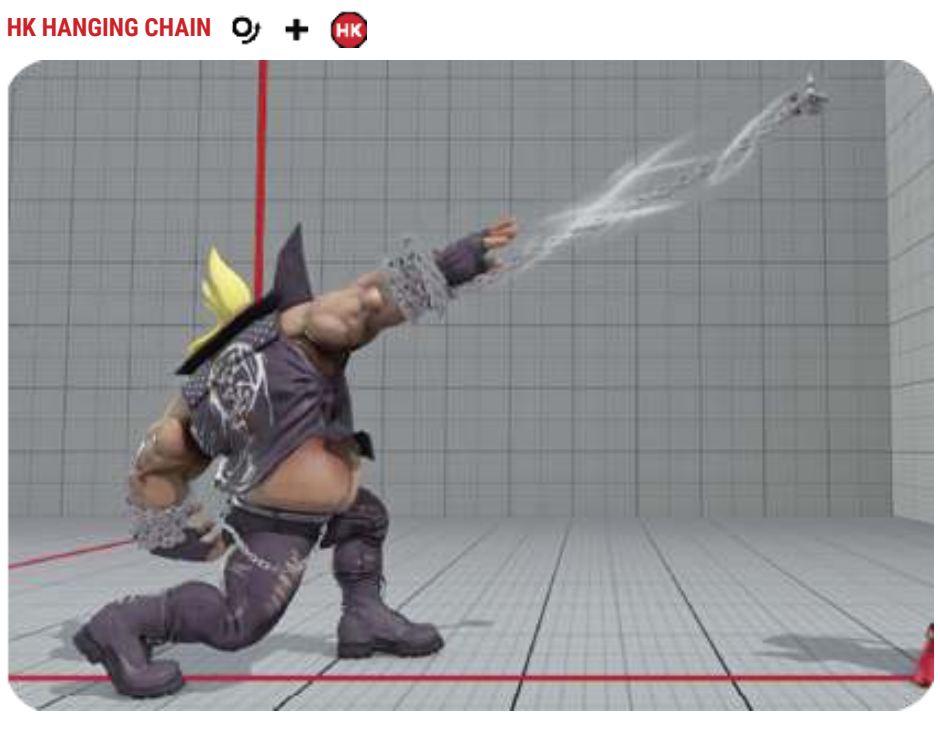


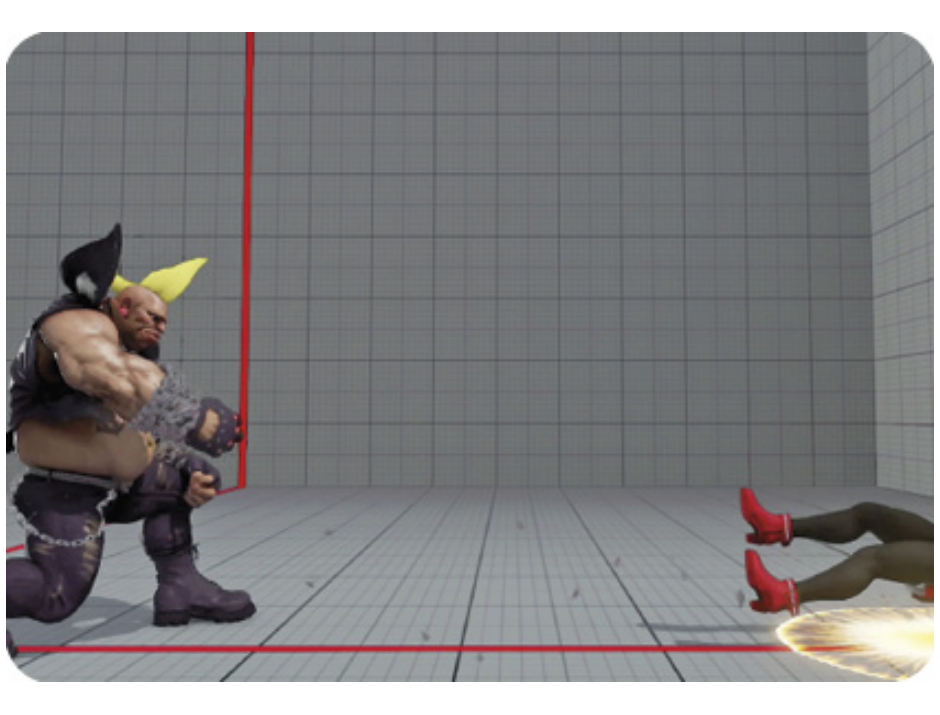
STARTUP	25
ACTIVE	16
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-23
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	150
VT DAMAGE	180
STUN	200
METER GAIN	20/50/25

NOTES

Cannot hit airborne opponents; technically a strike, doesn't clash with projectiles; no extra damage on counter-hit

HK HANGING CHAIN ↺ + HK



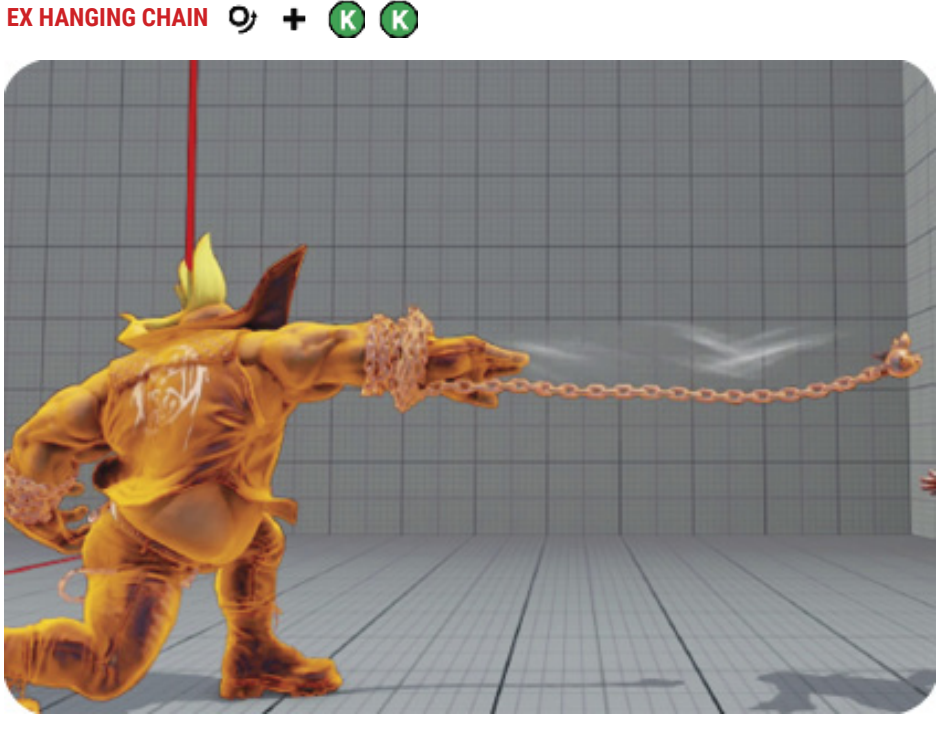


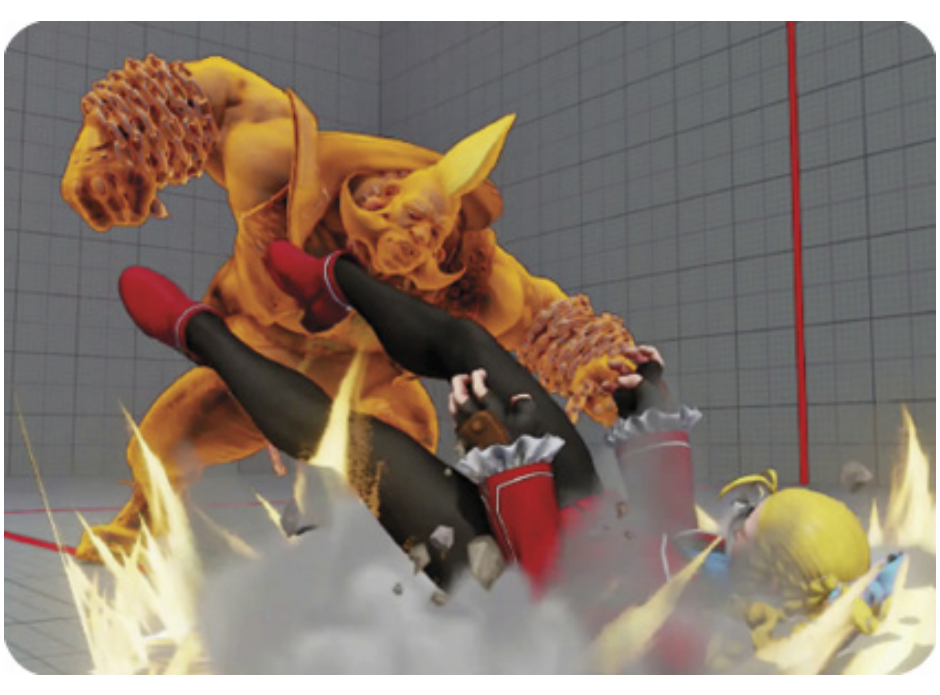
STARTUP	25
ACTIVE	10
RECOVERY	31
GUARD LEVEL	—
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	160
VT DAMAGE	192
STUN	200
METER GAIN	20/50/25

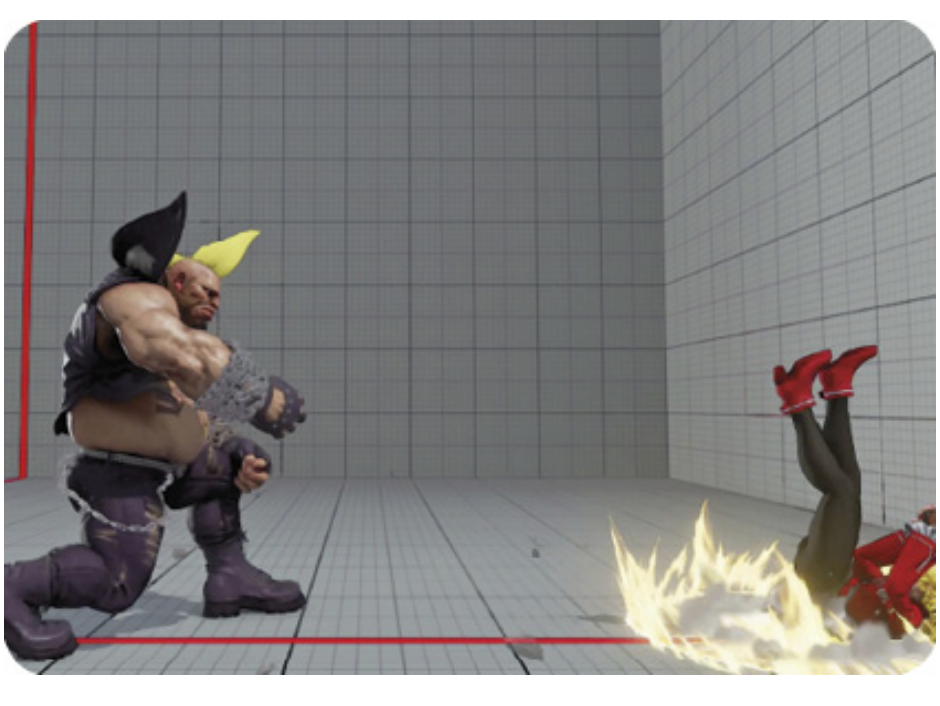
NOTES

Cannot hit grounded opponents; technically a strike, doesn't clash with projectiles; no extra damage on counter-hit

EX HANGING CHAIN ↺ + K K







STARTUP	15
ACTIVE	17
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-21
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	170(70+100)
VT DAMAGE	204(84+120)
STUN	220
METER GAIN	-300

NOTES

Cannot be Brandish-canceled; technically a strike; crushes incoming 1- and 2-hit projectiles; can hit grounded and airborne opponents; no extra damage on counter-hit

Hanging Chain: Input ↺ + K to make Birdie begin swinging a chain. He'll keep swinging the chain if you hold the K button. Tap P while holding K, and he'll stop swinging the chain. This is Hanging Chain Brandish, a fake-out maneuver designed to make your foe hesitate, expecting Hanging Chain. Get in the habit of releasing K just as you tap and release P for Hanging Chain Brandish, so you don't erroneously trigger Bull Horn if you release P first and you held K for longer than 50 frames.

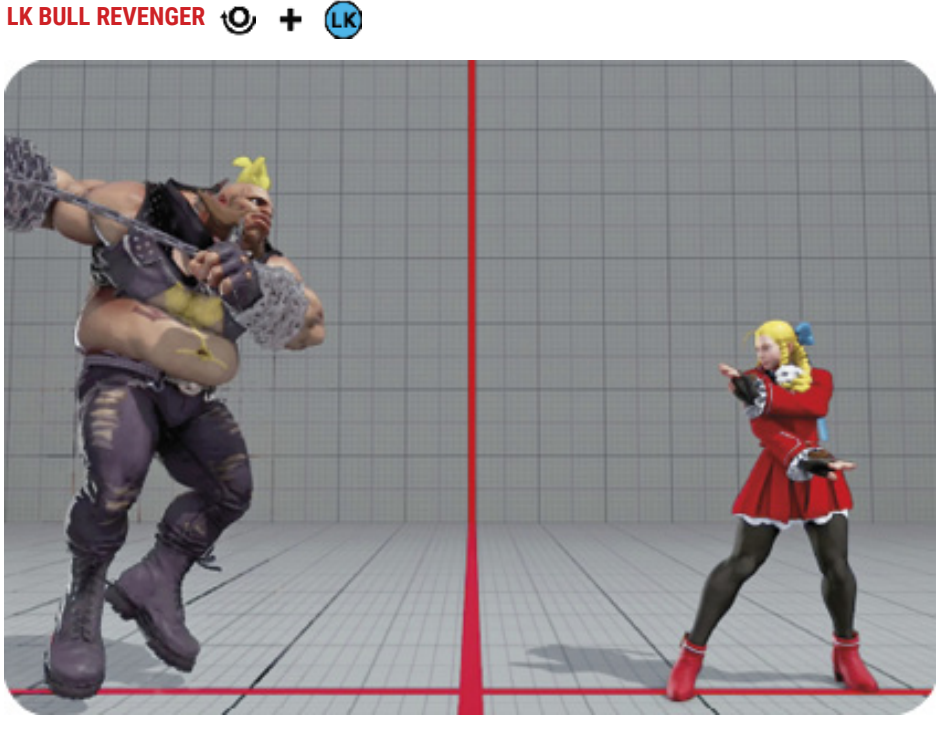
For an actual Hanging Chain attack, just let it rip by releasing K. The kick strength determines the type of Hanging Chain attack. Both LK and MK versions hurl Birdie's chain laterally, where they'll transition into a throw attack on contact with a grounded opponent. The HK version is an anti-air hit throw that will snare airborne foes. The ball at the end of Birdie's chain is the hitting part of this attack, and it actually qualifies as a striking area instead of a projectile. Therefore, it will pass straight through incoming projectiles unimpeded, and it will still connect just fine against the adversary's projectile-immune maneuvers. At mid range, you can take advantage of this by preemptively hurling LK or MK Hanging Chain directly at a fireball-thrower just as they begin their projectile toss, beating them to the punch. They'll eat the floor, and their fireball will pass right through Birdie if the hit-throw begins in time. Foes may try to anticipate lateral Hanging Chains (along with other sideways-striking Birdie moves, like Bull Charge and Bull Head) and jump forward. When you sense that a jump may be incoming, that's when you should start spinning up HK Hanging Chain instead. If your enemy indeed jumps in, let HK go to shoot them down; if not, tap P to cancel with Hanging Chain Brandish. If you think an opponent will try to jump away, just let HK Hanging Chain go. This is dangerous if whiffed too often, but it's suffocating to enemies when you make good guesses with it as they try to defensively reposition.

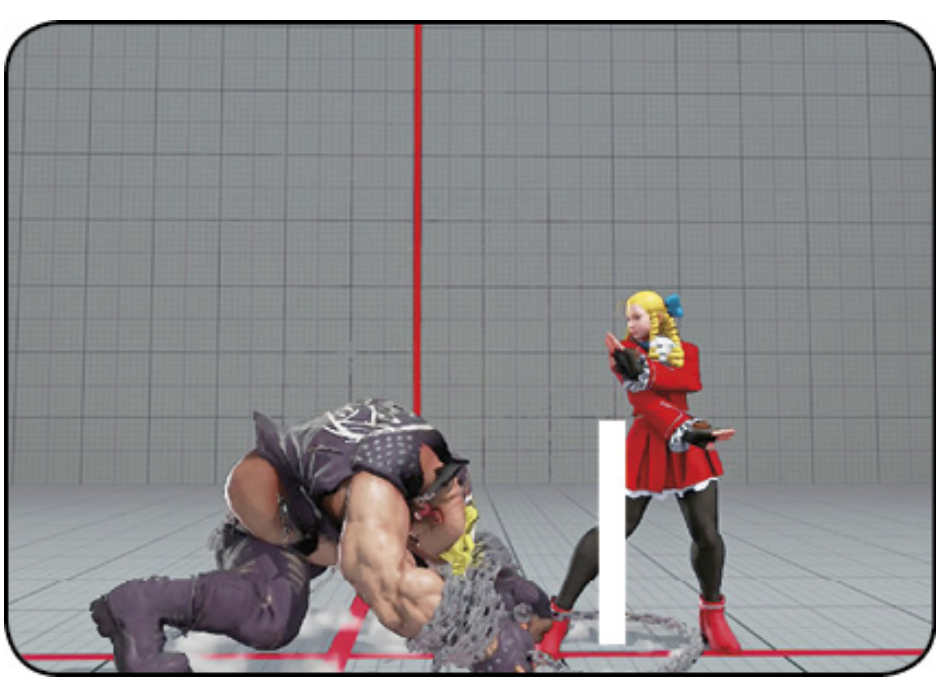
As HK Hanging Chain is to jumps, so LK/MK Hanging Chain are to grounded movement like dashes. When aiming at grounded foes with LK or MK Hanging Chain, the choice comes down to your desired post-hit position. MK Hanging Chain hurls the opponent all the way across the screen on hit, giving you full screen distance (and a chance to build V-Gauge with Break Time, get your own projectile rolling forward with Drink Time, or go for a surprise full screen command grab with HK Bull Revenger). LK Hanging Chain, on the other hand, ends up with the challenger knocked down at Birdie's feet up close, the perfect place for a follow-up attack on their wakeup. Birdie is left at +21 at point-blank range even if the enemy quick-rises. Perform Bull Drop immediately after LK Hanging Chain recovers to hit quick-risers with the overhead portion of the kick; they have to either block standing or use an invincible action on wakeup, or they'll get hit.

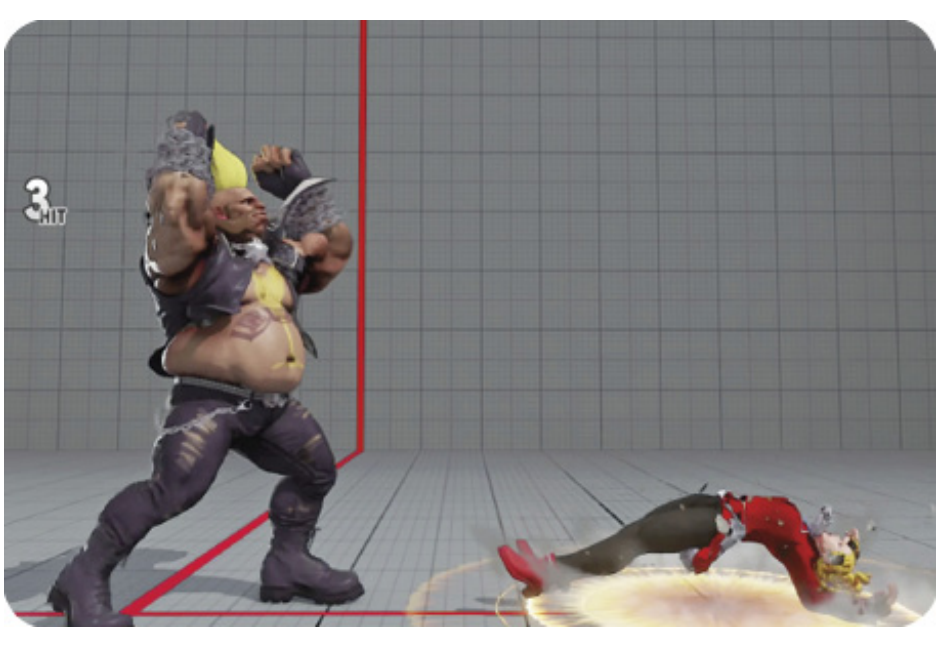
EX Hanging Chain travels laterally much faster than the LK or MK versions, will hit grounded or airborne targets (normal versions only hit one or the other), and destroys incoming projectiles up to two hits (rather than passing directly through them like the normal versions). Birdie's outstretched arm is also projectile-invincible, making it even more likely that EX Hanging Chain wins out over any incoming projectile threat. EX Hanging Chain is fast enough to use reactively against mid-range fireballs and predictively against mid-range pokes.

The HK and EX versions also have juggle potential, so you can cancel into them from crouching HP or juggle with them after counter-hit Bull Charge. When Birdie is in position for it, EX Hanging Chain is generally his best combo finisher, besides his Critical Art.

LK BULL REVENGER ↺ + LK





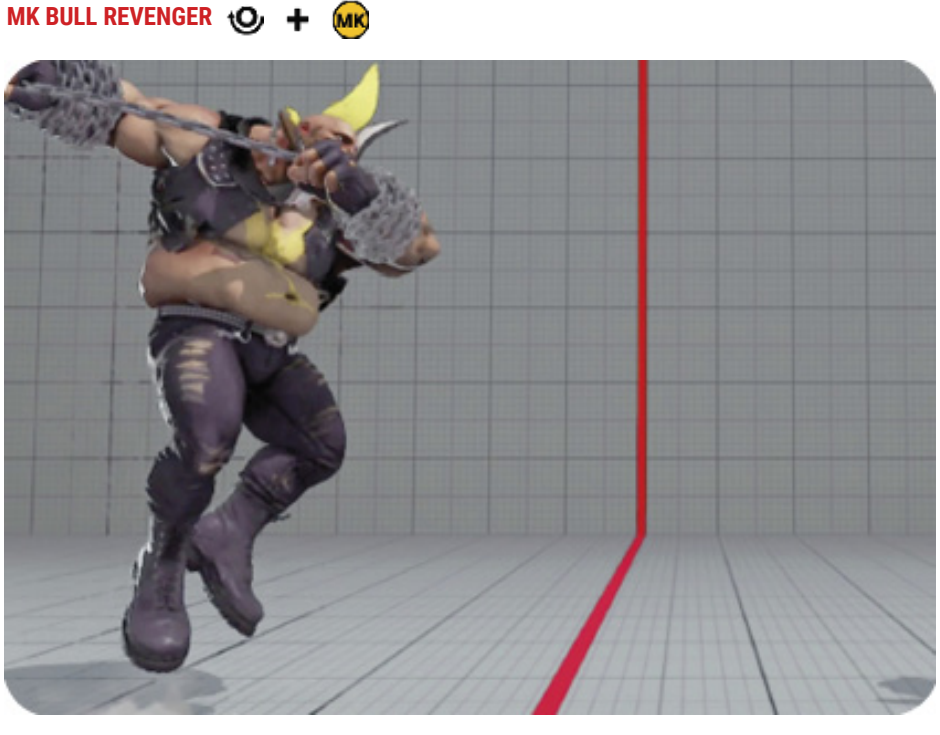


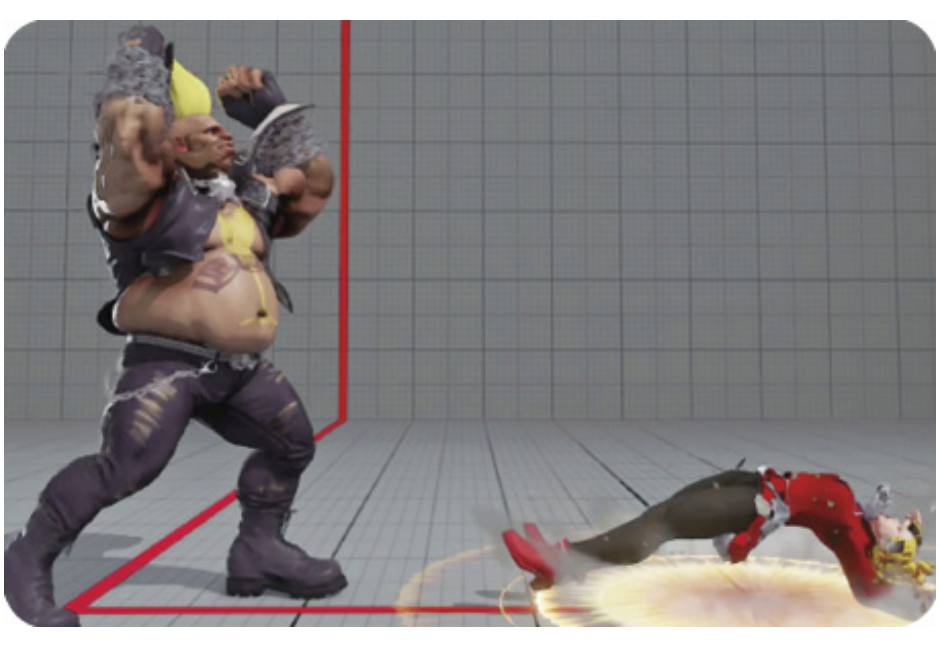
STARTUP	35
ACTIVE	2
RECOVERY	28
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	170(70+70+30)
VT DAMAGE	204(84+84+36)
STUN	230
METER GAIN	20/50/25

NOTES

Frames 7-30 airborne

MK BULL REVENGER ↺ + MK



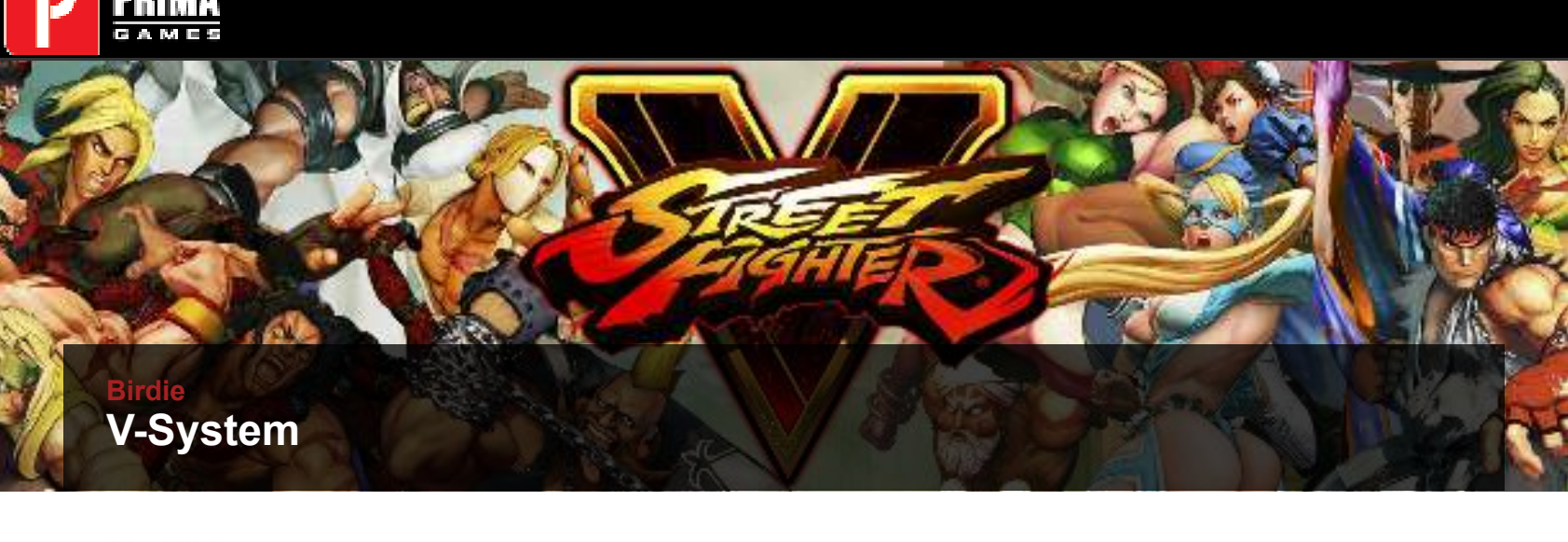


STARTUP	40
ACTIVE	2
RECOVERY	28
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	180(70+70+40)
VT DAMAGE	216(84+84+48)
STUN	230
METER GAIN	20/50/25

Birdie

Critical Art

SKIP TO MY CHAIN ↷ ↷ + P

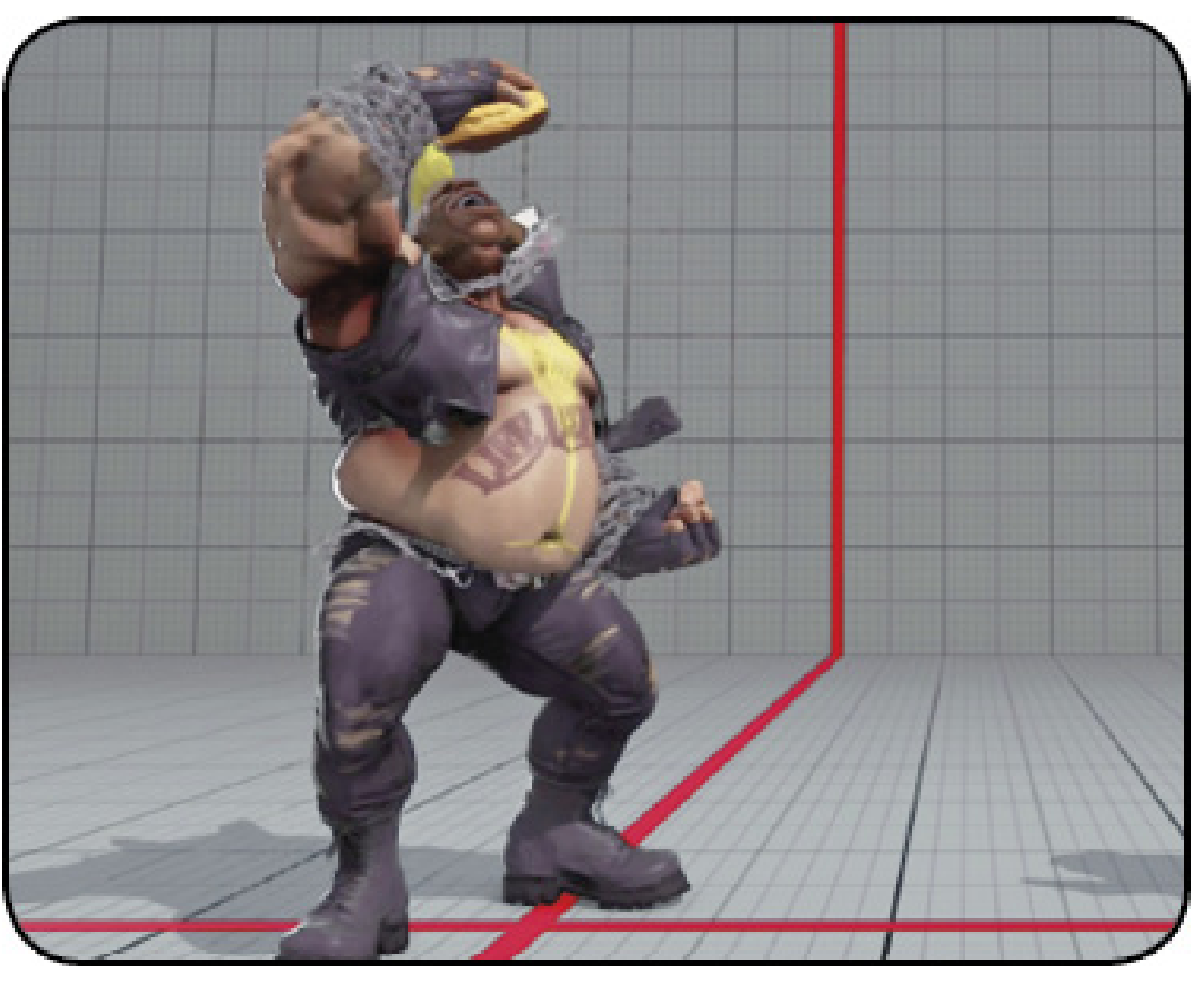


Birdie

V-System

V-SKILL

BREAK TIME MP + MK



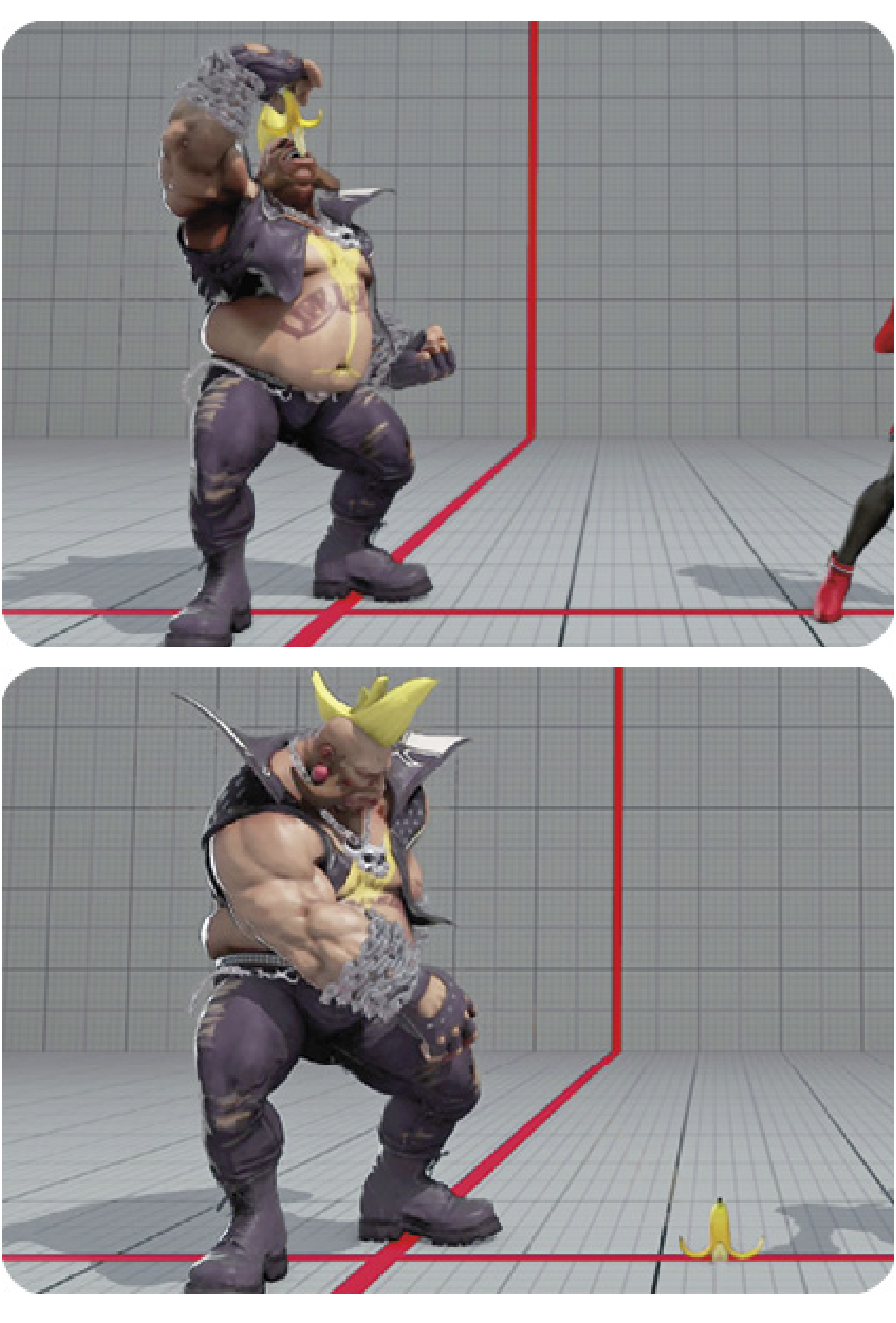
STARTUP	40
ACTIVE	—
RECOVERY	12
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
VT DAMAGE	—
STUN	—
METER GAIN	V-gauge 50

NOTES

V-gauge gained on frame 40

Break Time: Birdie takes 52 frames to scarf down a tasty, jelly-filled pastry. On Frame 40, he gains one-sixth of a stock of V-Gauge. Break Time is one of the ways that Birdie makes a compelling case to his opponent that they shouldn't just treat him like Zangief and run away. If foes try to counter Birdie's damage and girth by running or being extremely passive, fine—chow down as long as they'll let you. You can repeat Break Time much more quickly than Banana/Drink Time, so this is your best V-Skill for long-range meter building. Use Drink Time to set up engagements; use Banana Time at mid range to enhance defense.

BANANA TIME ← + MP + MK



STARTUP	50
ACTIVE	Notes
RECOVERY	9
GUARD LEVEL	HL
ON HIT	29
ON GUARD	2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	10
VT DAMAGE	12
STUN	0
METER GAIN	V-gauge 50

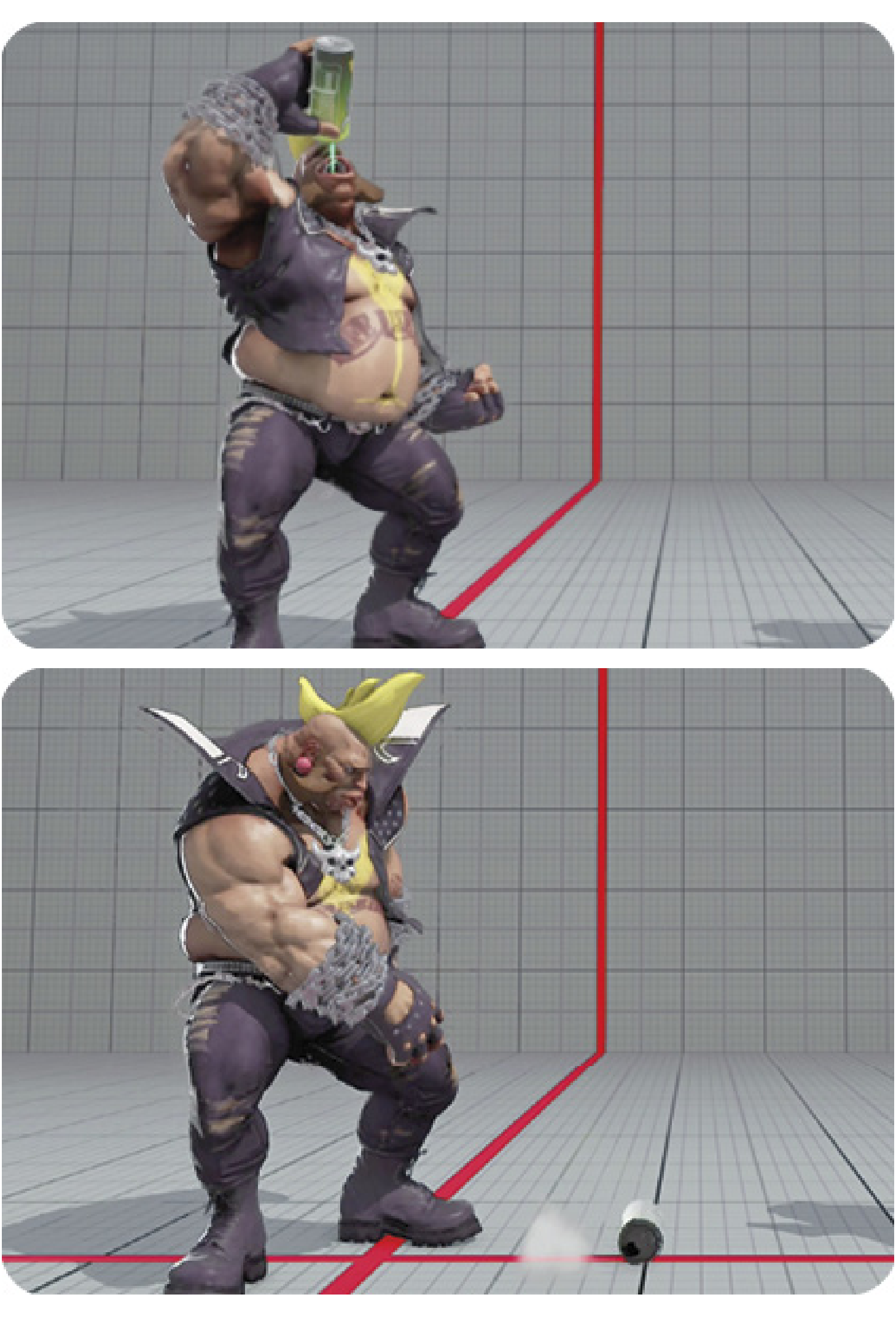
NOTES

V-gauge gained on frame 35; Banana exists for 200 frames

Banana Time: Birdie produces a banana, squashes the flesh into his mouth, then tosses the peel in front of himself, slightly farther than one character width away. Someone standing flush before Birdie won't trigger the peel, but anyone who's farther back will. If an opponent gets hit by the banana, they'll take a tiny bit of damage while briefly slipping in place. This slipping hitstun allows for links from the banana if Birdie's close enough. Birdie gains V-Gauge on Frame 35, then places the banana on Frame 50. The banana lasts until an enemy steps on it or until 3.3 seconds elapse, whichever comes first. You can't use another V-Skill until the banana disappears.

Like with Laura and Ken, Birdie's cancelable normal moves can lead into his V-Skill attacks. On the other hand, Birdie's V-Skill moves are all extremely slow, and none of them hits even remotely "instantly." An attentive enemy can just hit Birdie back for trying to cancel any normal into V-Skill. Still, canceling a poke like crouching HP or standing MP into Banana Time or Drink Time up close may work as an oddball defensive mix-up against opponents who seem to have poor defensive habits. Simply putting the banana down near some players can make them feel like they have to do something instead of simply blocking and waiting for the banana to go away. This ultimately causes them to slip on it, giving you a prime chance to tack on standing MP XX MP Bull Head.

DRINK TIME ↓ + MP + MK



STARTUP	50
ACTIVE	Notes
RECOVERY	11
GUARD LEVEL	HL
ON HIT	28
ON GUARD	10
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	10
VT DAMAGE	12
STUN	0
METER GAIN	V-gauge 50

NOTES

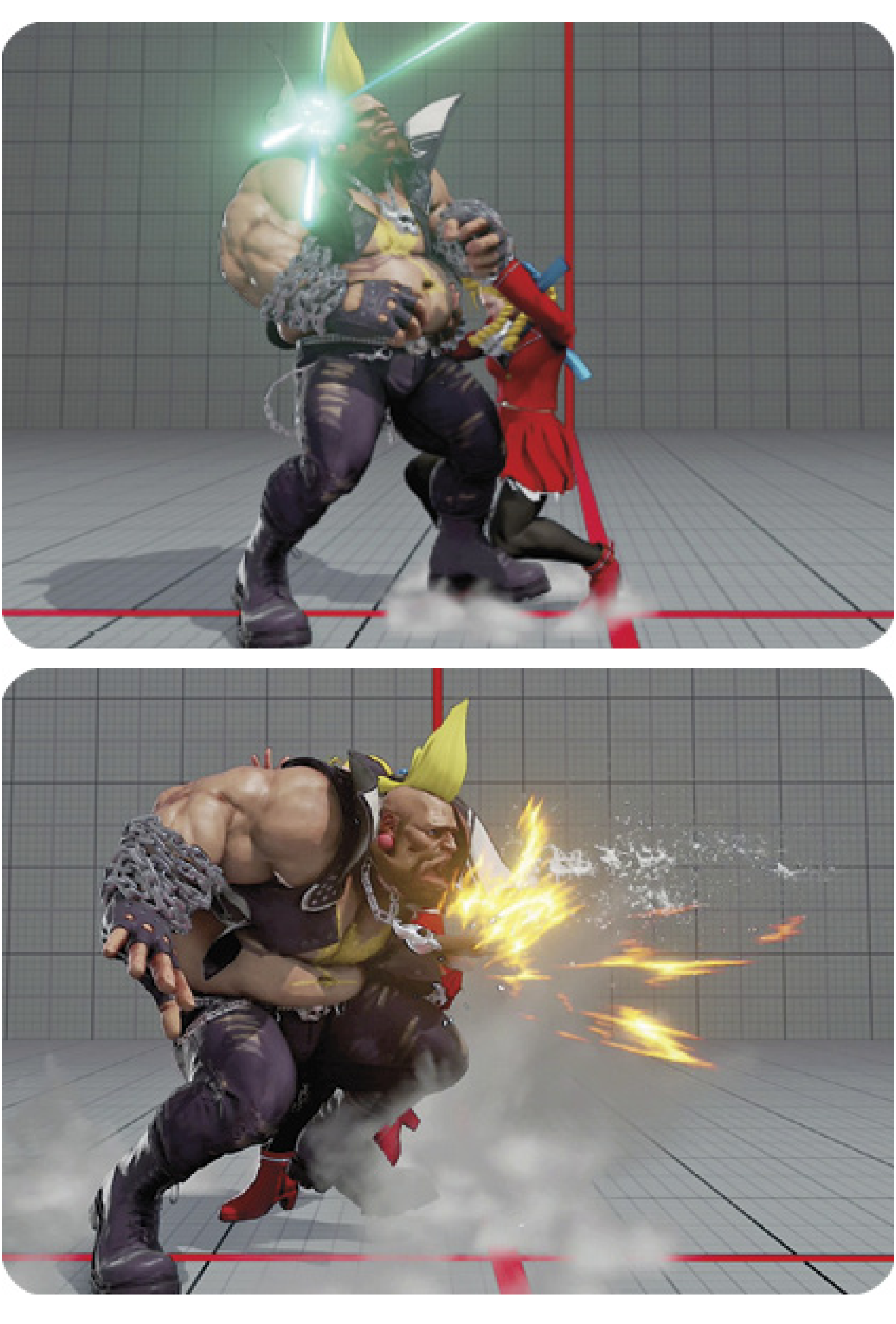
V-gauge gained on frame 40; empty soda can rolls across screen width in ~120 frames

Drink Time: Birdie sprays a soda into his mouth, then sends the can rolling slowly across the screen. Unique among *SFV* projectiles, Drink Time will roll at ground level directly underneath most opposing projectiles. Birdie gains V-Gauge on Frame 40 (like with Break Time), then rolls the empty drink can forward on Frame 50 (like with Banana Time). The drink can rolls slowly, allowing you to follow it with Birdie similar to how Nash follows slow Sonic Booms. If the drink can hits your enemy, it'll cause a slipping hitstate like the banana peel does, allowing for combos.

This pseudo-projectile can be very helpful in the neutral game. Like all projectiles, it places something moving toward the enemy that they'll have to deal with. It can give you a tiny bit of cover to try exploratory Bull Revengers or Bull Heads, and it may bait the challenger into jumping in over it. From an easily predicted anti-air chance, you may even pop them back on top of the rolling can. Like Birdie's Hanging Chain, Drink Time does not count as a projectile for clashing purposes. It will ignore and roll through other projectile hitboxes, such as F.A.N.G.'s Ryobenda.

V-REVERSAL

PEPPER POT → + P P P WHILE GUARDING



STARTUP	16
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
VT DAMAGE	—
STUN	0
METER GAIN	V-gauge -300

NOTES

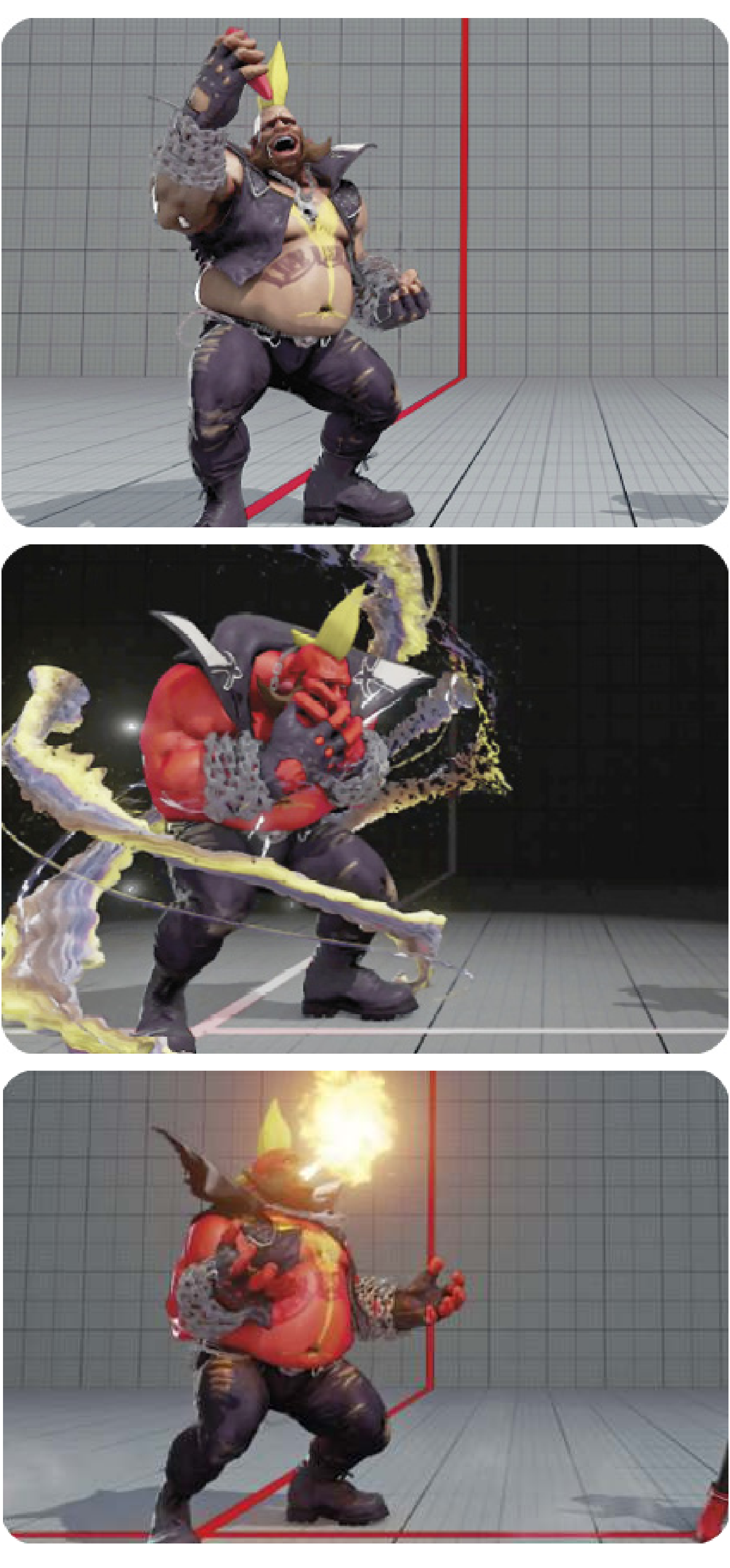
Frames 1-30 strike and projectile invincible; recovers 200 stun

Pepper Pot: Naturally, Birdie's V-Reversal is a headbutt. The hitbox is enormous, striking vertically along Birdie's body from head to toe, so it's unlikely to fail except when used against very sharply angled cross-ups. Since this V-Reversal causes a knockdown, it's one of the better ones for pulling momentum back to your side. Because Birdie lacks a real reversal and is usually forced to try to make EX Bull Horn work for that purpose, this can be a big help. However, Birdie's Enjoy Time is a three-stock V-Trigger. Using Pepper

Pot may mean that you don't get access to Enjoy Time until it's too late, unless you're also using lots of V-Skills and Crush Counters to recoup the V-Gauge expenditure. (Use two Crush Counters, six V-Skills, or one Crush Counter and three V-Skills to build a surplus V-Gauge stock. But even in this case, you should probably avoid using Pepper Pot so that you get Enjoy Time that much earlier.)

V-TRIGGER

ENJOY TIME HP + HK



STARTUP	1+11
ACTIVE	16
RECOVERY	7
GUARD LEVEL	—
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
VT DAMAGE	84
STUN	200
METER GAIN	V-gauge -900

NOTES

Duration 4000 frames; attack power increased by 120%; movement speed increased; remaining V-gauge timer decreases when using special moves and Skip to My Chain

Enjoy Time: Birdie's V-Trigger begins with him eating a big, hot pepper and breathing fire at jump height above his head. This flame belch has a hitbox that works in juggle combos or as an anti-air, but grounded foes won't have to worry about blocking it (even standing) because it's too high. Enjoy Time can be activated alone, or you can cancel into it from normals and some special moves. In particular, canceling Bull Horn (before leaving the ground) or EX Bull Head (after the first hit) into Enjoy Time leads to powerful combos that Birdie otherwise can't perform. Note that Enjoy Time's flame spout allows juggles after it if you cancel into it, but not if you use it as a standalone anti-air. Confirming and setting up juggles with Enjoy Time is a great, high-damage use for it, but keep an eye on spacing because the attack doesn't have much horizontal range. Hitting the enemy with Bull Horn XX Enjoy Time from some angles may lead to the flame spout whiffing. This isn't your V-Trigger "wasted" since you'll still get the power-up state after, but it's sad to drop what could've been a 50 percent (or more) juggle combo.

After the initial flame spout activation, Birdie enters his powered-up state for a stock duration of over a minute. Using specials or Skip To My Chain during Enjoy Time drains the duration faster, but it's one of the game's longest-lasting power-up states regardless. Damage is increased across the board to 120 percent on all attacks, and forward and backward walk speed are greatly increased, along with forward dash distance. Enjoy Time simply allows Birdie to play his patient mid-range zoning game with even more threat, with every stray standing MK, HK, and Hanging Chain hurting his challengers that much worse.

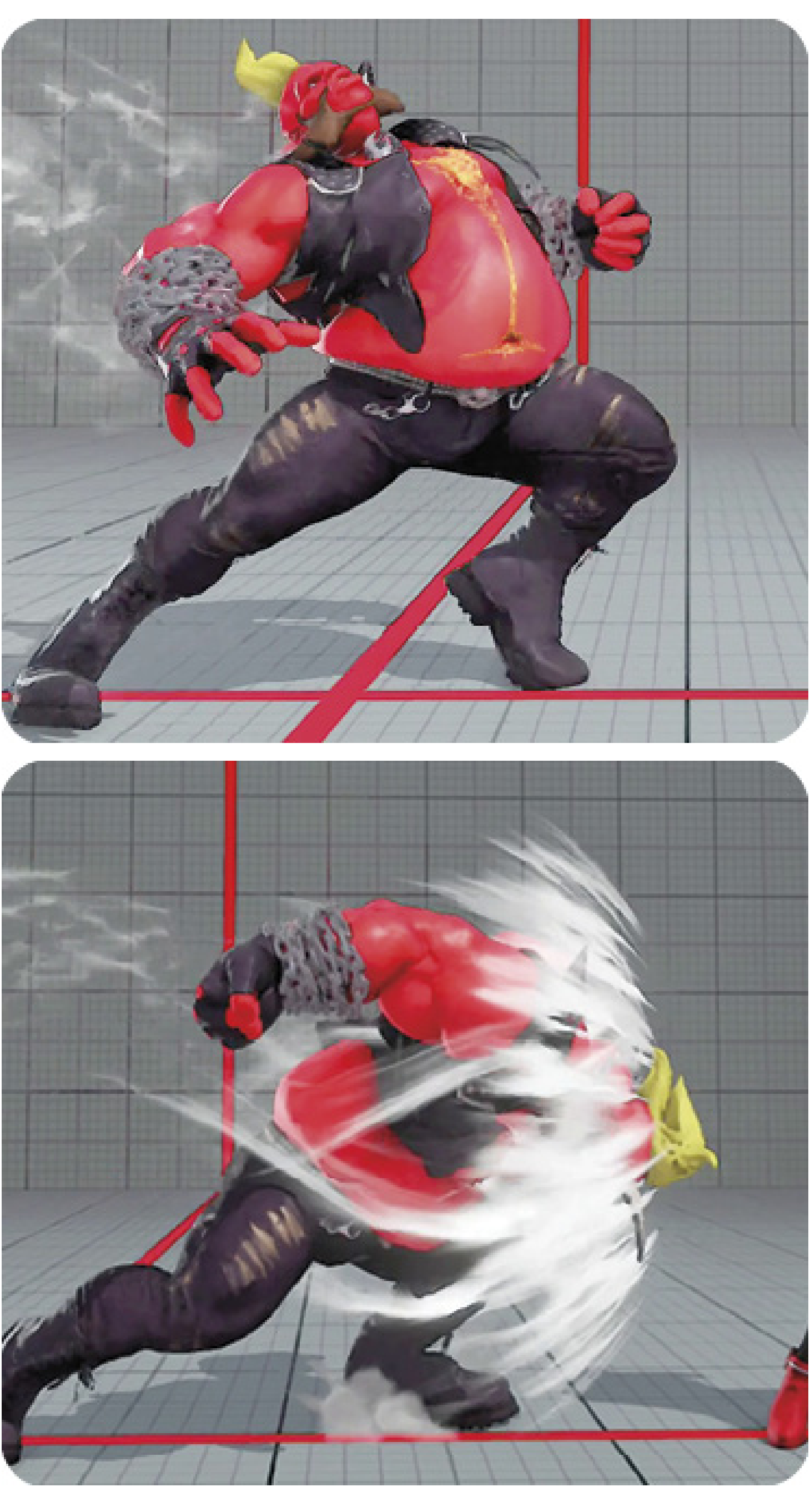
All of Birdie's specials get the damage increase, but a couple of his specials are enhanced in other ways during V-Trigger.

DEVELOPER NOTES

Birdie shines when the opponent becomes frustrated, since he has an answer for everything. A majority of Birdie's attacks take a little winding up, but they hit from far out, so it's ideal that you keep the opponent in front of him, but at a distance that's optimal.

—Peter Rosas, Associate Producer

V-TRIGGER LP BULL HEAD ← + LP



STARTUP	10
ACTIVE	2(1)4
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	—
VT DAMAGE	144(24+120)
STUN	200
METER GAIN	20/60/30

NOTES

Frames 3-7 armored, can absorb one incoming hit

V-TRIGGER MP BULL HEAD ← + MP

STARTUP	15
ACTIVE	2(2)2(2)4
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	—
VT DAMAGE	156(24+24+108)
STUN	200
METER GAIN	20/60/30

NOTES

Frames 3-11 armored, can absorb one incoming hit

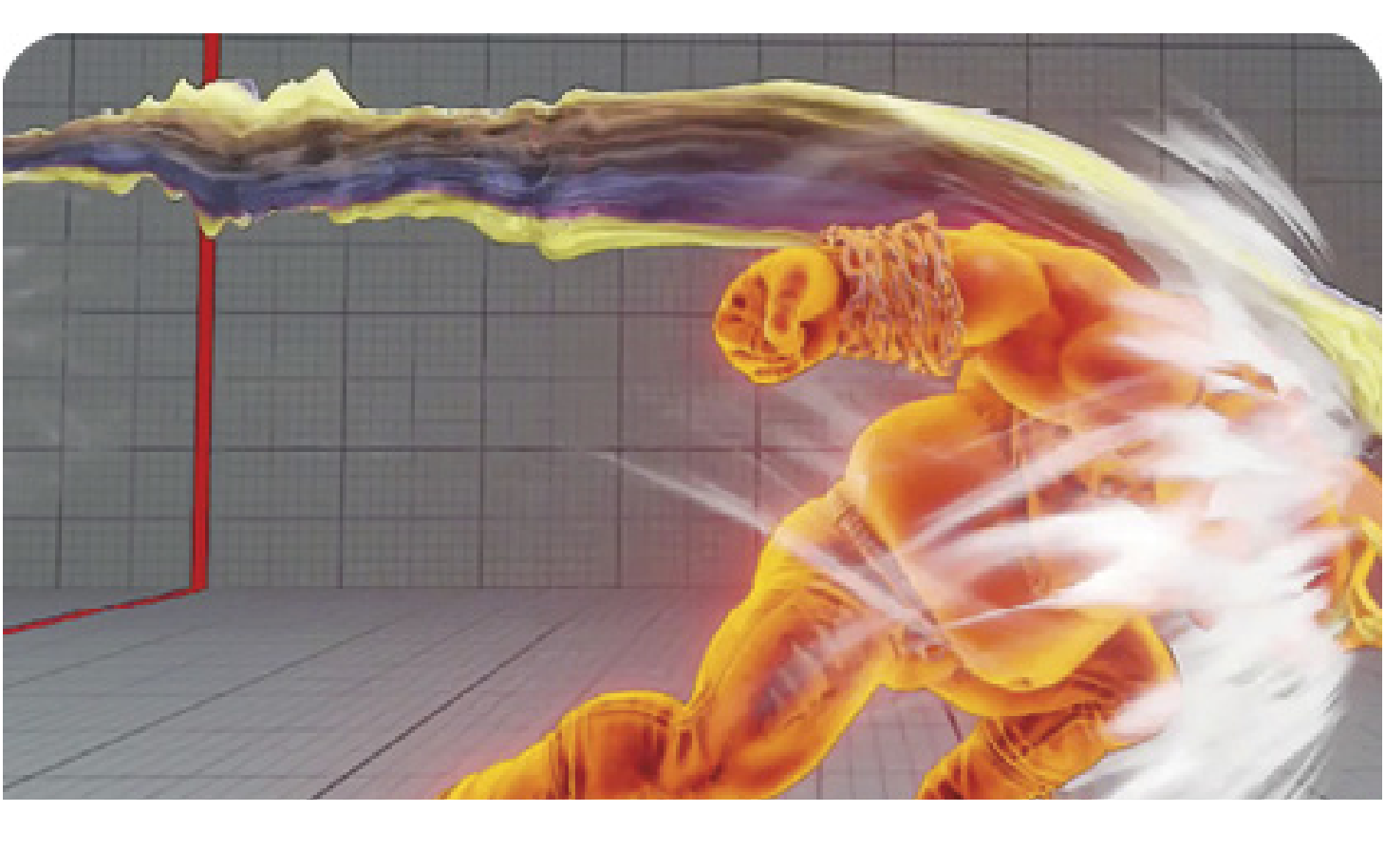
V-TRIGGER HP BULL HEAD ← + HP

STARTUP	22
ACTIVE	2(1)2(1)2(3)4
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	—
VT DAMAGE	168(24+24+24+96)
STUN	200
METER GAIN	20/60/30

NOTES

Frames 3-13 armored, can absorb one incoming hit

V-TRIGGER EX BULL HEAD ← + P P



STREET FIGHTER V

Birdie
Overview

PROS

- Birdie has great pokes and a varied arsenal overall.
- He has enormous range and damage.
- His cross-up jumping MP is great.
- His V-Trigger functions as both a *SFIV*-like "Focus Attack dash cancel" and a long-lasting and scary power-up state.
- He has a nearly full screen grab range.

CONS

- Birdie is the game's biggest target for opponents (though, like Zangief, at least he has stamina, stun, and damage output to match his bulk).
- He has short-traveling jumps, with mediocre jumping attacks.
- His movement is very sluggish, though Enjoy Time compensates while it's active.
- He has no low hit-check combos.

One of *Street Fighter*'s literal original gangsters returns a quarter-century later, having taken up recreational eating rather recently. This much more rotund Birdie just means there's more to love. Birdie is *SFV*'s long-range, zoning grappler. His long pokes, great anti-airs, variable V-Skills, and Hanging Chain hit-grabs allow him to harass the opposition from mid to long range, while his leaping Bull Revenger command grab means sudden direct offense is never off the table. And with the adversary held at bay and Birdie's burgers, bananas, and beverages littering the scene, you'll build toward Enjoy Time, one of the game's strongest and longest-lasting V-Triggers.

Your objective with Birdie is to hold back the enemy at mid range, building V-Gauge when possible. Achieve this by:

- Shooting the foe down with Birdie's huge arsenal of ground-to-air strikes when pressured from the air, most notably crouching MP , the first hit of Bull Drop, crouching HP , Bull Horn, and HK Hanging Chain
- Poking at your adversary on the ground at mid range with Birdie's long-reaching normals and specials, like standing MP , standing MK , and horizontal Hanging Chains
- Countering opposing zoning attempts with Birdie's wide anti-projectile selection, like Bull Slider, Bull Charge, Bull Horn, and EX Hanging Chain
- Using various gauge-building V-Skill moves where appropriate to aid zoning (Drink Time), defense (Banana Time), or appetite (Break Time)

STREET FIGHTER

Birdie

Strategy

LONG RANGE

Birdie has more options from far away than other brawlers. Against adversaries who treat you like Zangief, bide your time and build V-Gauge with Break Time. Someone running away just isn't that distressing to Birdie. Your foe's character choice and level of passivity will dictate your other V-Skill options here. Enemies like M. Bison who lack standard projectiles give you opportunities to roll out Drink Time, which Birdie can follow behind, ready to anti-air if an antsy opponent jumps over the can. Seeing Drink Time rolling in can also lull passive/defensive players into blocking, which you can defeat with a Bull Revenger timed to grab before the Drink Time can actually makes contact.

On the other hand, when you have plenty of room against an aggressive character like Karin, Cammy, or Laura, you can use Banana Time to set up a defensive banana peel as a temporary ground deterrent. This is like F.A.N.G. setting up his Ryobenda mines for ground control. If the opponent trips on the banana (or gets hit by Drink Time's can), they'll go into a slipping hitstun. If Birdie is close enough, this gives him a chance to link standing MP canceled into Bull Head/Bull Horn.

But hyper-aggressive opponents aren't likely to give you lots of space to set up banana peels in the neutral game (though you'll have other chances, like after Hanging Chains and other knockdown moves). They'll typically make long range irrelevant just by sticking to close range and mid range. Zoners like Ryu, Dhalsim, and F.A.N.G. may prevent you from deploying much long-range V-Skill stuff by the sheer volume of their barrages. If they don't feel like giving Birdie a chance to squeeze out his relatively slow V-Skill projectiles, they don't have to. Dhalsim can just punch Birdie before you can get anything out, and he may also scout out your V-Skill startup and teleport in for a combo right then. Ryu can just pound Hadokens your way constantly. And F.A.N.G. can pepper your half of the playing field with Nishikyu poison balls and his far-reaching → + HP poke. These kinds of characters and game plans will force you to wade forward carefully. Neutral jump up over incoming lateral fireballs, then walk forward after landing while the enemies are still on screen behind Birdie. You'll want to close in to where long range shades into mid range so that Birdie's Hanging Chains, long pokes, and armored EX Bull Horn become weapons against someone trying to keep him at bay.

HK Bull Revenger is tempting because of its huge command grab range, but it's a Hail Mary-style play that you should reserve for hard reads (like chasing a knocked-down foe's back quick-recovery) and a very rare change-up. Amusingly, it does give you a direct assault tool against another Birdie trying out full screen V-Skills in a mirror match. You can also use HK Bull Revenger to leap over conventional fireballs, snagging the thrower. However, this requires precision because the grab has no projectile invincibility, and you'll simply have to clear the tops of fireballs with the leap's apex. Unfortunately for Birdie, HK Bull Revenger is not exactly Karin's HP Ressenha for effortlessly passing through oncoming projectile threats.

When you do have an idle moment at long range, apart from using V-Skills, you can eat up a few beats by putting Hanging Chain Brandish out there. An actual chain release at the longest ranges won't actually grab anything unless your opponent picks that moment to rush forward, but you can just cancel the swing. This may coax the enemy into trying to take anti-Hanging Chain counter-measures, but it'll eventually put them off acting too decisively against chain swings if you create enough uncertainty about when you'll actually let Hanging Chain fly. If you expect the foe to dash forward in response to swings, use Hanging Chain Brandish with LK or MK; if you expect them to jump in, use HK. Press and hold the button for activation, then wait and see what the results are. While letting the chain briefly swing and eyeing your challenger's reaction, you might detect something punishable to react against instead of merely canceling Birdie's chain swinging.

MID RANGE

Mid range is Birdie's ideal distance. All of Birdie's ranged attacks come into play, including fireball-dodging attacks like Bull Charge, Bull Slider, and Bull Horn, and it's not close enough yet for Birdie's size to be a liability. Opponents have to respect Hanging Chains and pokes like standing MK and crouching HK, and even the threat of mid-range Bull Horn. Meanwhile, Bull Revenger remains as useful as ever to catch the enemy when they're not paying attention to the skies.

Standing and crouching MK are your baseline pokes, with great reach. You'll want to poke with these from the tips of their ranges, keeping Birdie as safe as possible when guarded. Standing MK is the faster poke (striking in eight frames instead of 10), but crouching MK is one of Birdie's only low-hitting threats. Crouching HK reaches even a tiny bit farther than his medium pokes, while scoring more damage and a potential knockdown (and a potential Crush Counter knockdown at that, unrecoverable on counter-hit). It leaves Birdie at a punishable disadvantage guarded, though, so save his sweep for checking the opponent's ground movement. Someone walking or dashing is also someone who isn't blocking low, after all.

While poking in mid range to close range, you'll want to get into the habit of holding down one or two buttons. Having Bull Horn or EX Bull Horn ready here is the purpose. Bull Horn is an excellent reactionary move to lots of common things. Just to name two, it's a great early anti-air, and it can be used on reaction to blast through mid-range fireball attempts. It's much easier to react to something by simply releasing a button than it is to perform any kind of command. You just have to get used to giving up a poke button. With a quick process of elimination, you end up with some obvious candidates: MP and MK are out since you need all those normals, whether standing, crouching, or jumping. You probably don't want to consider HK, either, because of sweep, Bull Drop, HK Hanging Chain, and HK Bull Revenger. This leaves HP and the light buttons. Here, preference comes into play. It's not so bad giving up light

buttons at mid range; you can't normal throw or tech-throw, but that's not relevant unless the enemy rushes in suddenly. At close range, you'll definitely want access to your jab and short buttons again. This leaves HP as the most obvious Bull Horn charge candidate in most situations. Birdie's fierces are beefy pokes, but they're also his most punishable normals besides sweep, and they don't accomplish anything he can't get out of another button.

Birdie doesn't have hit-confirms quite like many characters do, but that doesn't mean he can't get a lot of combos. From the range where standing MK barely hits, you can perform standing MP and it'll whiff. Buffer MP Bull Head quickly during the whiff, and it'll only actually occur if the opponent moves into your standing strong, like by dashing or extending their own poke. In these cases, the moves will cancel together automatically, and you'll score a psychic-looking knockdown combo. But there's no guesswork; it's just a spacing trick.

You can use Hanging Chains when you've scouted your opponent's movement and know what they're going to do, or to beat out mid-range fireballs a little preemptively. You can't counter fireballs with LK or MK Hanging Chain purely on reaction because they're not quite fast enough. But if you make an educated guess about when the foe will throw a projectile and time your Hanging Chain slightly earlier, you'll win. Hanging Chain's striking ball doesn't clash with fireballs, just passing directly through instead. This triggers the hit-throw when it hits an enemy's extended post-fireball throw arms, making Birdie invincible to the fireball about to hit him. At the cost of a stock of EX Gauge, you can use EX Hanging Chain to assert faster, more guaranteed lateral space control. This is fast enough to be used on reaction, will also pull down jumpers, and has a projectile hurtbox that will knock aside incoming fireballs.

Opponents frustrated with Birdie's ground pokes may just go for jump-ins, hoping to bypass the whole footsies chore and skip to hitting Birdie repeatedly. Birdie is practically made of anti-airs, so don't let them do this. Jumps from farther out (from mid-range into long-range starting points) can be shot down with the first hit of Bull Drop (or with Bull Horn for more damage, if you have a button charging). Whenever you're certain that a jump is incoming, you can spin up HK Hanging Chain and hold it, waiting to release HK when the foe jumps (or to tap another button and release HK after a moment to cancel Hanging Chain if no jump seems forthcoming). Against jump-ins that start closer to Birdie, so the attack angle is sharper down atop his head, you'll want to rely on crouching MP for anti-air. Anti-airing with crouching MP has the advantage of causing adversaries to air recover onto their feet before Birdie, giving you a chance to either continue mid-range poking at an advantage or engage into close range.

As a shakier but still noteworthy counter to the opponent's offensive openings from the air, you can set down Banana Time whenever you feel like they're going to jump in. The reason this can work is because of tripguard. If they jump in and attack as you're setting the peel, they may hit Birdie, but then they'll land, unable to block for two frames because they attacked in midair. They slip on the peel and enter hitstun, and their offensive play becomes your punish opportunity.

CLOSE RANGE

You may end up at close range with Birdie after cross-up MP, after LK Hanging Chain, or after backing your opposition into the corner. There are some things to be aware of up close with Birdie. You're using the game's biggest target, so you're extra-susceptible to oddball tactics like jumping with an instant attack as an overhead. And those finicky combos that sometimes miss in odd situations, like against a crouching Cammy just outside a corner? Yeah, those combos aren't going to have trouble hitting Birdie. This problem is illustrated well by standing LK, Birdie's best close-range normal, which is a four-frame light attack that can set up tick-throws or start combos for him (see **Combos 1** and **2**). However, it also requires that he stand up to his full height, and thus his full vulnerability.

Killing Head grabs come into play up close, but Killing Head isn't so much an active, aggressive command throw like those of R. Mika, Zangief, Laura, and Necalli. Its range isn't amazing, Birdie's close-range normals aren't the fastest, and he makes an awfully big point-blank target. Killing Head is more like a powerful defensive option, something to use up close to ensure that the opponent's own throw attempts or wide frame traps are snuffed out. To this end, EX Killing Head can assure success if you read the enemy's intent to throw because it's throw-invulnerable, with decent range.

Standing LK leaves Birdie at +3 when blocked, so there's only a tiny gap if you tick with standing short and then go for a throw immediately. The opponent has to jump, use a throw-invincible reversal, or backdash. And you can punish the first two just by playing "wait and see" sometimes instead of tick-throwing. If you sense that the enemy is favoring backdashes to escape your throw attempts, then try to preempt their dashes with standing and crouching HK. Either roundhouse kick will be a Crush Counter versus a dash attempt, building your V-Gauge and either scoring a combo shot or an unrecoverable knockdown.

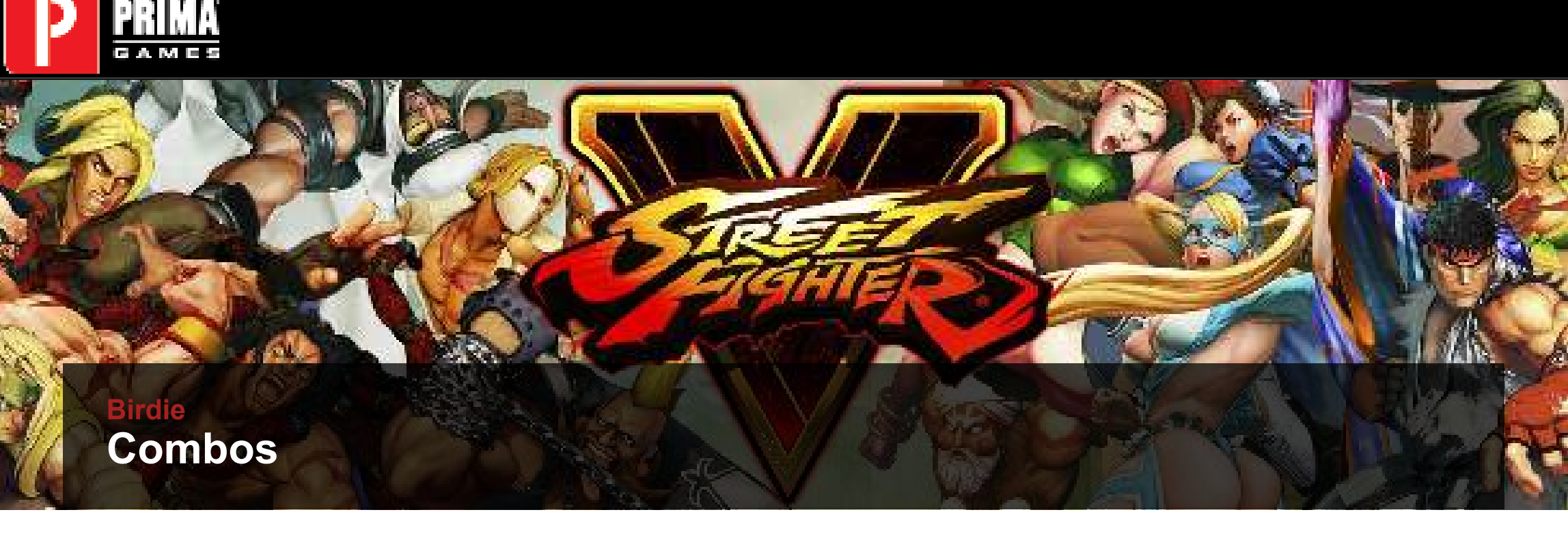
Because of the pushback on standing LK and the relatively short (non-EX) range of Killing Head, you won't be able to tick more than once before a throw attempt. The only throw mix-up is either throw right away (like just dash in and throw, or tick with something like jump-in MK or LP and then throw upon landing) or throw after a standing LK tick. However, EX Bull Revenger is fast enough to provide another option whenever Birdie gets pushed out of immediate throw range. You can follow up long-reaching light ticks like standing or crouching LP (which reach a tad farther than standing LK) with immediate EX Bull Revenger, a tactic that is very hard for enemies to deal with.

Crouching LK is a good light normal attack that must be blocked crouching and hits in four frames. So, it's useful as Birdie's fastest-hitting low move, even though it doesn't lead directly to anything. On counter-hit, it's possible to link moves after crouching LK, but this isn't really confirmable on reaction, nor practical to fish for as a central piece of Birdie's plan. It does need to be part of a larger low-hitting approach, though. Birdie doesn't really have low-check combos, but crouching LK, MK, and HK all strike low, as does Bull Slider. (Bull Slider is even fairly safe, given its power.) Scoring light hits here and there adds up: it checks the opponent's ground movement and gives them any reason to block low, which opens the door for Bull Drop to be more useful.

An opponent attacking Birdie up close can be countered with EX Bull Horn, which has a considerable armored period. It's not strictly invincible, but this is as close as you get. (V EX Bull Horn is armored for even longer, and for two incoming hits; V EX Bull Head also has armor, improving Birdie's reversal prospects during V-Trigger.) The only catch with using EX Bull Horn as a reversal or defensive move under duress is that it isn't an input—it's the *release* of an input, a negative edge command, so it doesn't benefit from *SFV*'s enhanced input leniency. You'll have to use EX Bull Horn under pressure the old-fashioned way: time it. Against meaty offense directly on top of Birdie, you may have to just block, or block a stock of V-Gauge on a V-Reversal to earn some breathing room.

ENJOY TIME

V-Trigger Birdie is basically the same as normal Birdie, just extra terrifying. With his damage and speed all slightly increased, and extra armor frames on all versions of V Bull Head, V Bull Horn, and (especially) V EX Bull Horn, Birdie becomes the proverbial bull in a china shop. The enhanced walk speed in particular might be the most meaningful change, greatly enhancing his standing MK mid-range poke potential and his tick potential up close. The Enjoy Time activation itself is also tremendously helpful for unlocking enormous combo potential, especially when you also have Skip To My Chain ready.



Birdie

Combos

Grounded Hit-Checks

COMBO 1

STANDING LK ▷ STANDING LP THEN CANCEL INTO:

↻ + LP (» ↻ ↻ + P)

162 damage, 331 stun (194 damage during V-Trigger; 400/480 damage with Critical Art, requires full EX Gauge)

↻ + K K

202 damage, 347 stun (requires point-blank opponent and one stock of EX gauge; 242 damage during V-Trigger)

↻ + P P

194 damage, 371 stun (requires one stock of EX gauge; 213 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK (BEGIN CHARGING ANY NON-FIERCE BUTTON) ▷ CROUCHING HP » RELEASE BUTTON

273 damage, 441 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

297 damage, 451 stun (requires full V-Gauge and two stocks of EX gauge)

Birdie's best up-close normal is standing LK, which creates enough advantage on hit to link into standing LP. While winding up your special move motion, be careful not to link crouching LP instead of standing LP, since Birdie's crouching jab isn't special-cancelable and your combo will just end.

Avoid canceling into Bull Head unless you've confirmed a hit. This may require restricting this combo to situations where you have an extra beat to focus on the scenario just before standing LK, like while jumping or dashing in, reacting to a walk-up throw, and so on. If you just stop after blocked standing LP, Birdie is still left at +3, a great situation. If you have very quick reflexes differentiating between hit or block during this short hit-check, you can cancel blocked standing LP into LK or EX Bull Revenger. Opponents who sit there passively blocking, hoping you'll do something punishable if they block long enough, will get snagged by this kind of secondary assault.

COMBO 2

STANDING LK ▷ CROUCHING MP THEN CANCEL INTO:

↻ + LP (» ↻ ↻ + P)

189 damage, 376 stun (226 damage during V-Trigger; 427/507 with Critical Art, requires full EX Gauge)

↻ + K K

229 damage, 392 stun (requires point-blank opponent and one stock of EX gauge; 274 damage during V-Trigger)

↻ + P P

218 damage, 416 stun (requires one stock of EX gauge; 261 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + HK

301 damage, 488 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

324 damage, 495 stun (requires full V-Gauge and two stocks of EX gauge)

From point-blank standing LK, you can link crouching MP and cancel into specials for more damage than links to standing jab. Crouching MP isn't much safer than Bull Head, at -5 blocked. You'll want to save attempting this for when you're almost certain that you'll get the hit, like when whiff-punishing (particularly if the opponent pushes into you with something that leaves them at -4). Or, you can use it after a jump-in, or as an attempt to walk forward and then kick a throw-tech attempt.

Generally, Birdie isn't the biggest hit-verification character anyway. With so much scary but high-commitment stuff, Birdie is designed around you going with your gut. Hit-checking isn't a crucial part of his game, but it's still worth having in your back pocket.

COMBO 3

STANDING HK ▷ CROUCHING MP THEN CANCEL INTO:

↻ + MP

267 damage, 418 stun (320 damage durinf V-Trigger)

↻ + MP » ↻ ↻ + P

505 damage, 418 stun (requires full EX gauge; 606 damage during V-Trigger)

↻ + K K

299 damage, 434 stun (requires one stock of EX gauge; 359 damage during V-Trigger)

↻ + P P

291 damage, 458 stun (requires one stock of EX gauge; 348 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK (BEGIN CHARGING ANY NON-FIECE BUTTON) ▷ CROUCHING HP » RELEASE BUTTON

370 damage, 528 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

394 damage, 538 stun (requires full V-Gauge and two stocks of EX gauge)

Birdie's big standing HK creates enough hitstun for combos even on a normal hit. Standing HK leaves both combatants in a frame-neutral situation if guarded, so there's nothing stopping you from sticking it right into a foe's face up close, likely as they wake up or backflip onto their feet from air recovery.

You can add a little range and leniency leeway by linking into standing LP instead of crouching MP. This deals about 27 damage less, but it is easier to combo and safer on block.

Jump-Ins

COMBO 4

Jumping MP, standing MP then cancel into:

↻ + MP

228 damage, 388 stun (273 damage during V-Trigger)

↻ + MP » ↻ ↻ + P

466 damage, 388 stun (requires full EX gauge; 559 damage during V-trigger)

↻ + P P

252 damage, 428 stun (requires one stock of EX gauge; 301 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK (BEGIN CHARGING ANY NON-FIERCE BUTTON) ▷ CROUCHING HP » RELEASE BUTTON

331 damage, 498 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

355 damage, 508 stun (requires full V-Gauge and two stocks of EX gauge)

This hit-check features jump-in MP (frontal or cross-up) linked to standing MP. Standing MP is one of Birdie's best normals, allowing him to poke and whiff-punish with a buffered normal from several steps away. As the second hit of a two-hit jump-in hit-confirm combo, it can cancel into any continuation move you might want (usually Bull Head, but sometimes Bull Horn or EX Bull Head). If guarded, Birdie is left at a tiny disadvantage of -1. Depending on your adversary's defensive habits, you may get good results from canceling standing MP into LK Bull Revenger when you realize that your opener is blocked.

COMBO 5

Deep jump-in HP, standing HK ▷ standing LP then cancel to:

↻ + LP

306 damage, 497 stun

↻ + P P

334 damage, 532 stun (requires one stock of EX gauge)

↻ + LP » ↻ ↻ + P

503 damage, 497 stun (requires full EX gauge; 605 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK (BEGIN CHARGING ANY NON-FIERCE BUTTON) ▷ CROUCHING HP » RELEASE BUTTON

394 damage, 582 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

414 damage, 590 stun (requires full V-Gauge and two stocks of EX gauge)

This is a heavier jump-in option when you have a clean hit from the front. It's safe to go for a heavy jump-in into standing HK since standing HK is neutral blocked. Worst case, it's a close-range reset situation.

The link from standing HK to standing LP is a little awkward, with the button input required a bit later than feels correct because of roundhouse's heavy recovery. If you have a full EX Gauge and just want simple, verifiable damage, you can easily link Critical Art directly from a standing HK hit.

Grounded Counter-Hits

COMBO 6

VS. CROUCHING OPPONENT, COUNTER-HIT ⇆ + HK (SECOND HIT ONLY) ▷ STANDING LK ▷ STANDING LP THEN CANCEL TO EITHER:

↻ + LP

239 damage, 413 stun (286 damage during V-Trigger)

↻ + LP » ↻ ↻ + P

443 damage, 413 stun (requires full EX gauge; 531 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK (BEGIN CHARGING ANY NON-FIERCE BUTTON) ▷ CROUCHING HP » RELEASE BUTTON

327 damage, 498 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

347 damage, 506 stun (requires full V-Gauge and two stocks of EX gauge)

This is an overhead combo requiring a counter-hit from the second hit of Bull Drop, Birdie's ⇆ + HK unique attack. You can accomplish this by aiming the overhead kick meaty over rising or landing enemies; if they try to poke with reversal timing or use a non-invincible special, they'll eat the overhead as a counter-hit. If you simply do Bull Drop next to a crouching opponent who reacts too late, this can also counter-hit in close-range neutral guessing games. Note that this is ineffective against Zangief or another Birdie because their huge size makes the first Bull Drop hit engage their crouching guard animation.

COMBO 7

COUNTER-HIT STANDING HK, THEN DEPENDING ON RANGE:

UP CLOSE (OR POST-DASH), ⟳ + HP

300 damage, 396 stun (361 damage during V-Trigger)

UP CLOSE (OR POST-DASH), ⟳ + P P

318 damage, 423 stun (requires one stock of EX gauge; 383 damage during V-Trigger)

MAX RANGE, ↻ + HP

246 damage, 360 stun (274 damage during V-Trigger)

MAX RANGE, ↻ + HP » ↻ ↻ + P

518 damage, 360 stun (requires full EX gauge; 600 damage during V-Trigger)

MAX RANGE, ↻ + P P

264 damage, 405 stun (requires one stock of EX gauge; 296 damage during V-Trigger)

MAX RANGE, ↻ + P P (ONE HIT) » HP + HK (BEGIN CHARGING ANY NON-FIERCE BUTTON) ▷ CROUCHING HP » RELEASE BUTTON

362 damage, 495 stun (requires full V-Gauge and one stock of EX gauge)

MAX RANGE, ↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

390 damage, 507 stun (requires full V-Gauge and two stocks of EX gauge)

IMMEDIATELY CHARGE TWO BUTTONS DURING MAX RANGE STANDING HK, RELEASE BUTTONS (EX BULL HORN) » HP + HK, JUGGLE ↻ + P P

415 damage, 619 stun (requires full V-Gauge and two stocks of EX gauge)

Birdie's Crush Counter-sparking standing HK leads to lots of combo potential as a counter-hit. This 12-frame startup boot causes enough Crush Counter hitstun to allow you to dash forward immediately and link HP/EX Killing Head, as if the enemy were briefly dizzy.

You'll score the most counter-hit standing HK hits when you make good reads with standing HK against your opponent's attempted ground dashes. It also makes a great reversal punish counter-hit starter if your adversary whiffs an invincible reversal directly in Birdie's face. The only worry when using standing roundhouse is that the foe could predictively jump over it, scoring a full combo. But if you're playing a solid anti-air game with crouching MP, Bull Drop, and HK Hanging Chain most of the time, your opponent shouldn't be super inclined to take too many exploratory forward jumps.

COMBO 8

COUNTER-HIT ⇆ + HP, THEN JUGGLE WITH EITHER:

↻ + MP

237 damage, 360 stun

↻ + K K

273 damage, 378 stun (requires one stock of EX gauge; 328 damage during V-Trigger)

LATE JUGGLE WITH ↻ + MP » ↻ ↻ + P

509 damage, 360 stun (requires full EX gauge; 611 damage during V-Trigger)

LATE JUGGLE WITH ↻ + MP » HP + HK, ↻ + LP » ↻ ↻ + P

572 damage, 544 stun (requires full V-Gauge and full EX gauge; only works on Rashid, Laura, Chun-Li, and Necalli)

Birdie's Bull Charge shoulder check has long reach and a lengthy armored period that's tailor-made for knocking aside an incoming fireball and then walloping the thrower. If Bull Charge strikes as a counter-hit, it causes a spinning Crush Counter knockdown, which affords you the chance for a simple juggle follow-up.

Bull Charge is much slower than standing HK, so it's not as well-suited for reversal punish counter-hits. However, it can have use in the mid-range footsie game against telegraphed fireballs and pokes.

COMBO 9A

CHARGE ANY BUTTON THEN RELEASE (BULL HORN) » HP + HK, THEN JUGGLE EITHER:

↻ + LP

281/298 damage, 412/420 stun (requires full V-Gauge, extra hit in corner)

↻ + P P

316/333 damage, 448/455 stun (requires full V-Gauge and one stock of EX gauge, extra hit in corner)

↻ + LP » ↻ ↻ + P

526/543 damage, 413/420 stun (requires full V-Gauge and full EX gauge, extra hit in corner)

COMBO 9B

CHARGE TWO BUTTONS THEN RELEASE (EX BULL HORN) » HP + HK, THEN JUGGLE EITHER:

↻ + LP

301 damage, 463 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P

336/353 damage, 498/505 stun (requires full V-Gauge and two stocks of EX gauge; more damage and stun in corner)

CORNER ONLY, ↻ + K K

360 damage, 484 stun (requires full V-Gauge and two stocks of EX gauge)

Bull Horn and EX Bull Horn can be used as reversals of sorts, and either can be V-Trigger-canceled on contact. Bull Horn lofts the victim up into the path of Birdie's Enjoy Time flame, allowing for further juggles on their way down.

You won't have time to verify whether Bull Horn is actually hitting the foe before you burn your V-Gauge on a V-Trigger cancel. Naturally, if the opponent blocks Bull Horn » Enjoy Time, they can hit Birdie back immediately if they're quick. Enjoy Time's spicy flame has no effect on standing enemies. Still, this is functionality that nearly no one else has anymore in *SFV*, allowing Birdie to instantly turn good defensive reads into as much as half stamina damage or more.

COMBO 10

AGAINST CORNERED OPPONENT, COMBO INTO STANDING LP » ↻ + LP OR STANDING/CROUCHING MP » ↻ + MP, THEN CANCEL TO EITHER:

HP + HK (START CHARGING ANY BUTTON) ▷ RELEASE BUTTON

Damage/stun varies depending on starter (requires full V-Gauge)

HP + HK, ↻ + K K

Damage/stun varies (requires full V-Gauge and one stock of EX gauge)

HP + HK, LATE ↻ + LP » ↻ ↻ + P

Damage/stun varies (requires full V-Gauge and full EX gauge)

In the corner, where pushback isn't a factor like it is midscreen, Bull Heads in combos allow for juggles into Enjoy Time's activation flame spout, and therefore more juggles after that. Depending on how you pushed the enemy into the corner before nailing them with Bull Head, the damage for these sequences can vary significantly.

COMBO 11

FLUSH AGAINST STUNNED OPPONENT, ↶ + MP + MK, ⇆ + HK (BANANA HITS) ▷ STANDING MP THEN CANCEL INTO EITHER:

↻ + MP (» ↻ ↻ + P)

268 damage (323 damage during V-Trigger; 472/568 damage with Critical Art, requires full EX Gauge)

↻ + P P

289 damage (349 damage during V-Trigger)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + HK

342 damage, 488 stun (requires full V-Gauge and one stock of EX gauge)

↻ + P P (ONE HIT) » HP + HK ▷ CROUCHING HP » ↻ + K K

369 damage (requires full V-Gauge and two stocks of EX gauge)

It's possible to use Banana Time up close to drive link combos, given good execution and positioning. From flush distance, set the banana up (Birdie just barely throws it through the foe to their other side), and then immediately nail the enemy with Bull Drop. If you time it correctly, the adversary will be forced backward into the peel and then trip up, giving you plenty of time to link standing MP. This combo requires point-blank distance on the Banana Time peel throw and reversal timing on the link to Bull Drop.

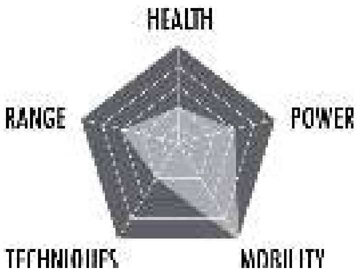
STREET FIGHTER V

Cammy

Bio

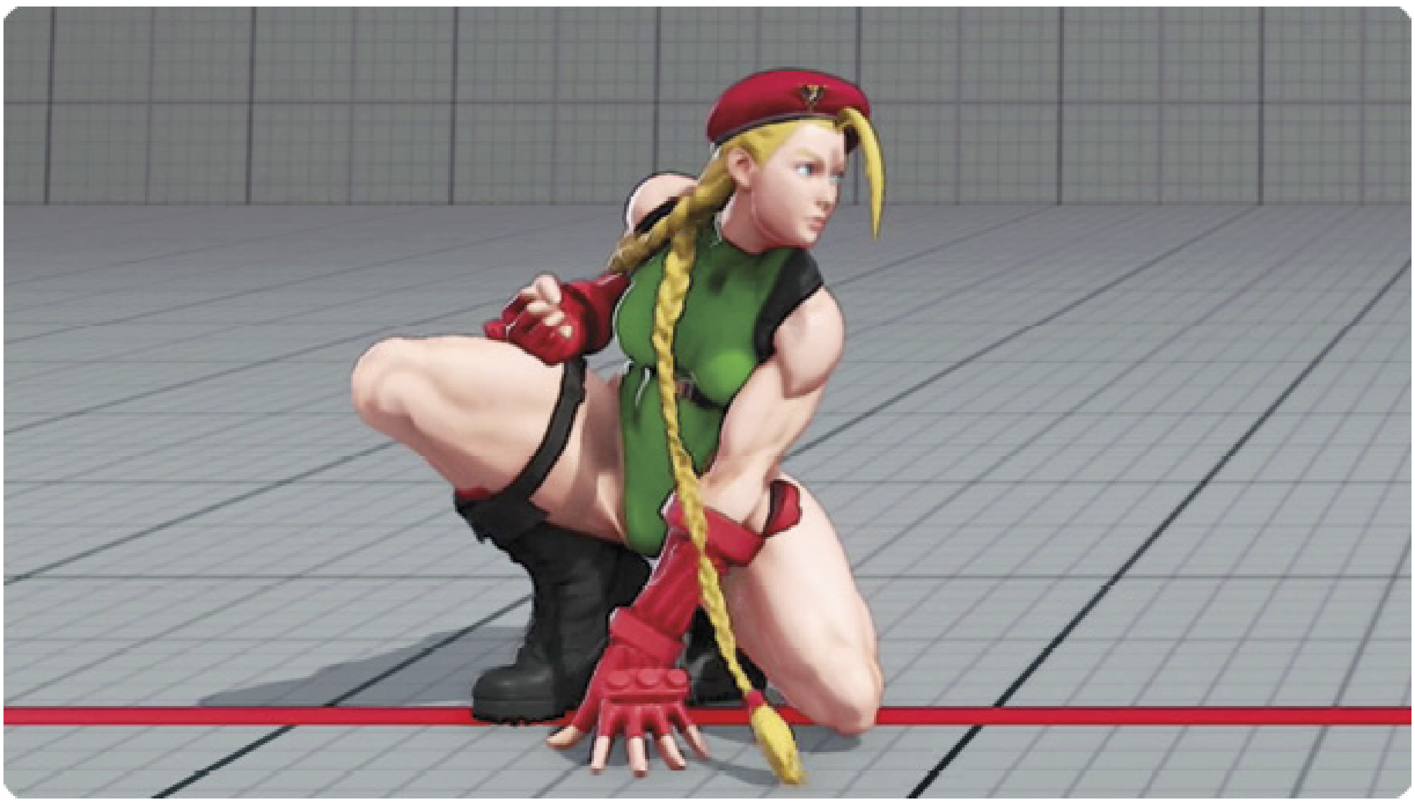
TECHNIQUES OF INCOMPARABLE PRECISION

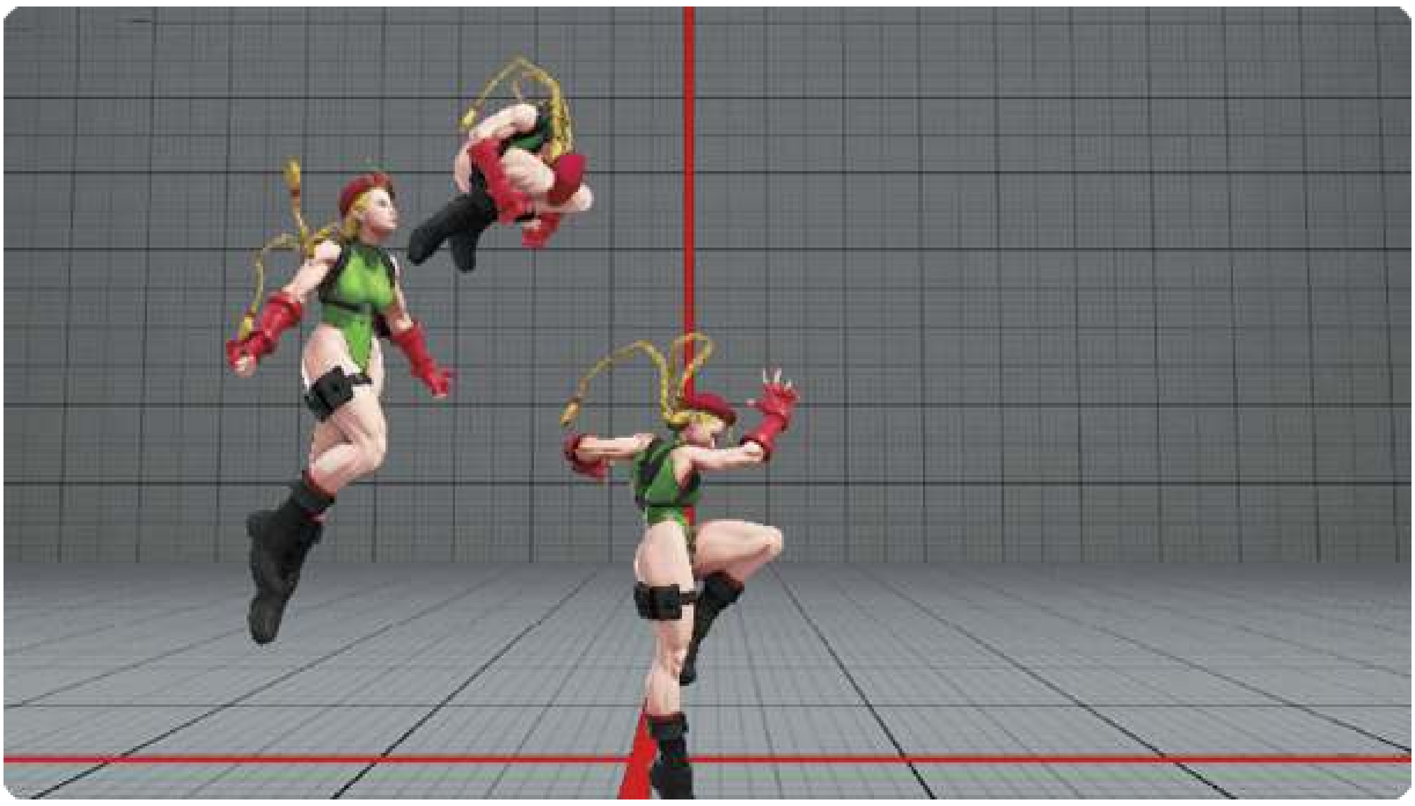
CHARACTER ATTRIBUTES

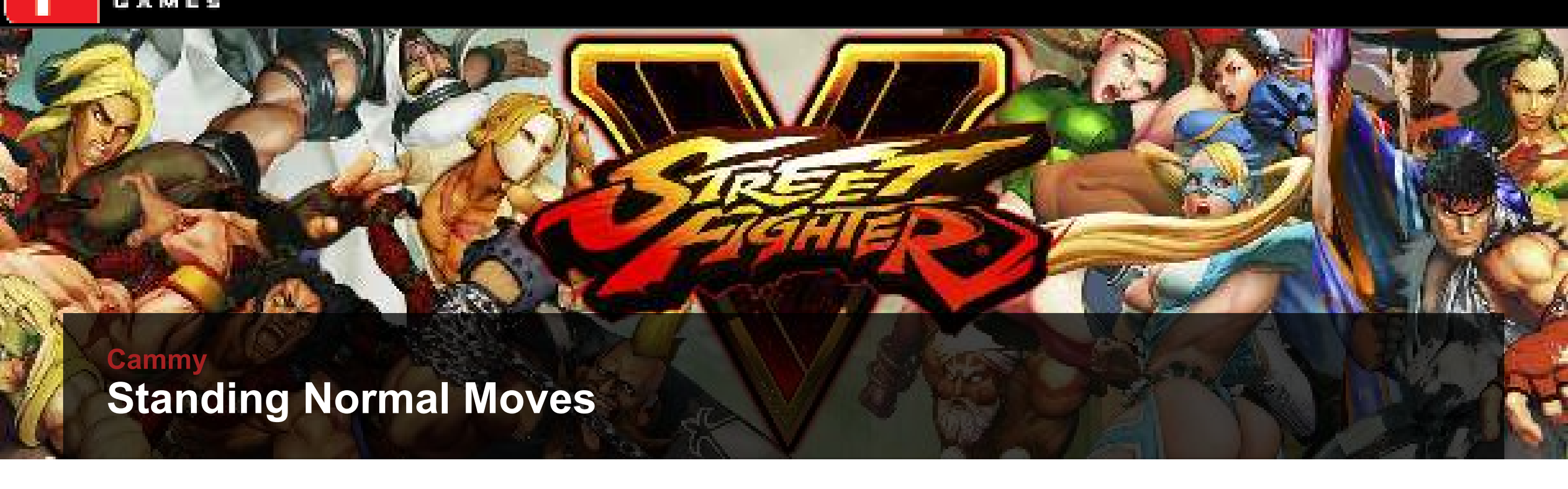


APPEARANCES
Super Street Fighter II (1993)
Street Fighter: The Movie (1995)
X-Men vs. Street Fighter (1996)
Street Fighter Alpha 2 Gold (1997)
Street Fighter Alpha 3 (1998)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
Street Fighter IV (2008)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

COSTUMES



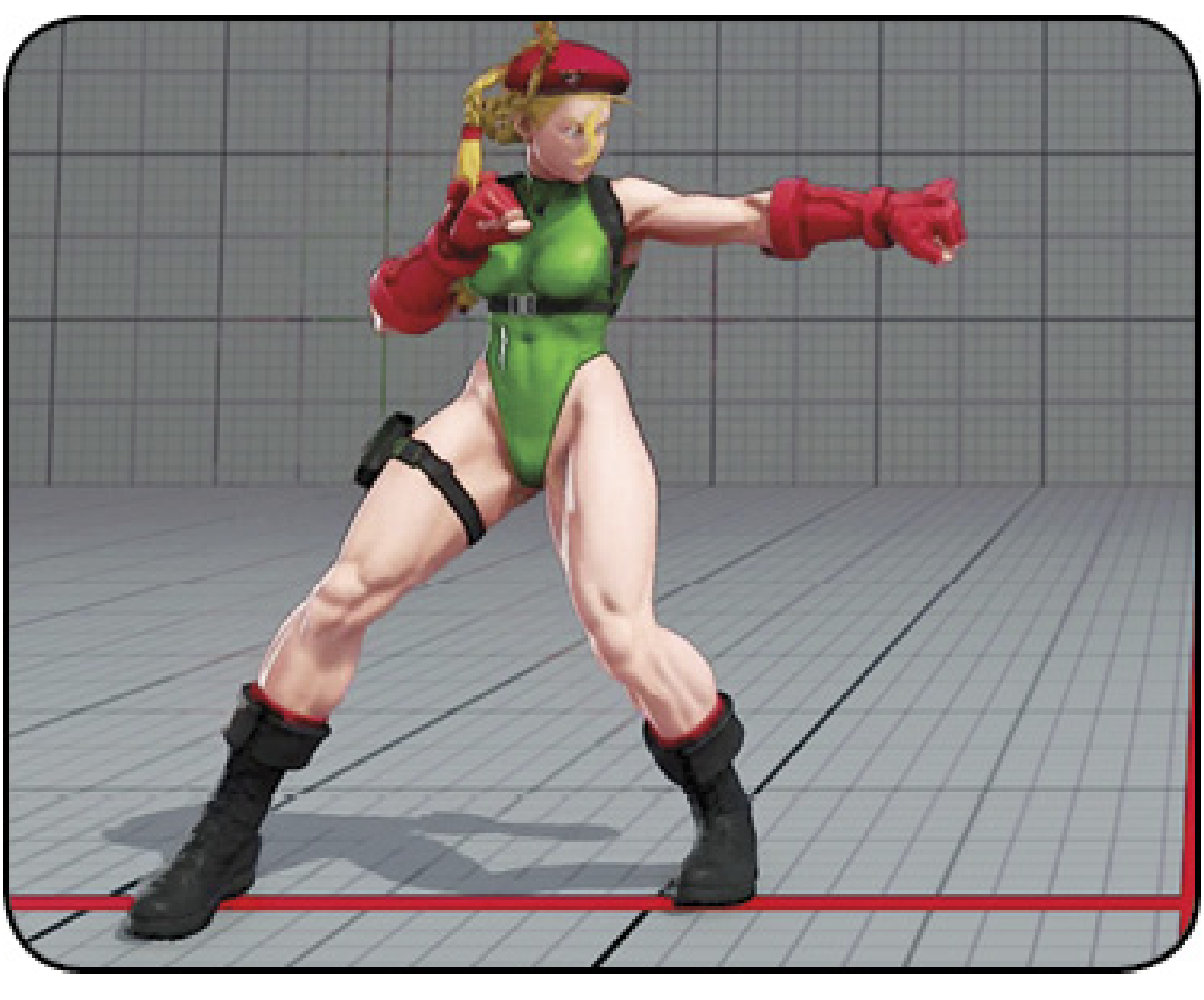




Cammy

Standing Normal Moves

STANDING JAB LP

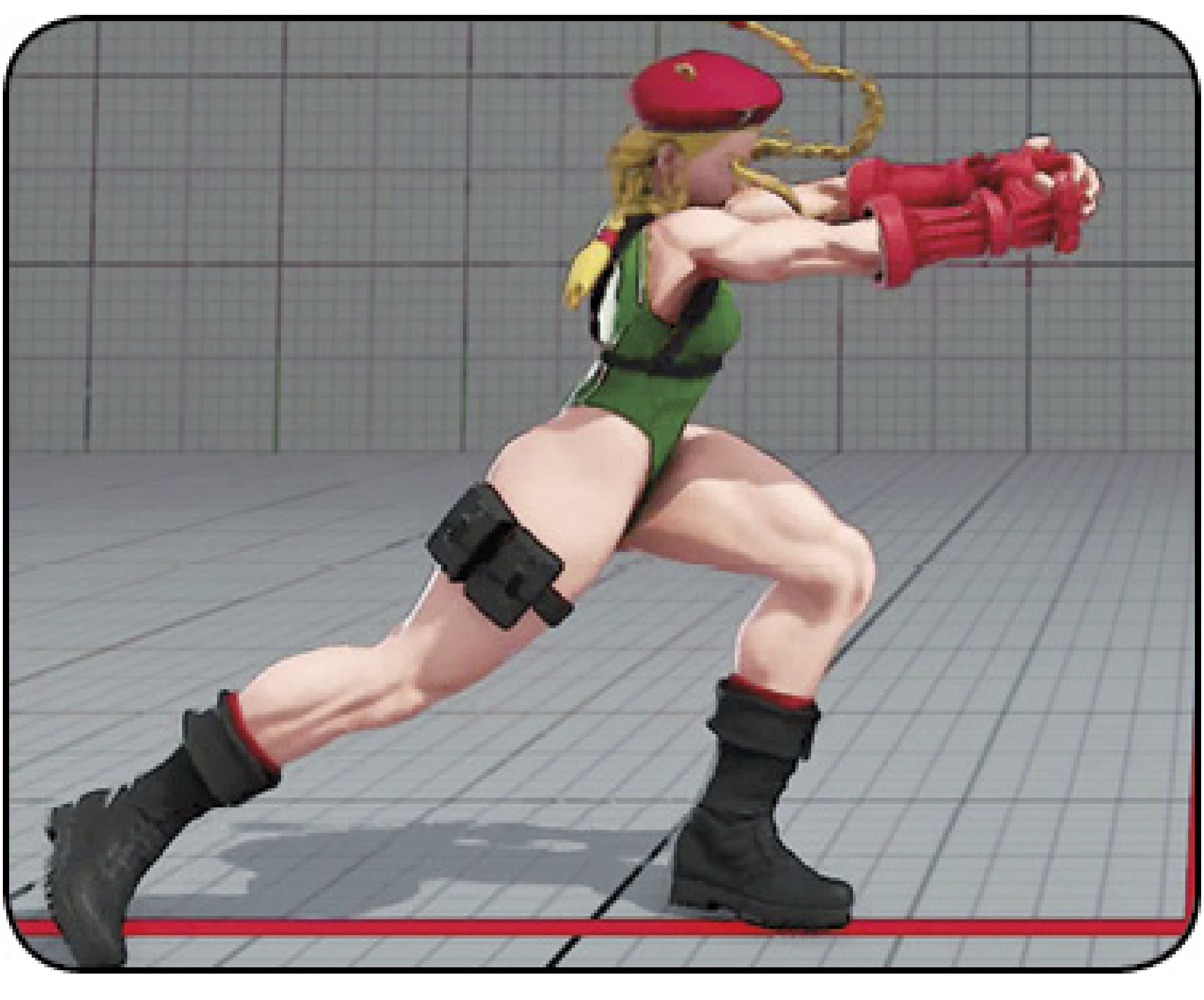


STARTUP	4
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	3
VTX GUARD	1
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP

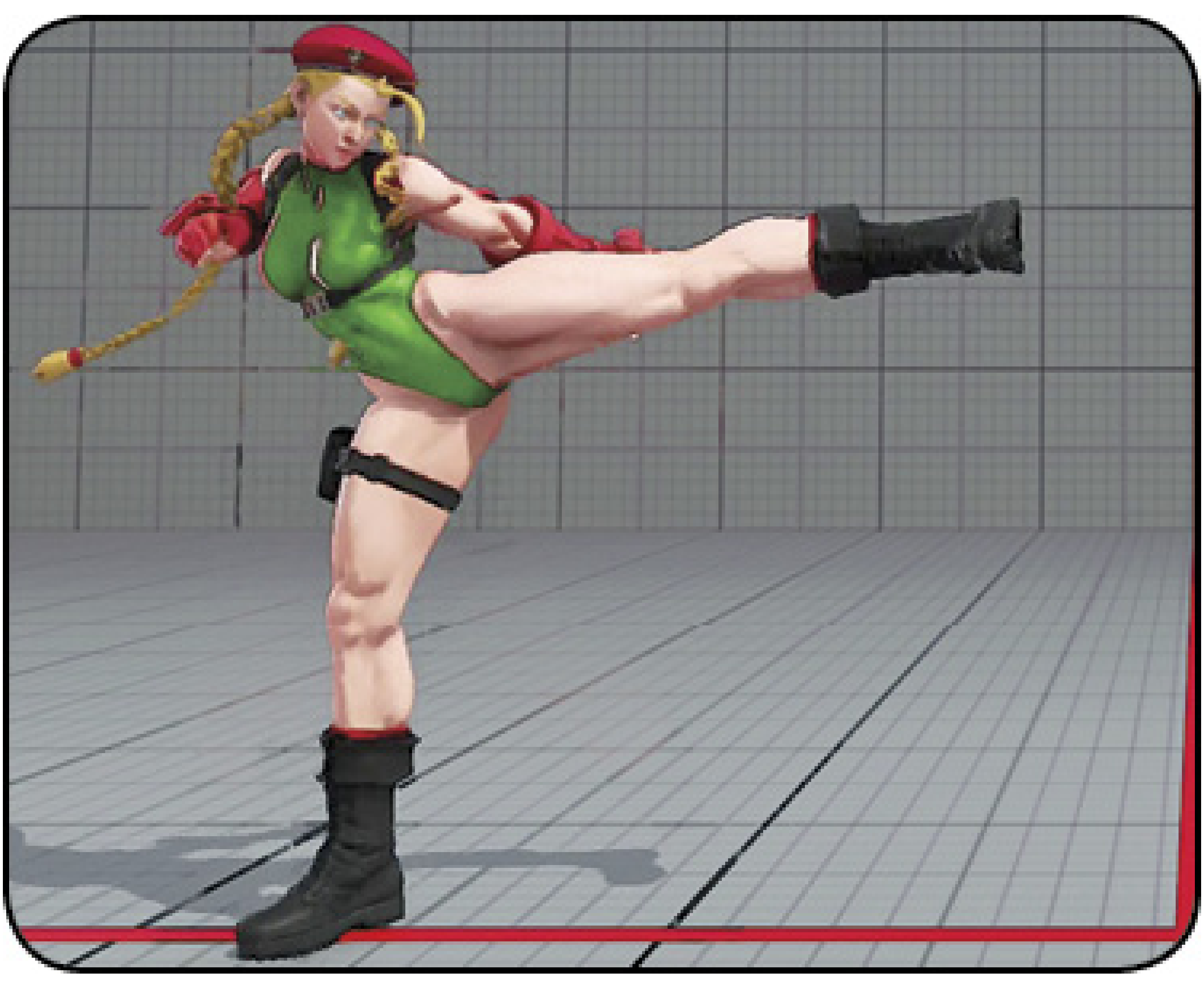
STARTUP	6
ACTIVE	3
RECOVERY	9
GUARD LEVEL	HL
ON HIT	7
ON GUARD	2
VTX HIT	10
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



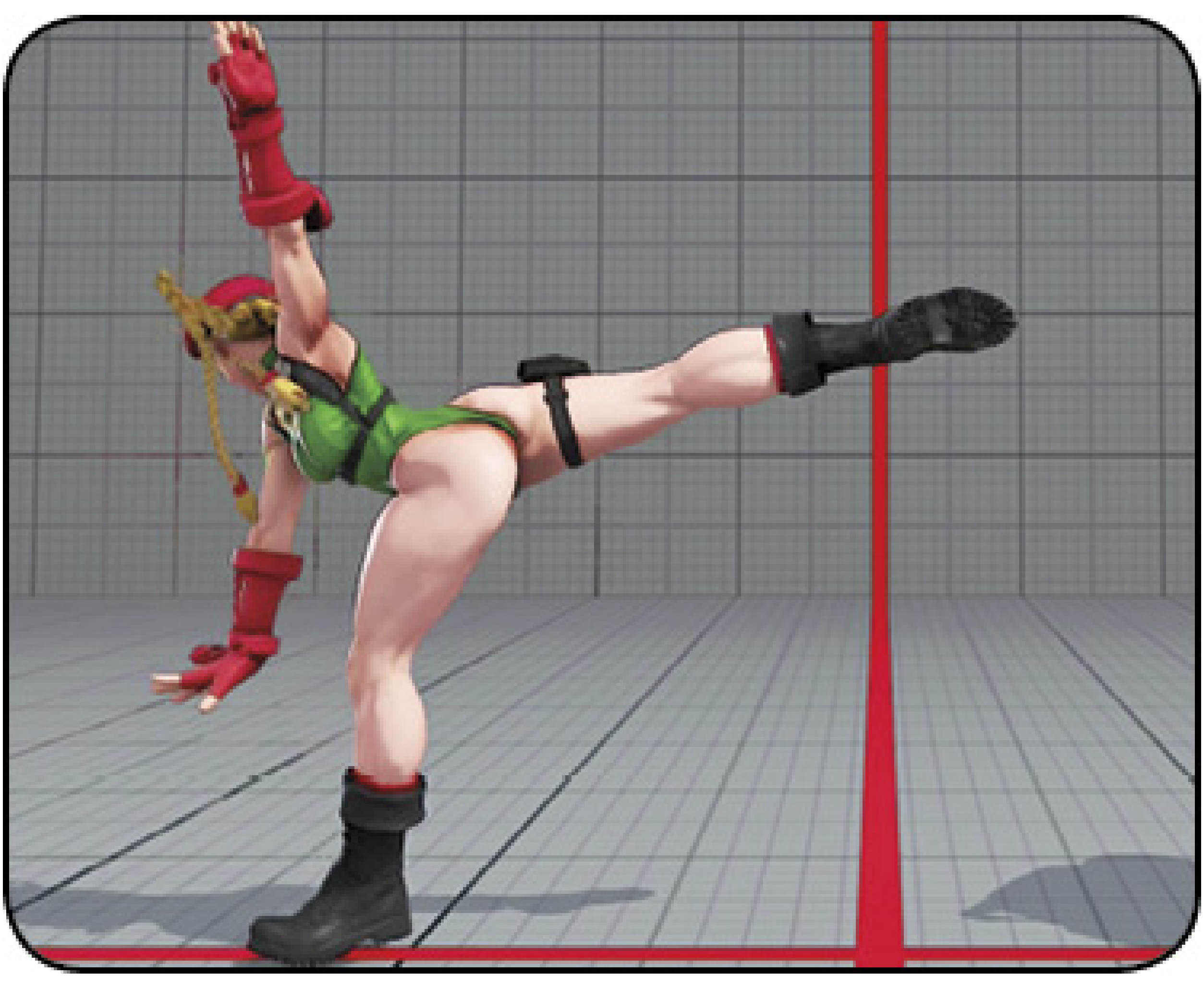
STARTUP	6
ACTIVE	2
RECOVERY	20
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-3
VTX HIT	11
VTX GUARD	7
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

STANDING SHORT LK



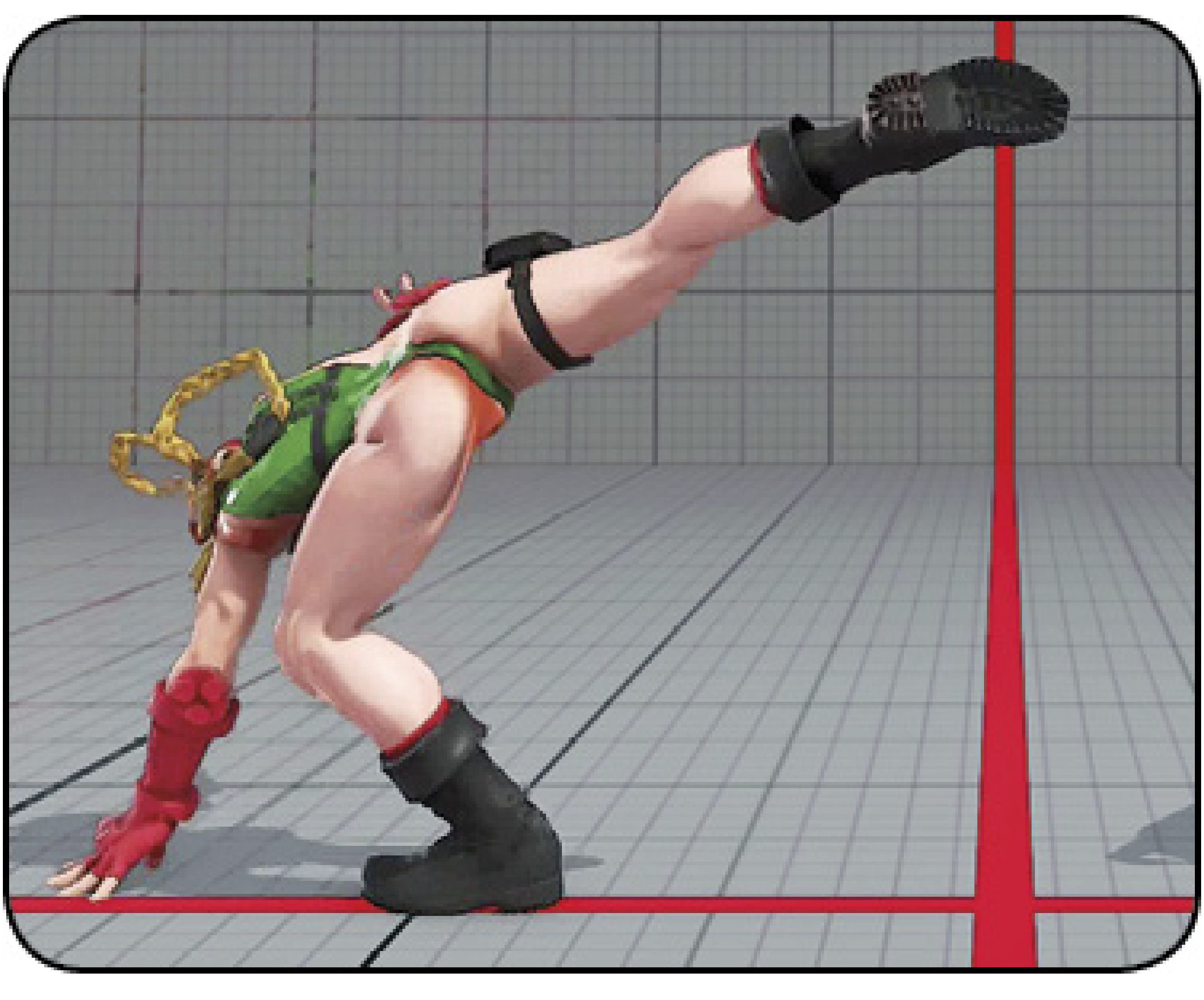
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	2
ON GUARD	1
VTX HIT	2
VTX GUARD	±0
CANCEL	V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



STARTUP	9
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	4
VTX GUARD	±0
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

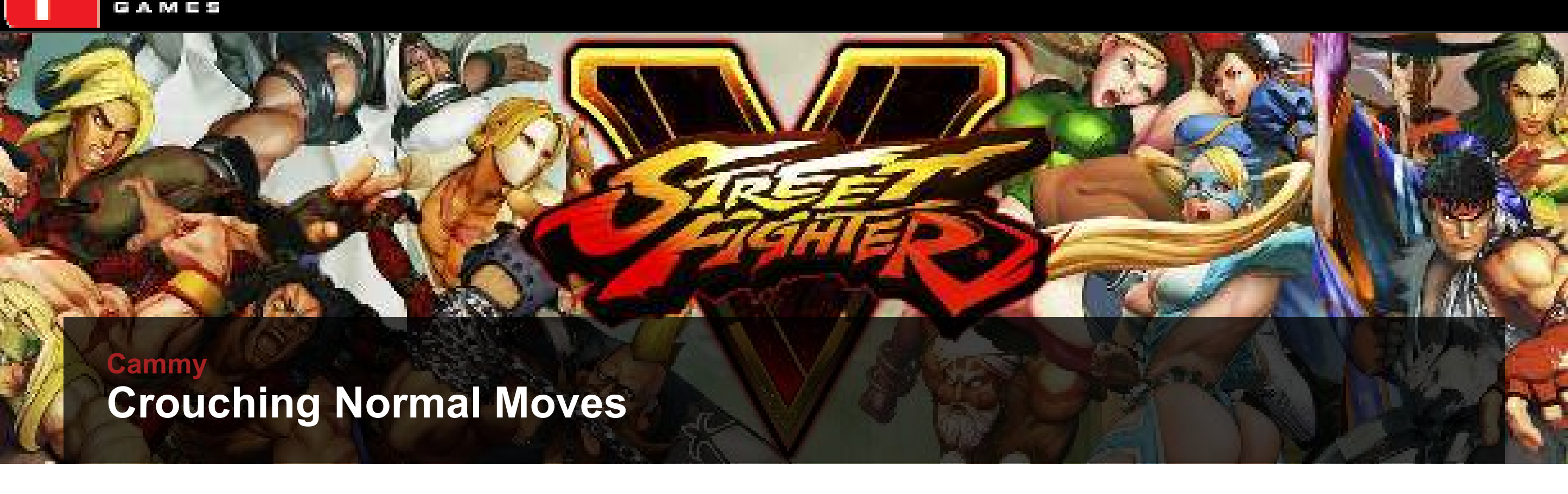
STANDING ROUNDHOUSE HK



STARTUP	9
ACTIVE	4
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	11
VTX GUARD	7
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

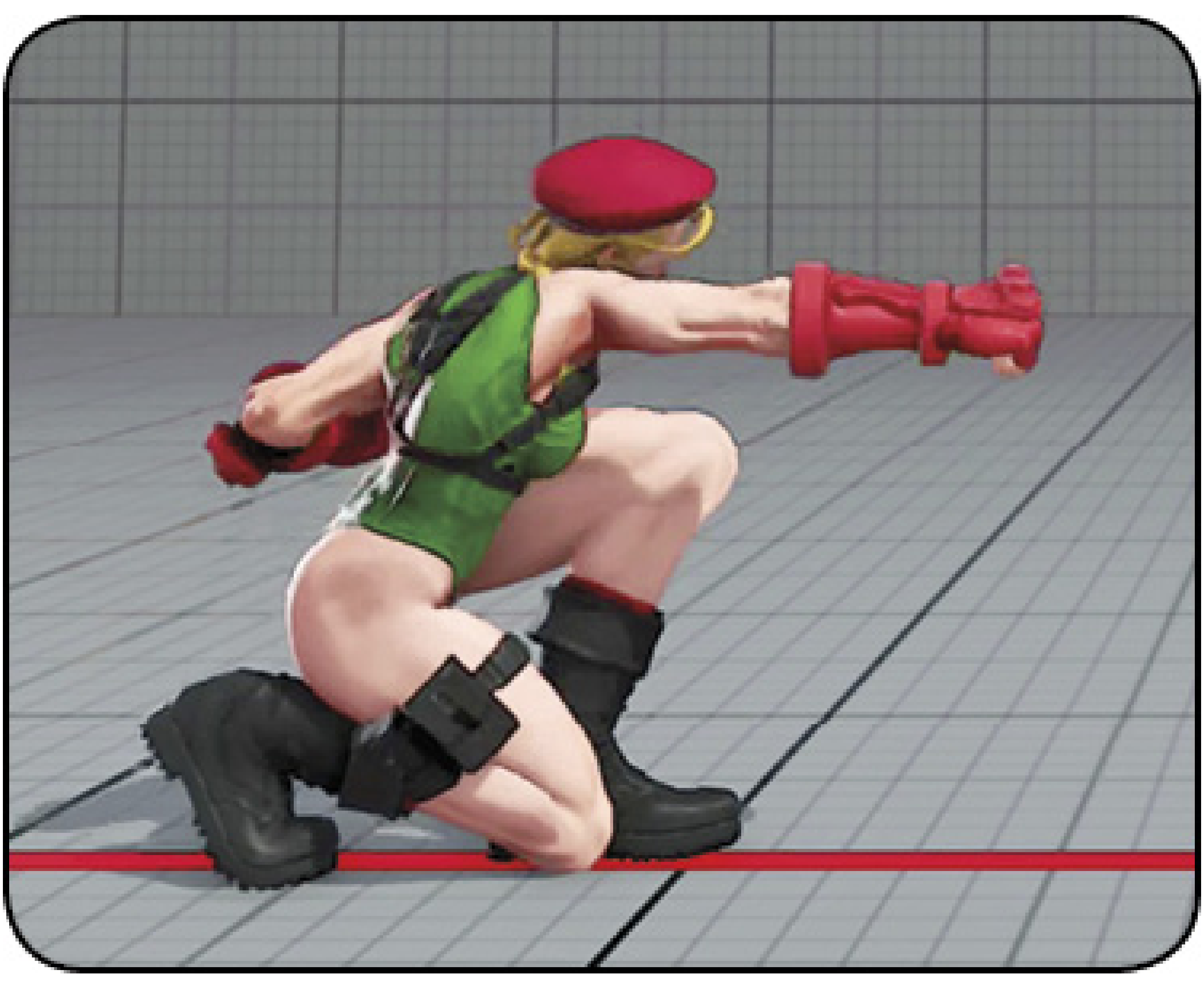
On counter-hit: Crush Counter (stagger); +20 frame advantage; +150 V-Gauge; can't hit crouching opponents



Cammy

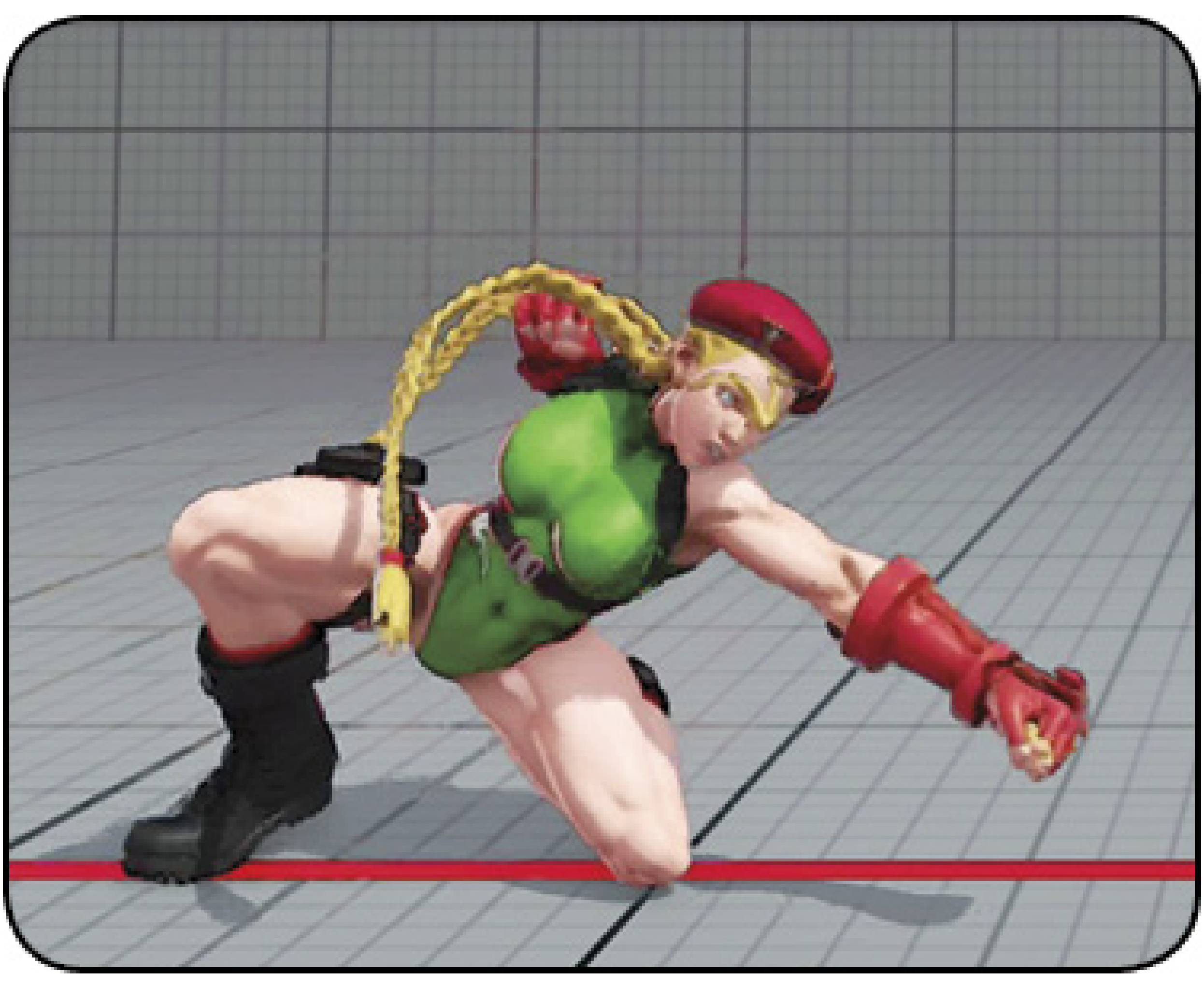
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



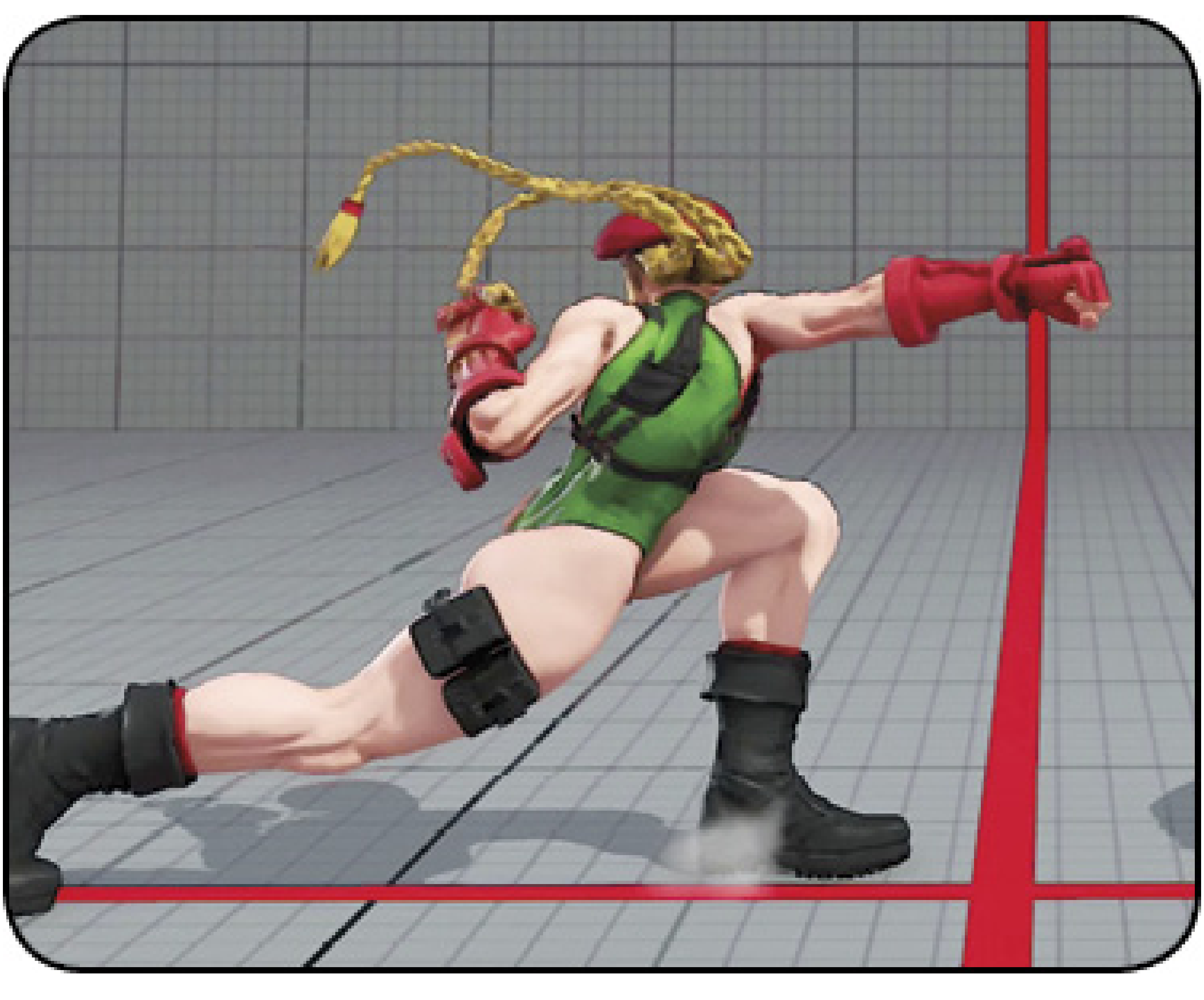
STARTUP	3
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
VTX HIT	4
VTX GUARD	1
CANCEL	CH, SP, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



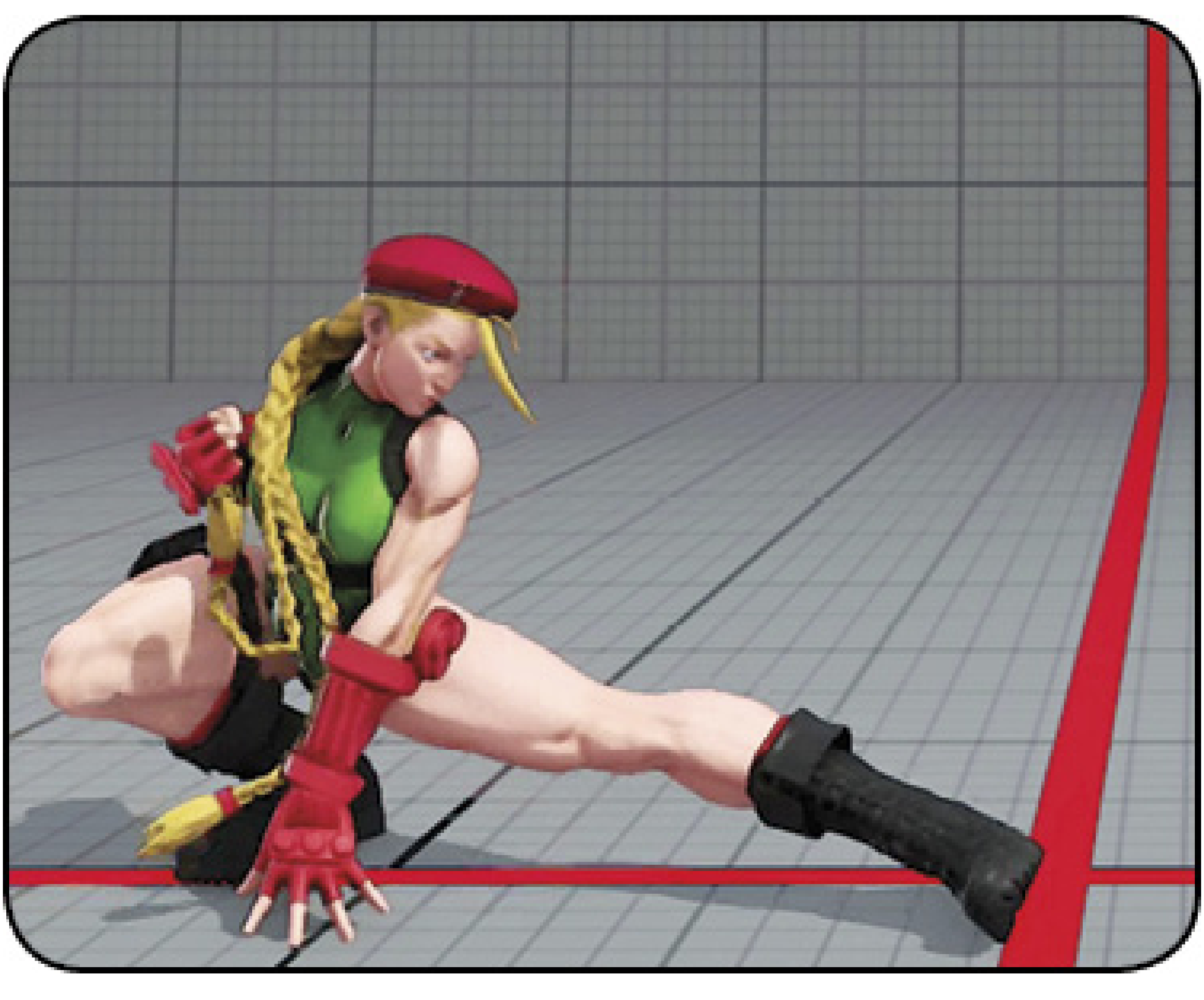
STARTUP	5
ACTIVE	3
RECOVERY	10
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
VTX HIT	8
VTX GUARD	4
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



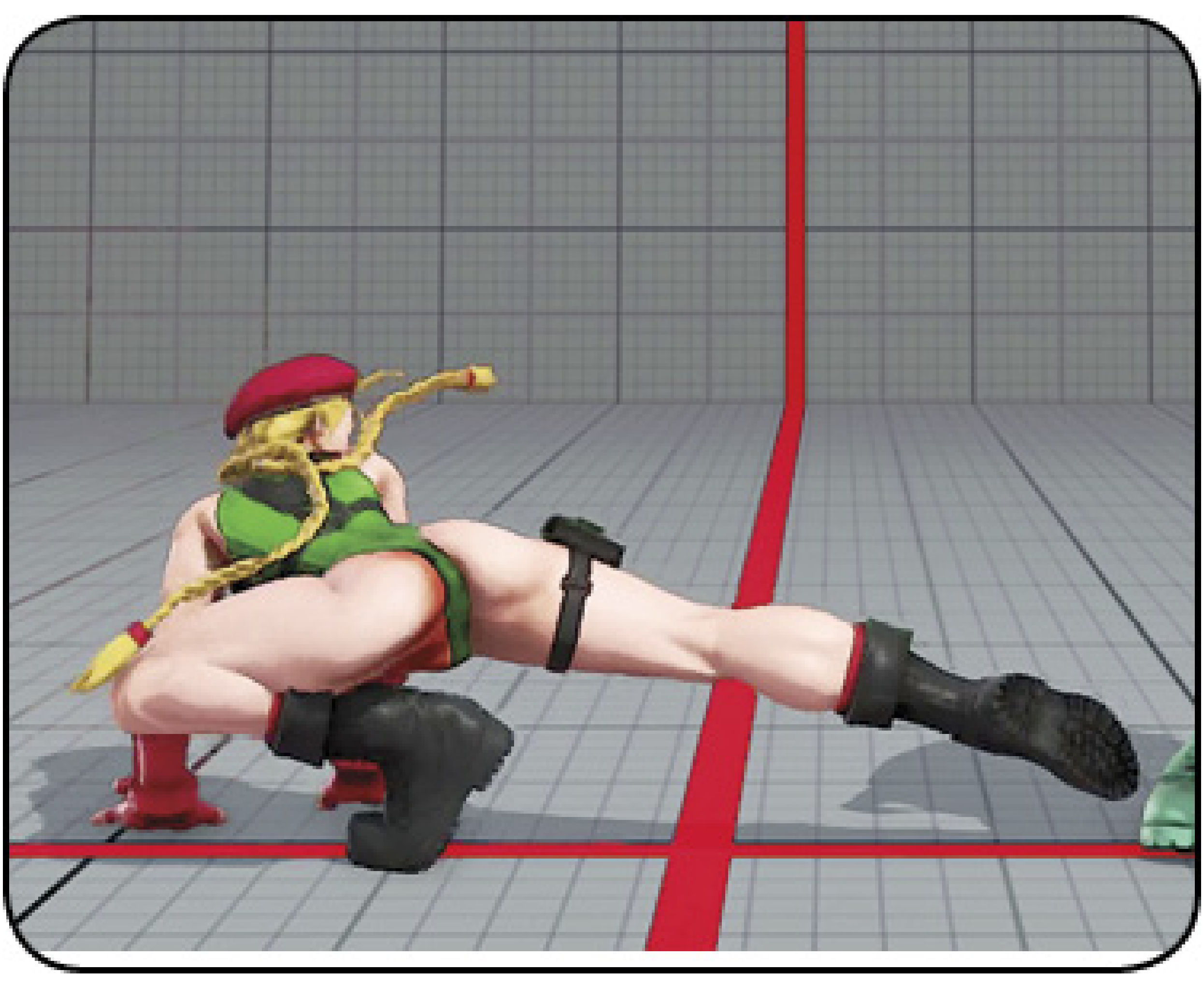
STARTUP	9
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-2
VTX HIT	11
VTX GUARD	9
CANCEL	CA, V
DAMAGE	90
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING



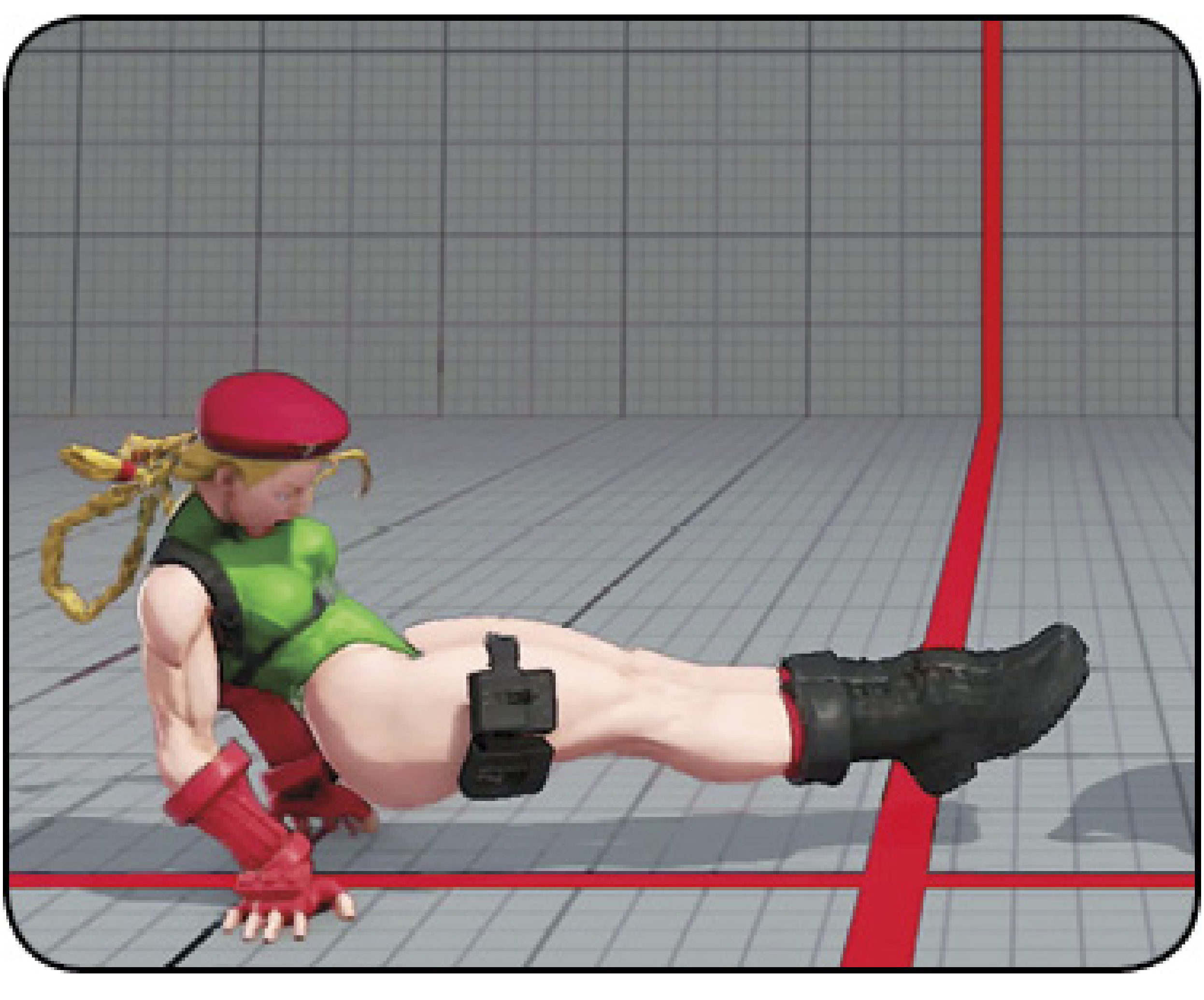
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	L
ON HIT	1
ON GUARD	-1
VTX HIT	3
VTX GUARD	1
CANCEL	CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	7
ACTIVE	2
RECOVERY	14
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-3
VTX HIT	4
VTX GUARD	1
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

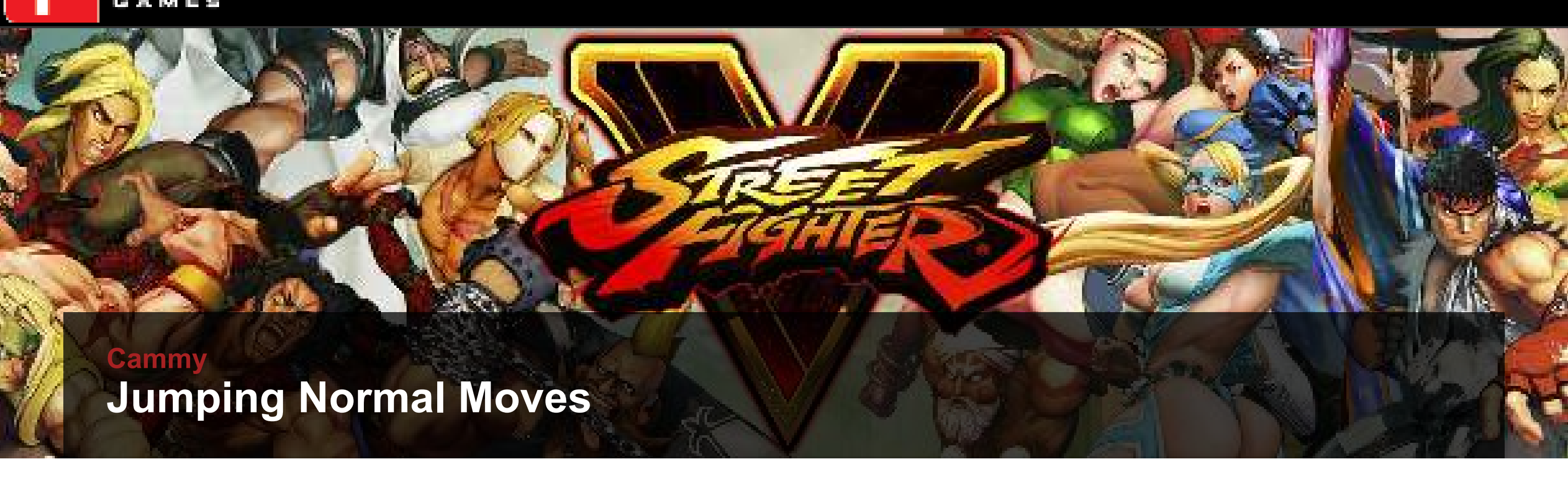
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	7
ACTIVE	2
RECOVERY	20
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
VTX HIT	D
VTX GUARD	±0
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

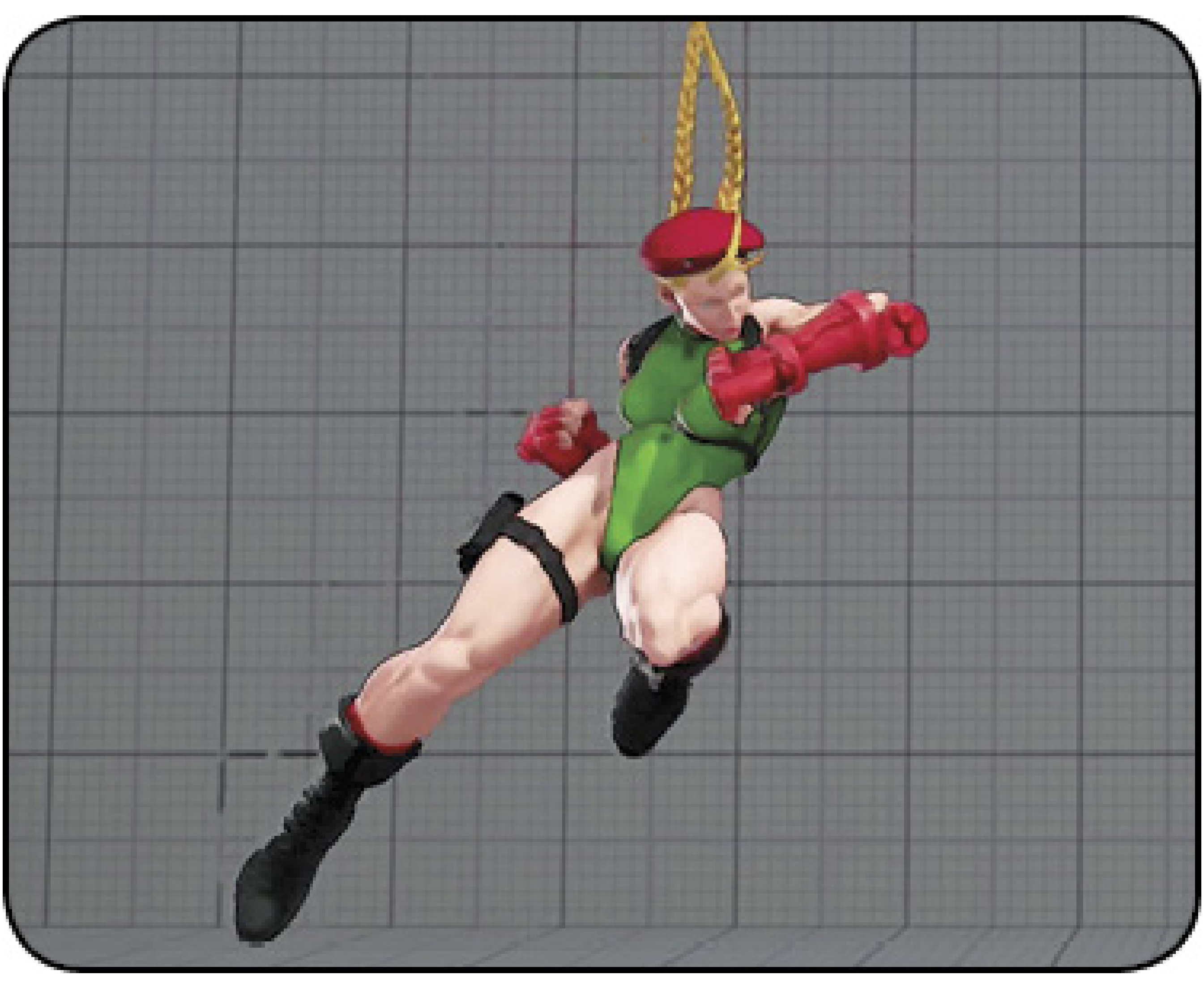
Counter-hit: Crush Counter knockdown prevents quick recovery; V-Gauge +150



Cammy

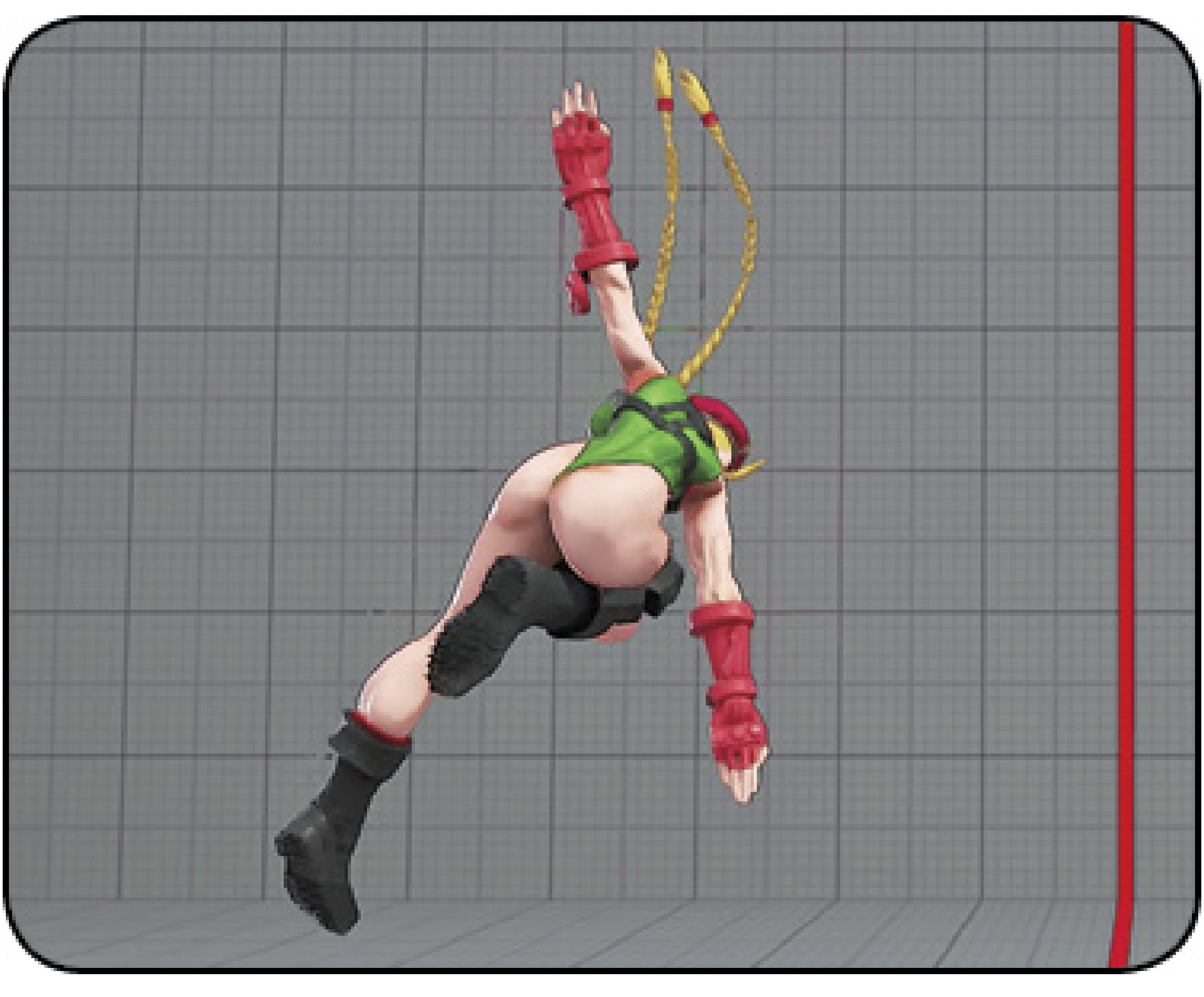
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



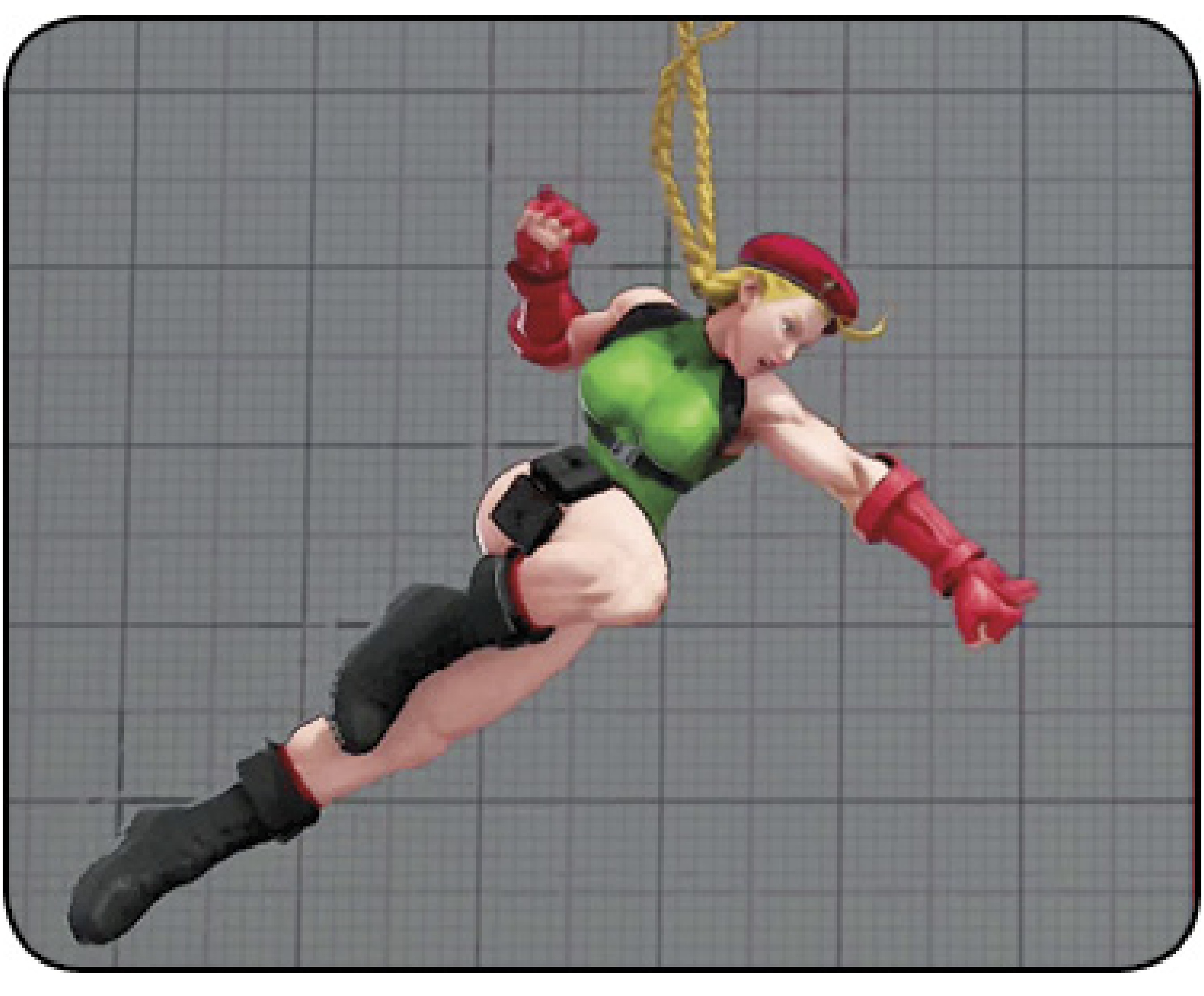
STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



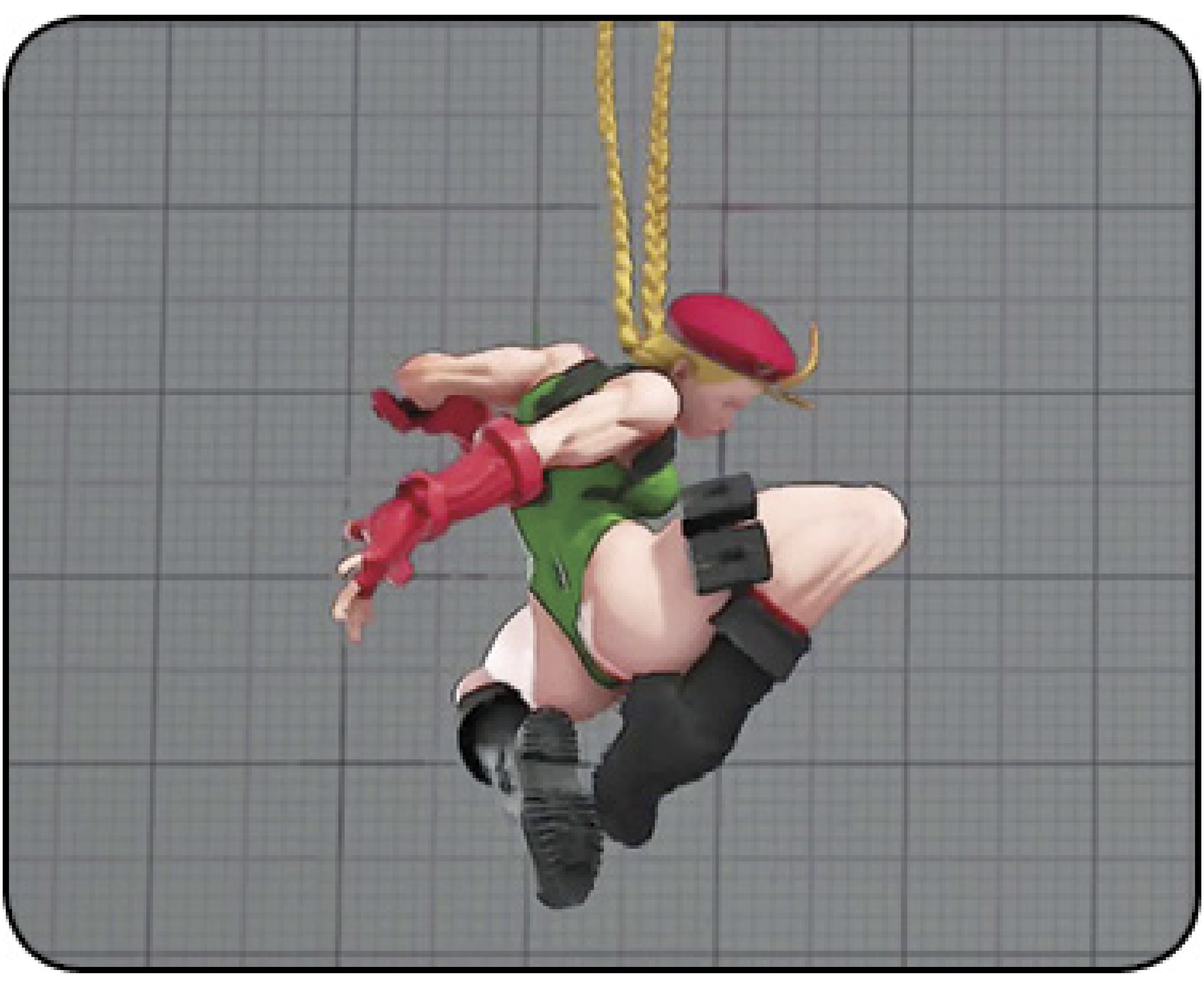
STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

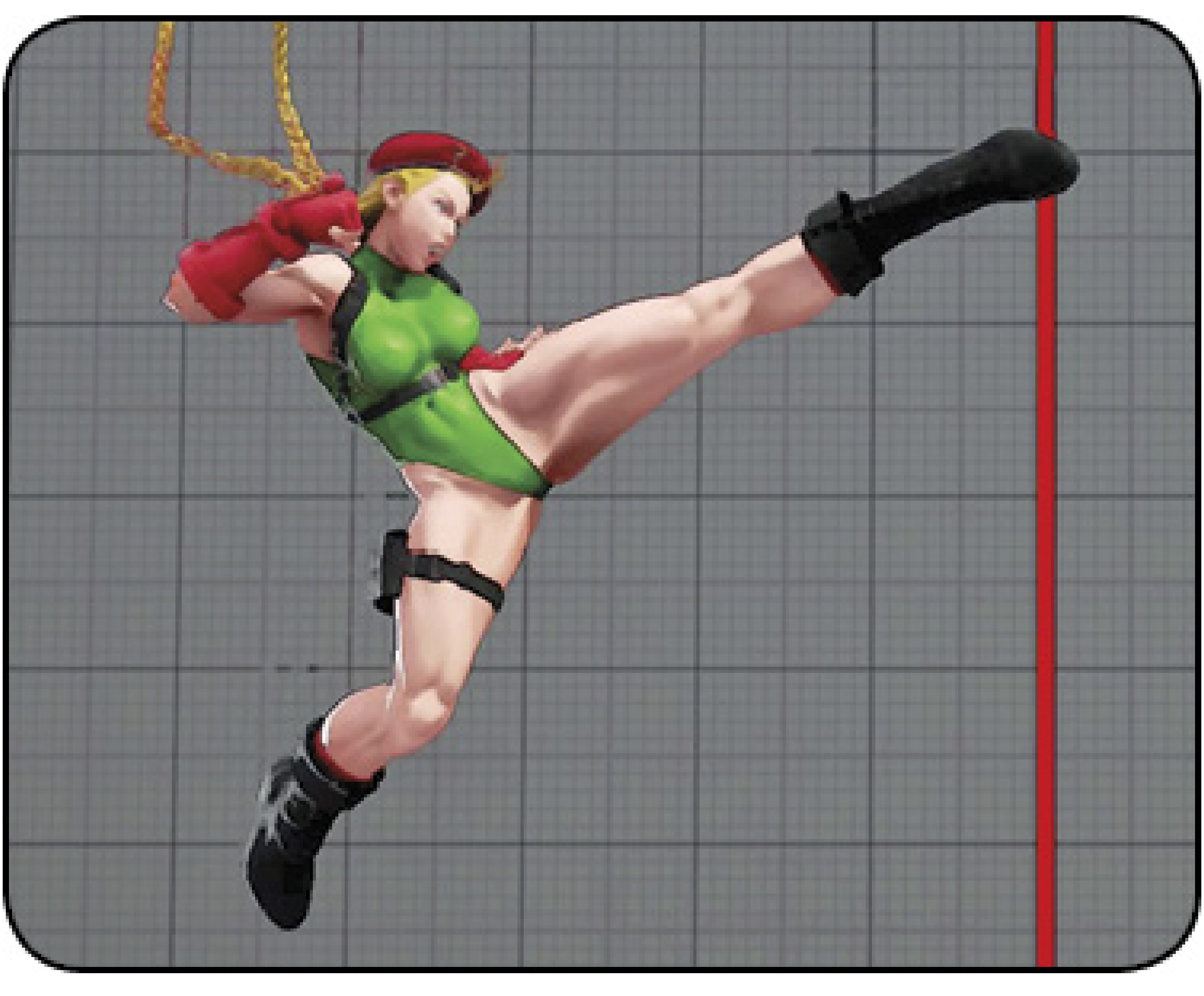


STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

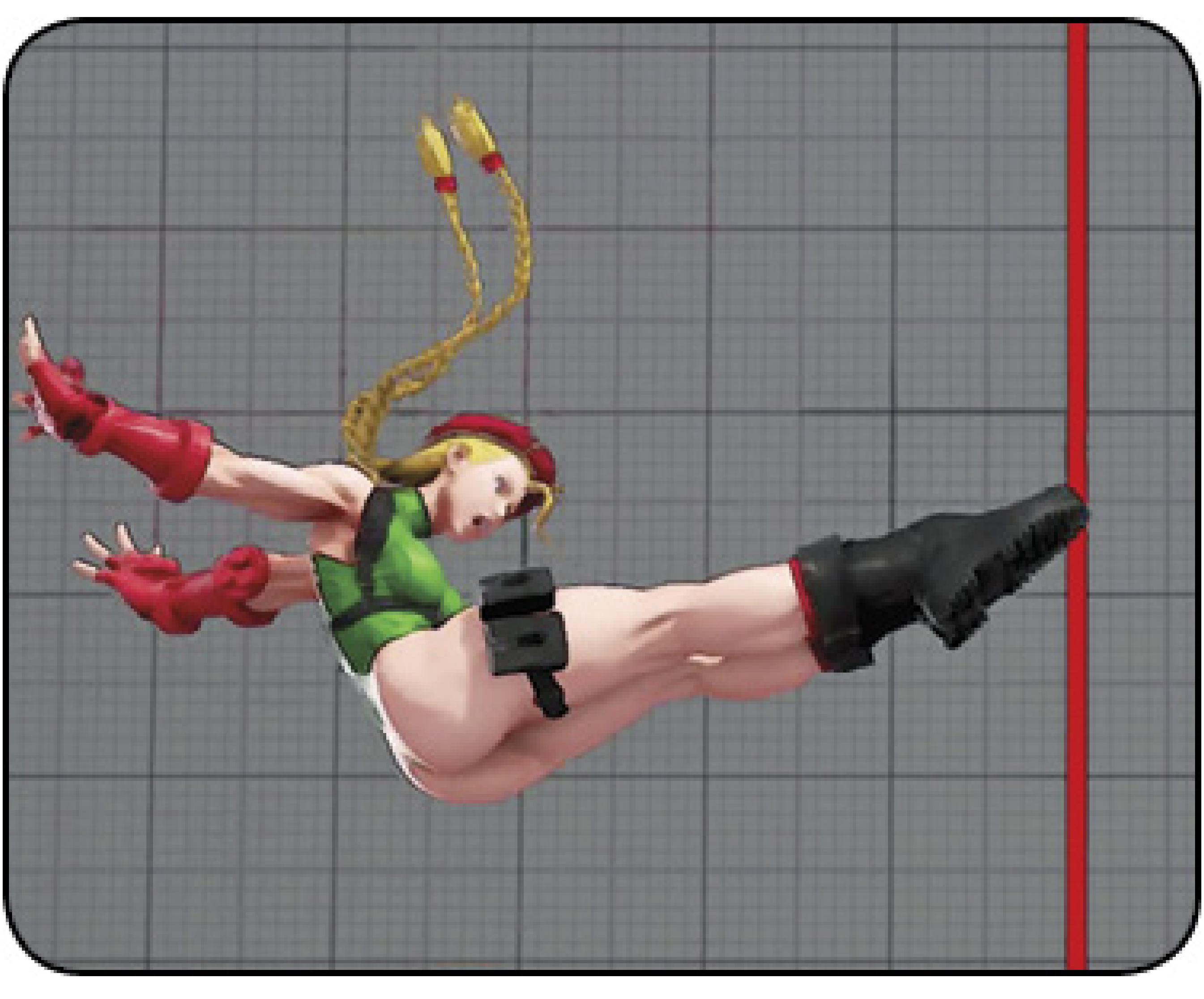
Cross-up

JUMPING FORWARD MK WHILE JUMPING



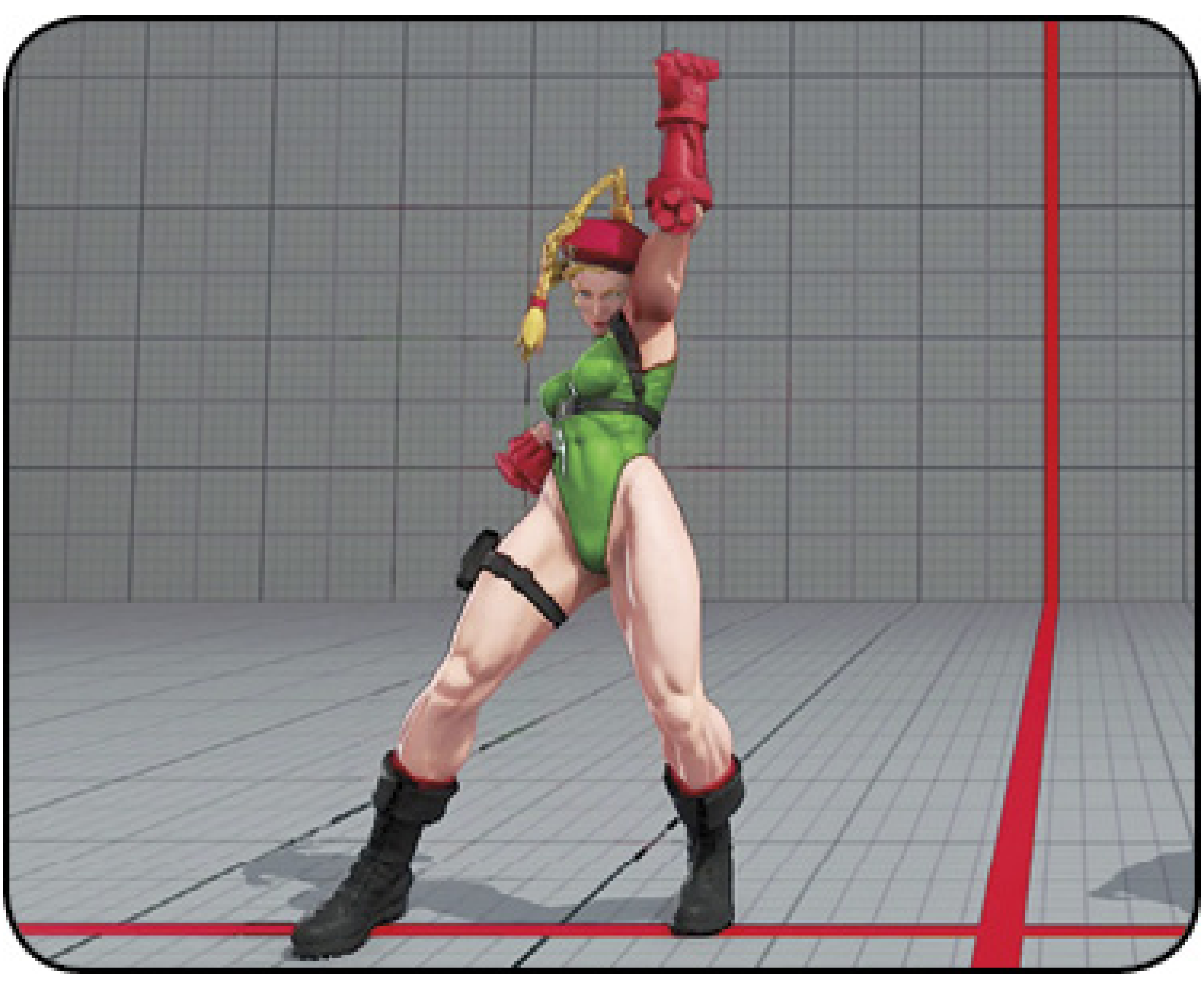
STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

LIFT UPPER ← + MP

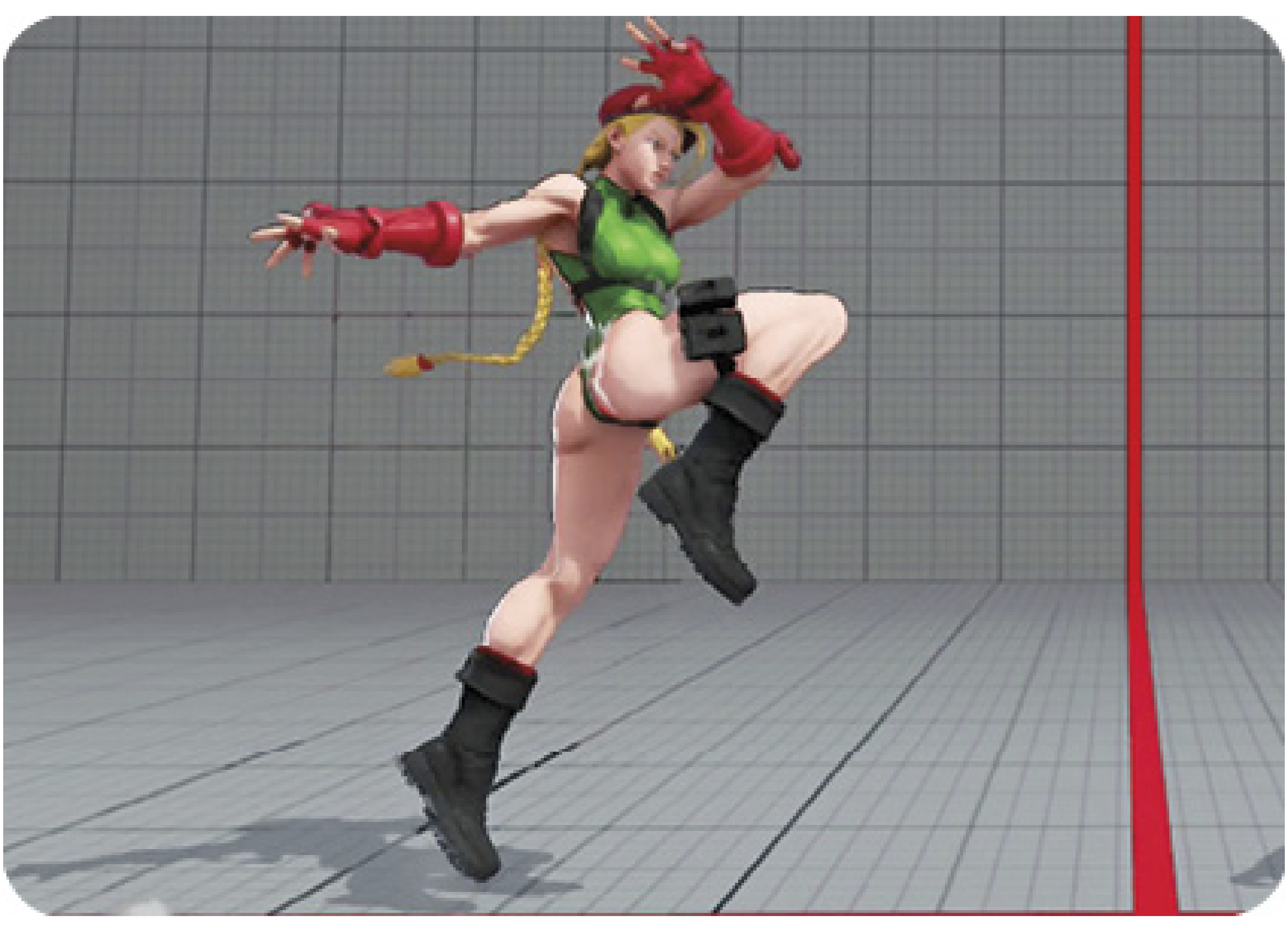


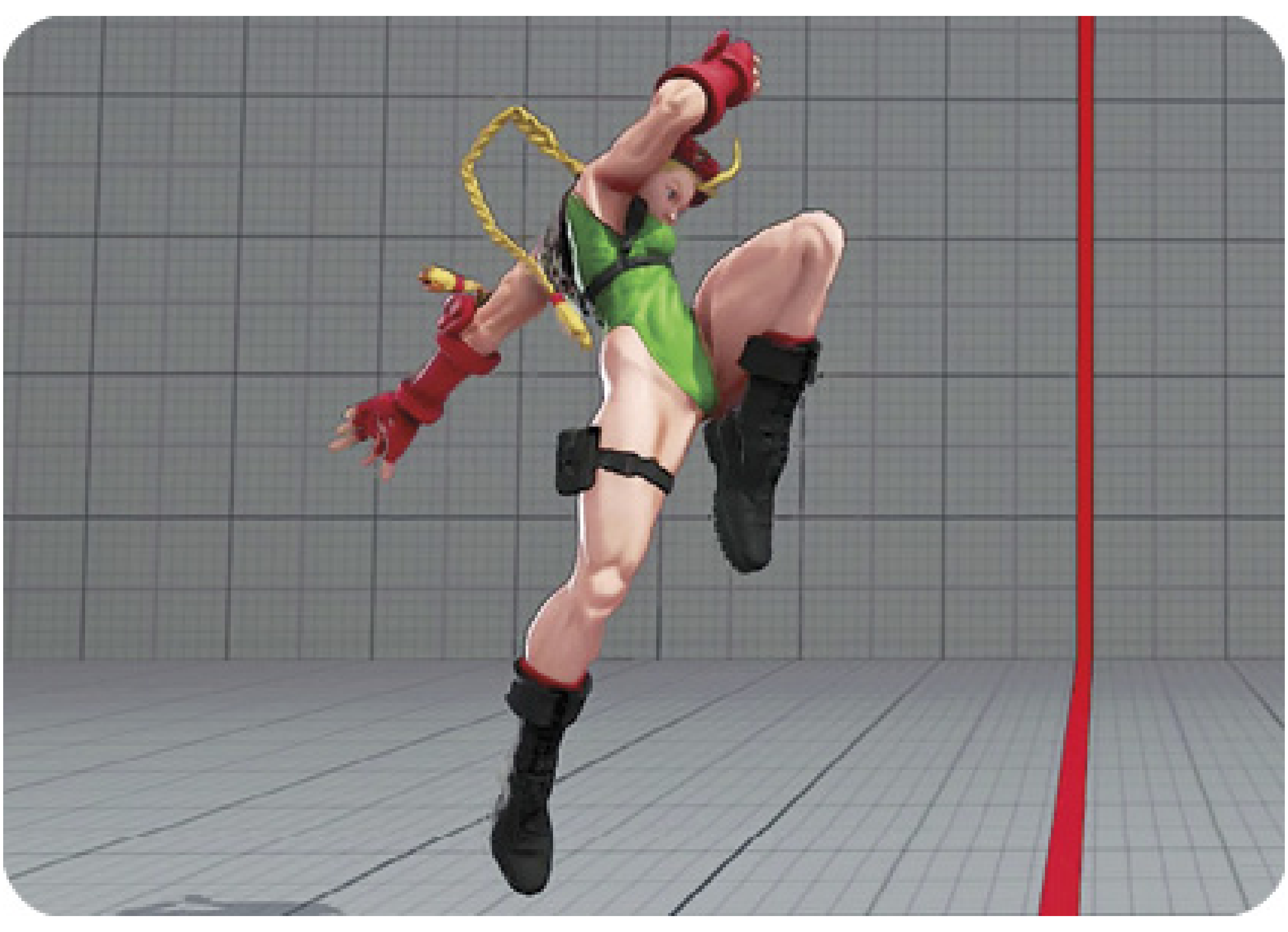
STARTUP	4
ACTIVE	4
RECOVERY	14
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-2
VTX HIT	6
VTX GUARD	4
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

Lift Upper: Cammy performs a quick uppercut straight into the air. At first glance, this attack seems underwhelming with its small range, but it's actually quite versatile. It boasts the lowest startup in the game for a medium attack, chains into a target combo (see the Lift Combination description), and acts as an effective vertical anti-air. With its four frames of startup, it even allows you to link from standing or crouching jab—a rarity in *Street Fighter V* (see the Combos section for more details). With only -2 disadvantage on block, it's also rather safe to use for a two-level hit-confirm using crouching LP into ← + MP (see **Combo 5**).

While Cammy has excellent defensive options against jump-in attacks with her various Cannon Spikes, Lift Upper usually makes for a better tempo-based anti-air because it forces the opponent into an air recovery. The caveat is that it only covers the vertical space directly above Cammy's head. However, it's usually worth using over LK Cannon Spike since it gives you a mix-up opportunity and more pressure. You can deflect a cross-up jumping attack with ← + MP and then dash under the falling foe for a left/right/throw setup.

KNEE BULLET → + HK





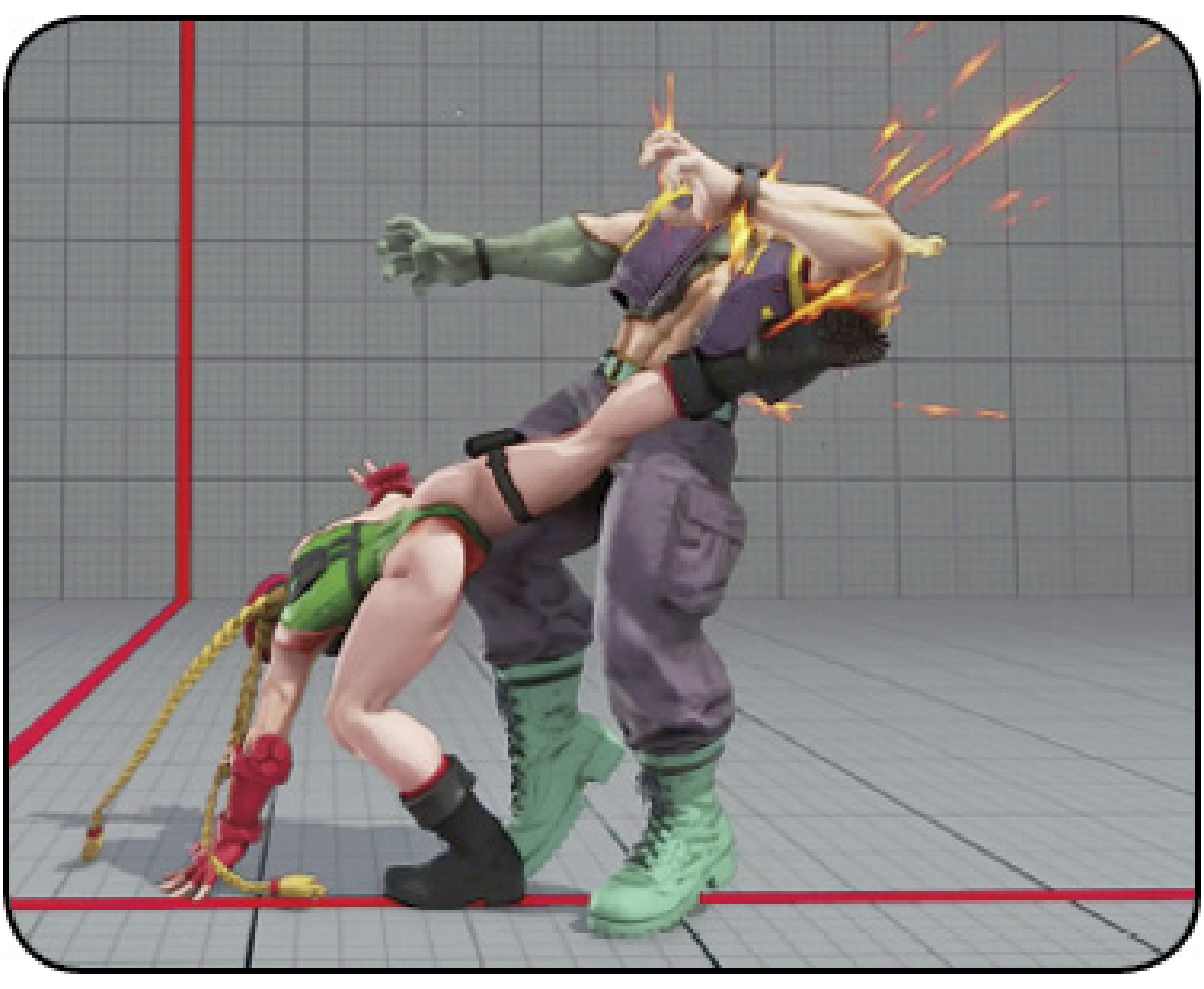
STARTUP	12
ACTIVE	2(5)2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	5
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80(40+40)
STUN	100(50x2)
METER GAIN	20x2/10x2

Knee Bullet: Cammy introduces a new unique attack called Knee Bullet, a seemingly airborne, lunging double-knee attack. This move is primarily used as an engagement tool from around mid range to close range, putting Cammy closer to her enemy while rewarding you with a combo on a successful hit (see Combo 4).

Although this move is safe on block, it's best used from near-max distance because its -2 disadvantage at point-blank range is less than ideal for offensive pressure. However, the drawback to using it from farther out is that your crouching MP follow-up may not have enough reach for a link. In those rare cases, you can opt to link into Cross Stinger Assault, provided you have enough meter and your opponent is hit standing, as seen in Combo 4b.

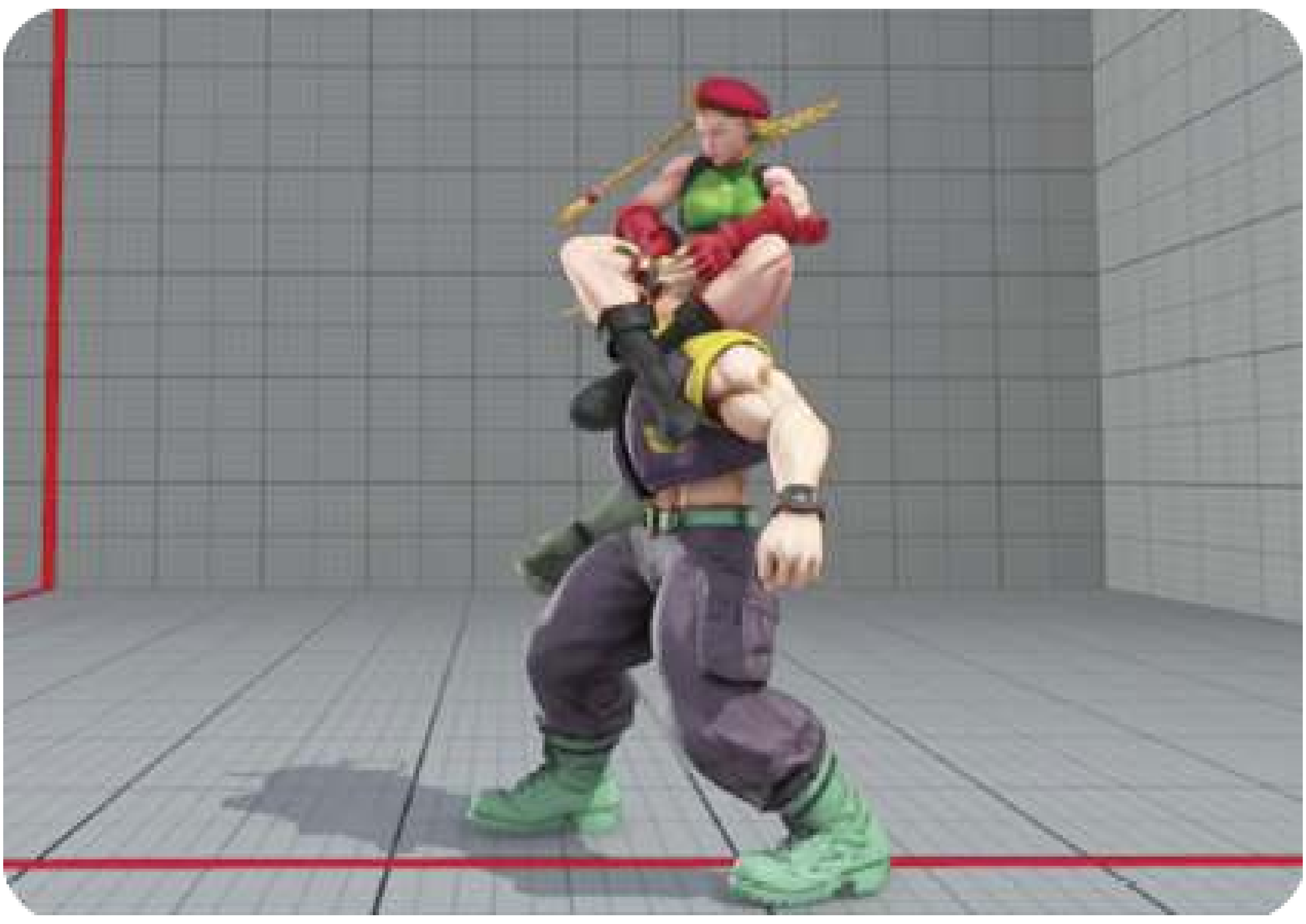
Note that Knee Bullet, while appearing to be an airborne unique attack, does not crush lows, nor is it technically airborne. Its full duration counts as being grounded, so getting interrupted out of it will put you in a grounded hitstun state. It still makes for an excellent attack from just outside of close range; since it's a heavy-strength unique attack, its active hits will crush medium and light attacks with its higher priority.

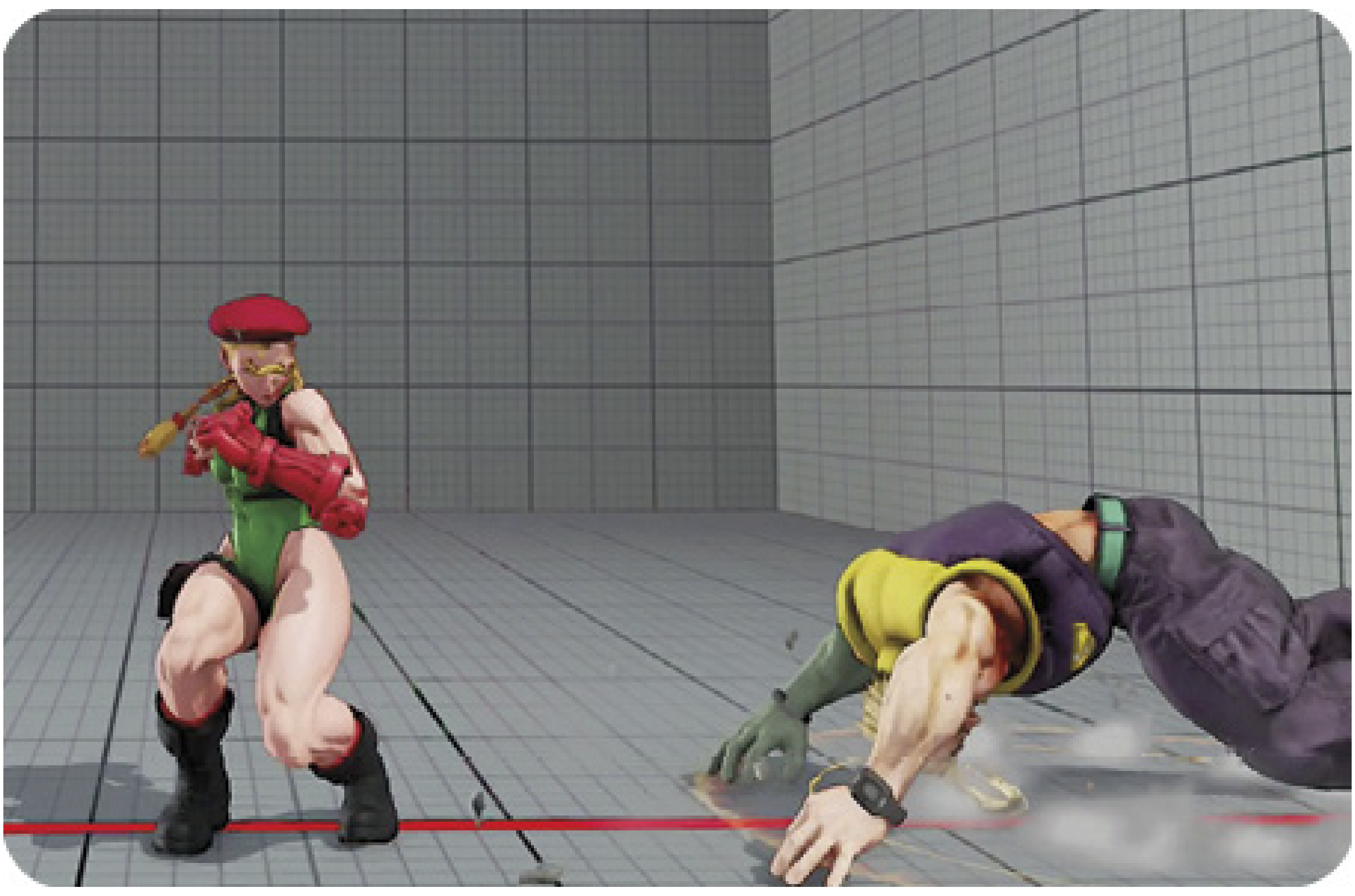
LIFT COMBINATION ← + MP ▶ HK



STARTUP	9
ACTIVE	4
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12

GYRO CLIPPER LP + LK





STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
DAMAGE	130
STUN	200
METER GAIN	100

Gyro Clipper: Cammy jumps on her opponent's shoulders and performs a neck-cracking twist followed by a reverse Frankensteiner, with the enemy landing at roughly half a screen's distance. This throw isn't as exciting as it sounds because it leaves Cammy with no advantage to mount an offense against a quick-rising adversary. However, it does deal a higher amount of damage compared to most throws (130 as opposed to the lower end of 110). Its main advantage comes from the context of her offensive-based nature, since she generally has no trouble getting close to the enemy for a throw attempt.

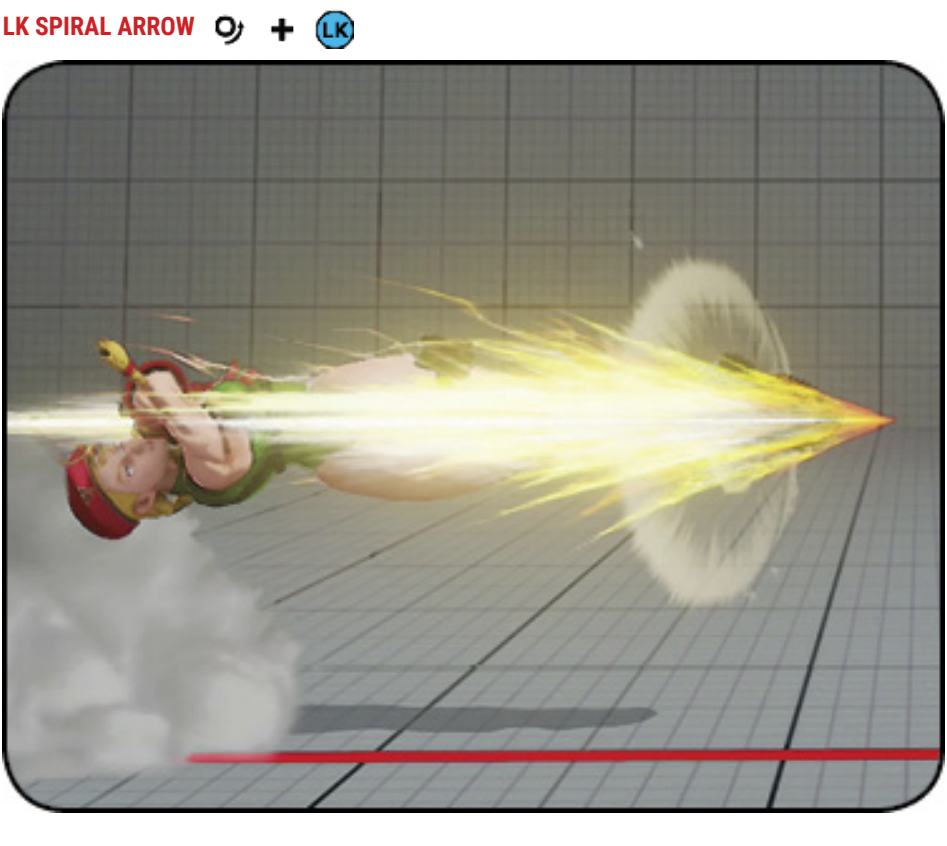
DEVELOPER NOTES

Learning how to hit confirm Cammy's attacks into Cannon Drill is the fastest route to success with her because the constant knockdowns really allow her to maintain pressure. Once that becomes second nature, add her hooligan combos and V-Skill to the arsenal to keep the opponent guessing what side you'll attack from next.

—Peter Rosas, Associate Producer

DELTA THROUGH ← + LP + LK

LK SPIRAL ARROW ↓↘→ + LK



STARTUP	7
ACTIVE	11
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
CANCEL	CA
DAMAGE	80
STUN	150
METER GAIN	20/40/20

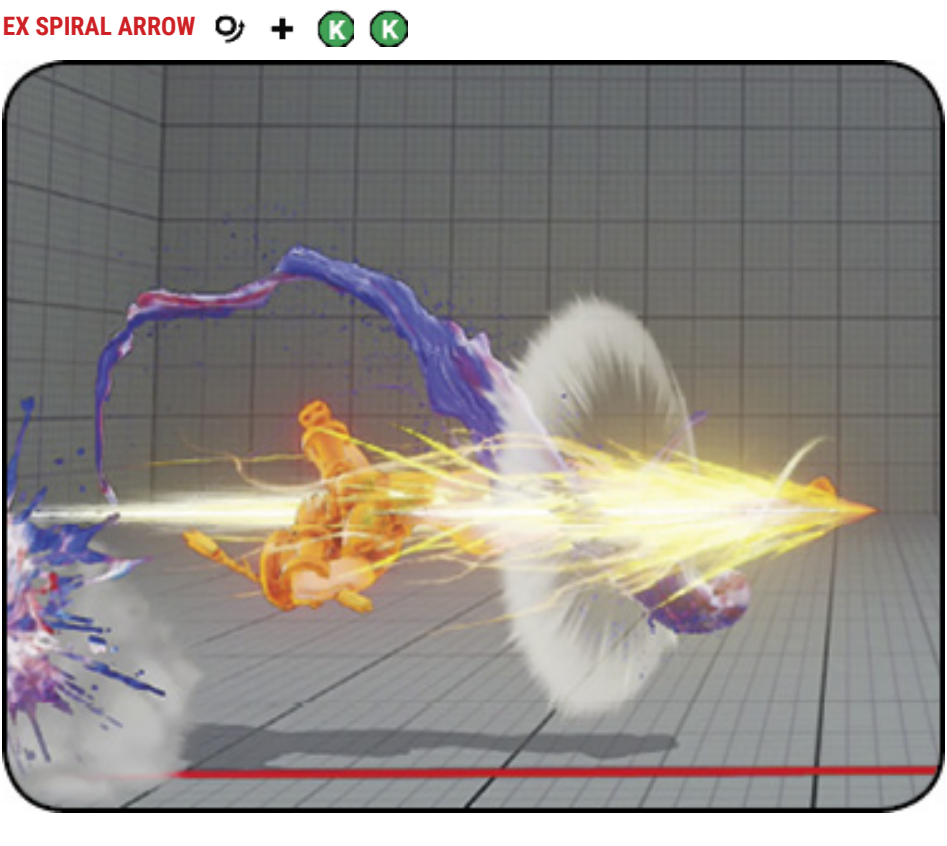
MK SPIRAL ARROW ↓↘→ + MK

STARTUP	7
ACTIVE	13
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-15
CANCEL	CA
DAMAGE	90
STUN	150
METER GAIN	20/40/20

HK SPIRAL ARROW ↓↘→ + HK

STARTUP	7
ACTIVE	2(1)11
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
CANCEL	CA
DAMAGE	50+50
STUN	150 (50+100)
METER GAIN	20/40/20

EX SPIRAL ARROW ↓↘→ + K K



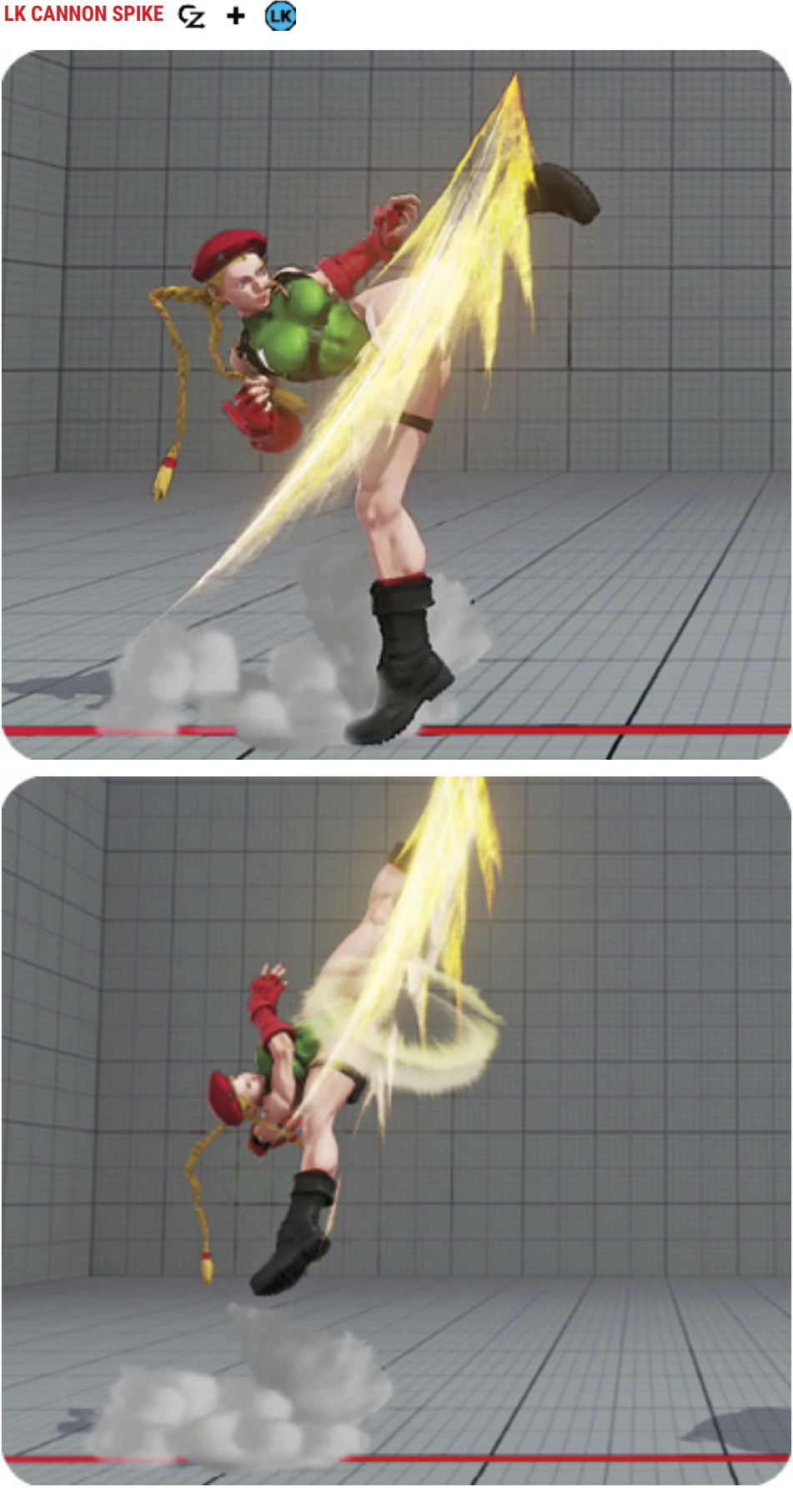
STARTUP	7
ACTIVE	2(2)10
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
CANCEL	—
DAMAGE	50+70
STUN	200 (50+150)
METER GAIN	-300

NOTES

Frames 5-15 projectile invincible

Spiral Arrow: Cammy turns into a torpedo, propelling herself across the ground in a low-profile state and drilling into her opponent's legs. All normal versions are similar to each other, with the main differences being travel distance (which is determined by button strength) and recovery. The EX version has 10 frames of projectile invincibility starting on Frame 5. Additionally, recovery is greatly dependent on Cammy's distance from the enemy. For instance, LK Spiral Arrow performed at maximum range (just within half-screen distance) can actually be made safe from three-frame attacks. Note that the on-guard advantage in the frame data lists recovery when blocked on the first active frame.

LK CANNON SPIKE →↓↘ + LK



STARTUP	4
ACTIVE	11
RECOVERY	23 + 14 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-37
CANCEL	CA
DAMAGE	120/80
STUN	200
METER GAIN	20/40/20

NOTES

Frames 1-5 completely invincible; rewards counter-hit to opponent if hit during recovery

MK CANNON SPIKE →↓↘ + MK

STARTUP	5
ACTIVE	11
RECOVERY	25 + 14 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-37
CANCEL	CA
DAMAGE	120/80
STUN	200
METER GAIN	20/40/20

NOTES

Frames 1-6 completely invincible; rewards counter-hit to opponent if hit during recovery

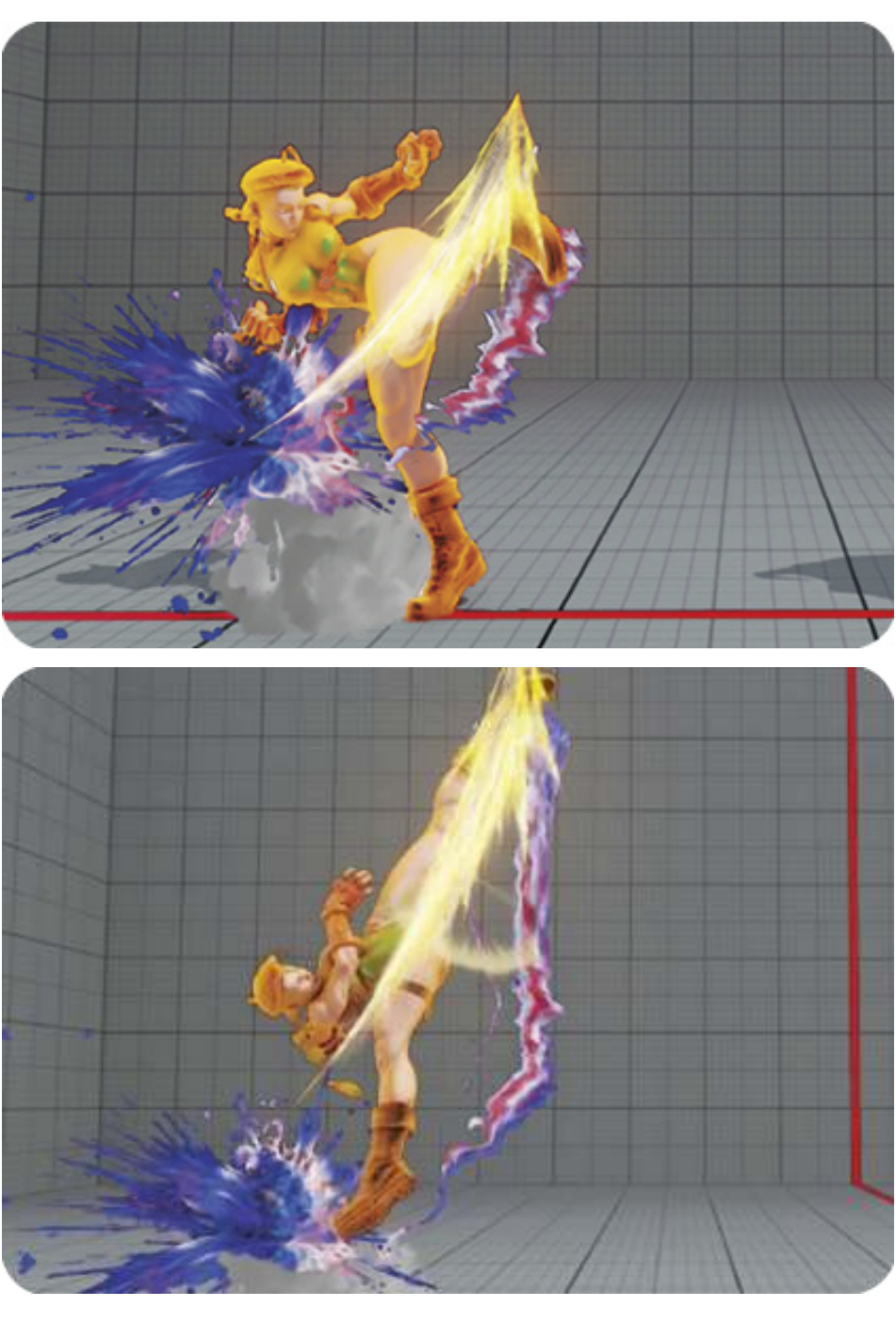
HK CANNON SPIKE →↓↘ + HK

STARTUP	6
ACTIVE	11
RECOVERY	25 + 14 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-37
CANCEL	CA
DAMAGE	120/80
STUN	200
METER GAIN	20/40/20

NOTES

Frames 1-7 completely invincible; rewards counter-hit to opponent if hit during recovery

EX CANNON SPIKE →↓↘ + K K



STARTUP	3
ACTIVE	11
RECOVERY	24 + 14 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-37
CANCEL	—
DAMAGE	160(50+50+60)
STUN	200
METER GAIN	-300

NOTES

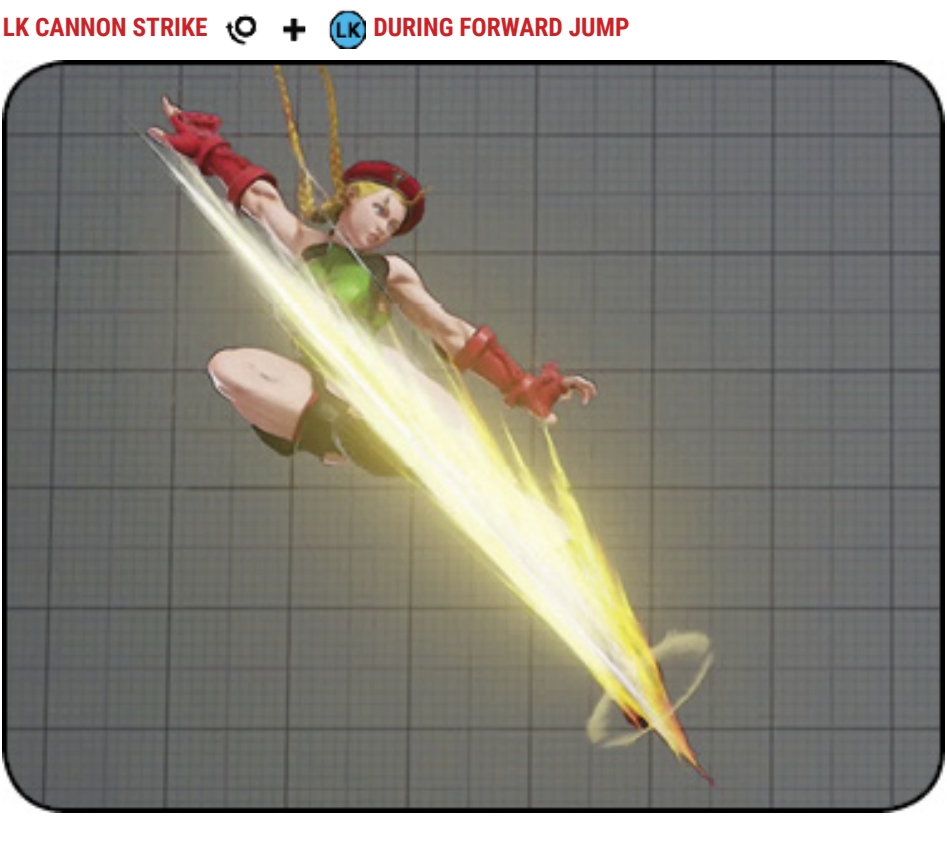
Frames 1-10 completely invincible; rewards counter-hit to opponent if hit during recovery

Cannon Spike: Cannon Spike is Cammy's definitive anti-air heel kick: she rocket-jumps into the air with a high-velocity attack, taking down anyone in her way. As an invincible anti-air move, Cannon Spike is unique in that all three normal versions deal the same amount of damage (where most characters' special move damage is determined by button strength), and all have completely invincible startup frames (although their values differ). LK Cannon Spike starts up in four frames and is invincible for five, MK starts up in five frames and is invincible for six, and HK starts up in six frames and is invincible for seven. Additionally, horizontal distance varies significantly, with LK Cannon Spike attacking at an almost completely vertical angle and HK Cannon Spike advancing forward a large distance before going airborne. EX Cannon Spike boasts more invincibility and juggle potential than the normal versions and does slightly more damage. Its horizontal range is comparable to LK Cannon Spike, so you should use it mainly as a combo finisher in juggle combos or as a super-invincible anti-air for close-range jumping attacks.

As a rule of thumb, you should always use the HK version in combos (unless you need to link into a faster version from a situational hit-confirm). As an anti-air, all three are viable, and which version to use depends on the angle of the opposing jump-in attack.

Like other →↓↘ special moves, Cannon Spike can be performed with a shortcut of ↘↓↘ instead of →↓↘. This helps execute the move from a crouching position in order to keep a low profile before transitioning into the attack.

LK CANNON STRIKE ↓↙← + LK DURING FORWARD JUMP



STARTUP	13
ACTIVE	11
RECOVERY	9 landing
GUARD LEVEL	HL
ON HIT	7
ON GUARD	1
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	0/30/15

NOTES

On Hit and On Guard advantage varies with height of impact. At most +7 on hit (non-CH) and +1 on block.

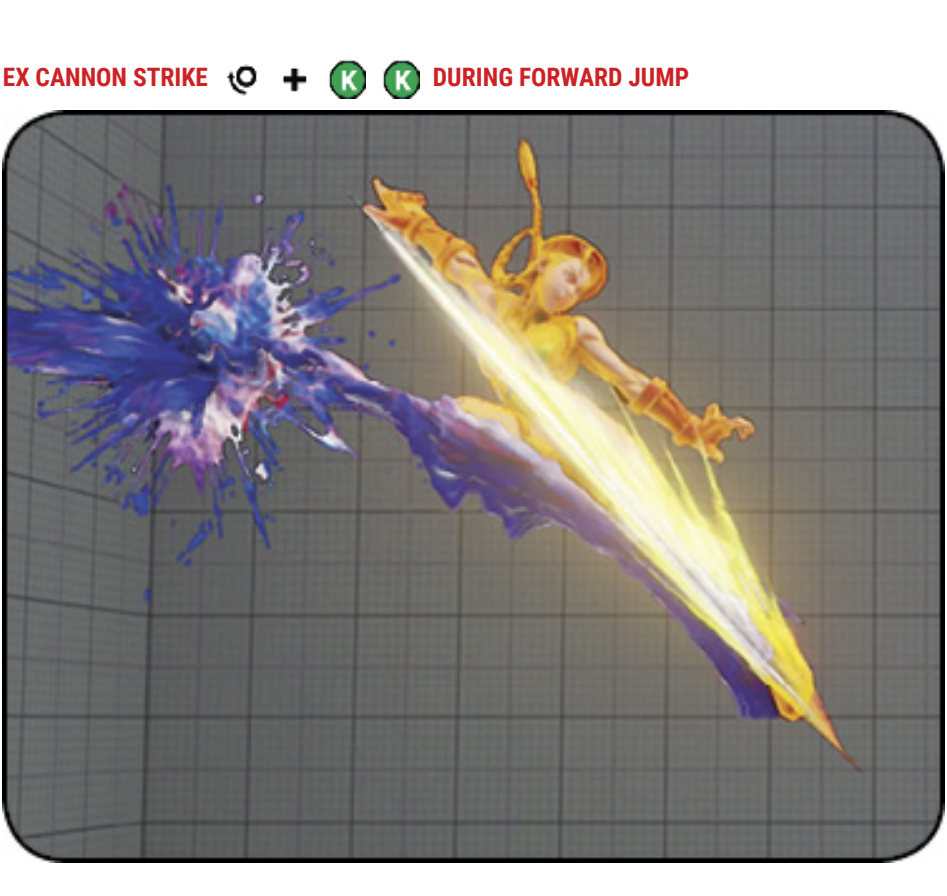
MK CANNON STRIKE ↓↙← + MK DURING FORWARD JUMP

STARTUP	13
ACTIVE	11
RECOVERY	9 landing
GUARD LEVEL	HL
ON HIT	7
ON GUARD	1
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	0/30/15

HK CANNON STRIKE ↓↙← + HK DURING FORWARD JUMP

STARTUP	13
ACTIVE	11
RECOVERY	9 landing
GUARD LEVEL	HL
ON HIT	7
ON GUARD	1
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	0/30/15

EX CANNON STRIKE ↓↙← + K K DURING FORWARD JUMP



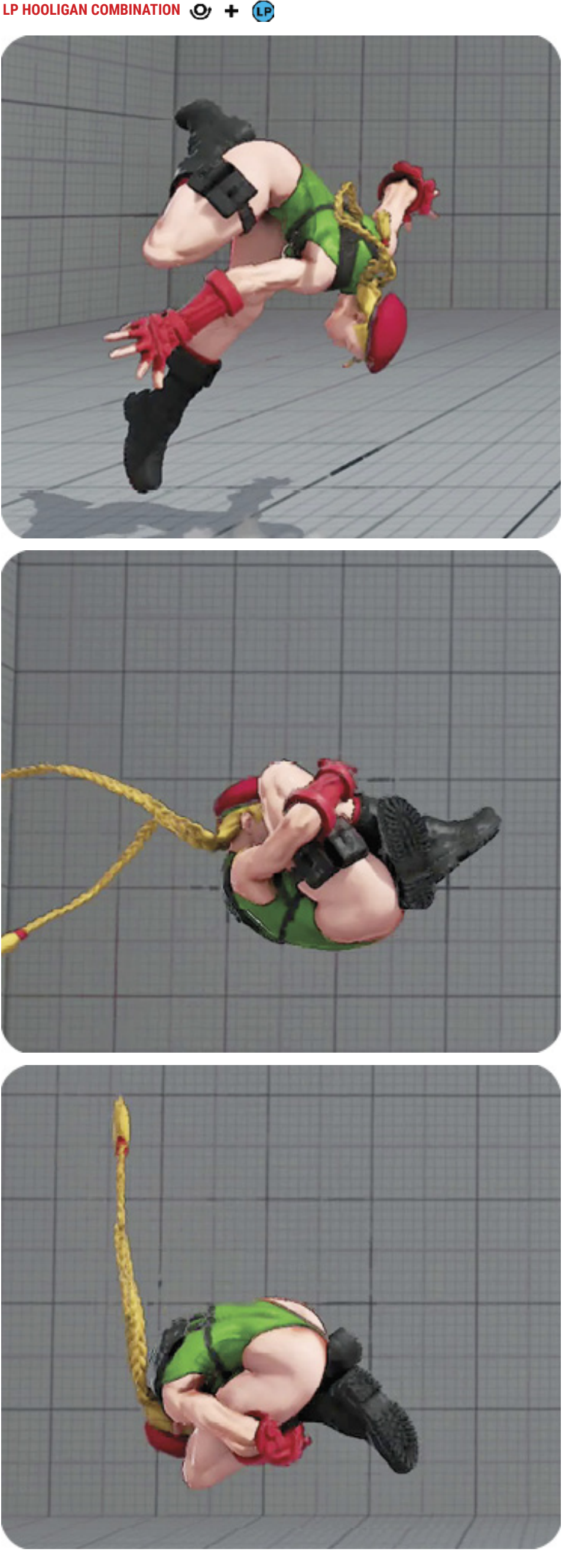
STARTUP	13
ACTIVE	11
RECOVERY	9 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	±0
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	-300

Cannon Strike: Cannon Strike is an air-to-ground dive kick and an invaluable asset to Cammy's aggression-centric gameplay. Button strength used to execute the move determines Cammy's descending angle of attack: the LK version strikes at a steep angle, HK at about a 45-degree angle, and MK just in between LK and HK. Similar to Spiral Arrow, its advantage varies; in this case, height of impact is the determining factor. The lower you can connect with Cannon Strike, the more advantageous you are. Naturally, LK Cannon Spike is more likely to give you frame advantage with its sharp arc, whereas HK Cannon Strike usually hits the opponent early on at a high altitude, leaving you vulnerable.

Cannon Strike can only be performed during a forward jump and does have a minimum height requirement. If you execute the command too early after your jump, you'll get a normal kick attack instead.

You can use LK Cannon Strike to drastically alter your forward jump trajectory in order to bait out an ill-timed anti-air attack. Jump in from just within half-screen distance and immediately input ↓↙← + LK to perform LK Cannon Strike at the lowest possible altitude. This will drop Cammy to the ground without finishing her jump arc, potentially luring out an anti-air special move (such as Ryu's MP Shoryuken). You can then punish with a reversal punish counter-hit combo like **Combo 13a** and **Combo 13b**.

LP HOOLIGAN COMBINATION ←↙↓↘→ + LP



STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	10

NOTES

Airborne on 6th frame

MP HOOLIGAN COMBINATION ←↙↓↘→ + MP

STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	10

NOTES

Airborne on 6th frame

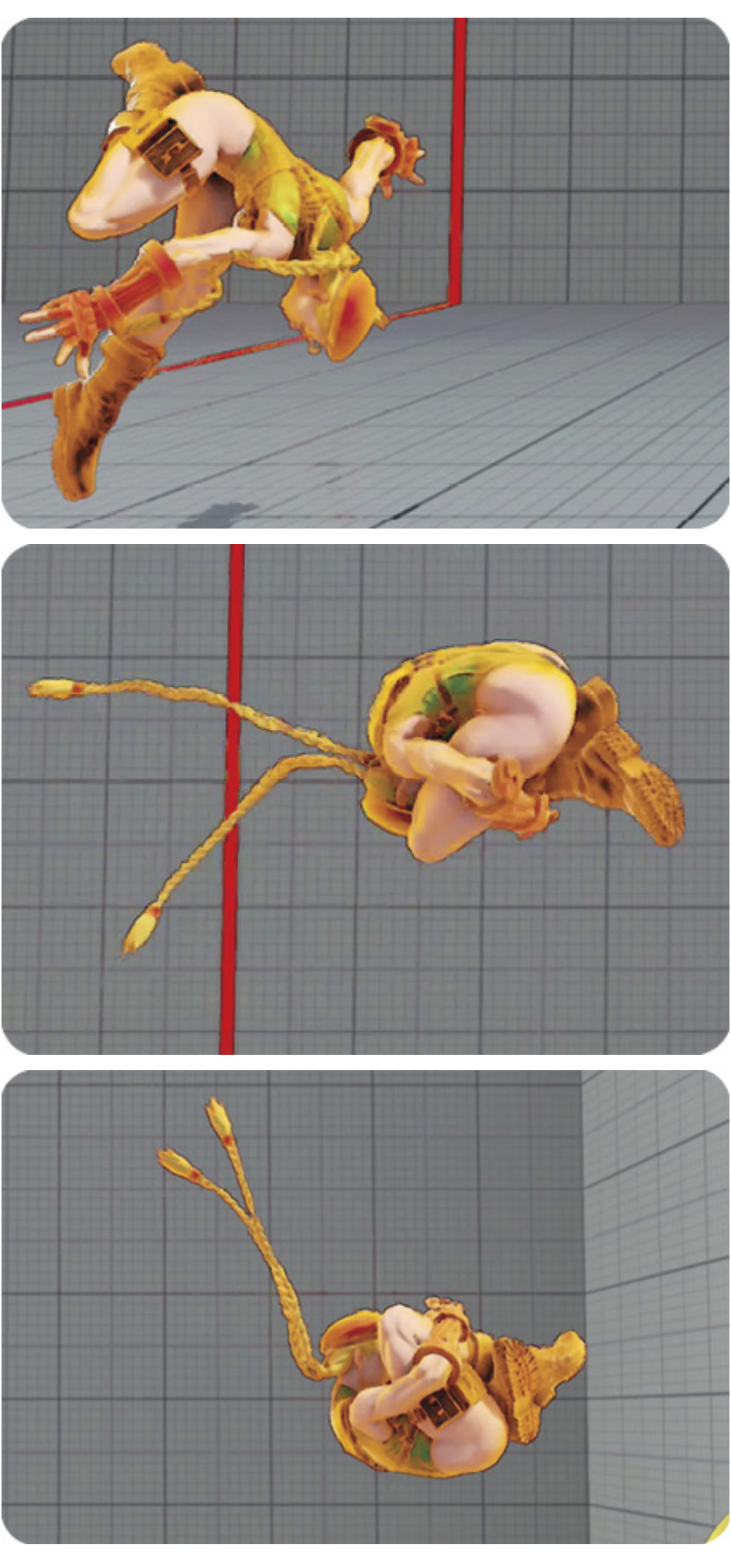
HP HOOLIGAN COMBINATION ←↙↓↘→ + HP

STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	10

NOTES

Airborne on 6th frame

EX HOOLIGAN COMBINATION ←↙↓↘→ + P P



STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	-300

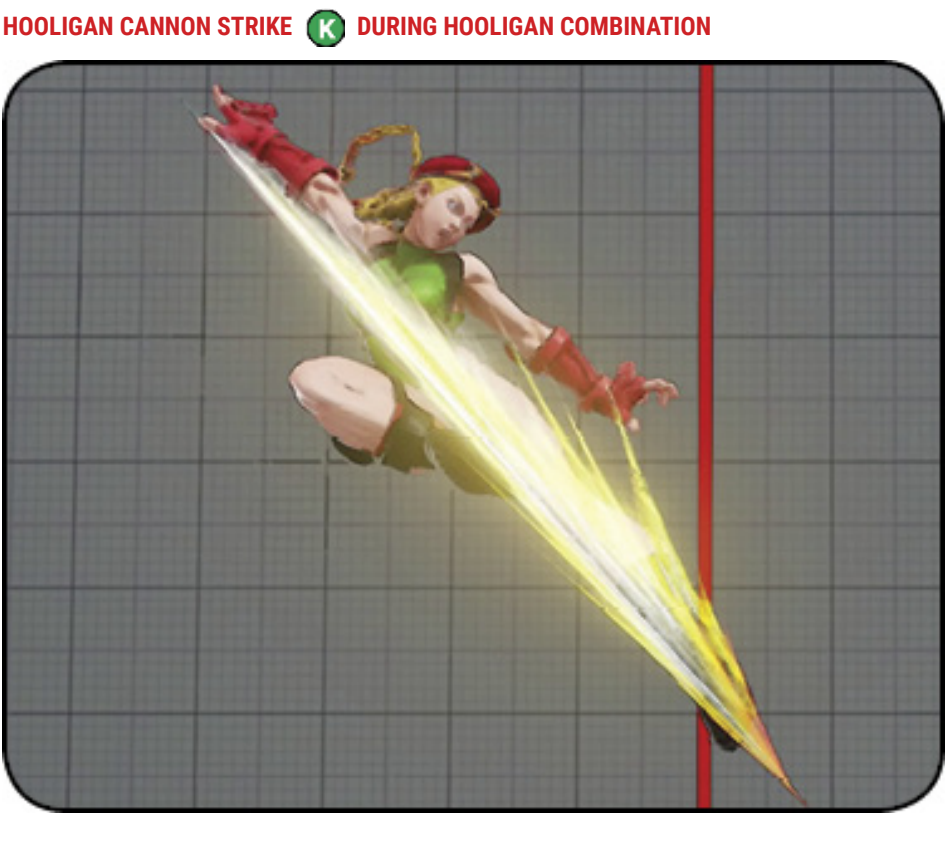
NOTES

Frames 1-13 throw and projectile invincible; airborne on 6th frame

Hooligan Combination: Cammy's Hooligan Combination is back in *SFV*, with a couple of alterations to its possible follow-ups. The most noteworthy change to Hooligan Combination is the ability to cancel it into a specialized Cannon Strike.

LP, MP, and HP Hooligan Combination differ in their travel distance, but all special attacks performed from Hooligan Combination are identical. For instance, LP/MP/HP Hooligan Combination transition into the same Razor Edge Slicer attack with no difference in properties. The same goes for Fatal Leg Twister and Cross Scissors Pressure. EX Hooligan Combination tracks the opponent and enhances Razor Edge Slicer and Hooligan Cannon Strike.

HOOLIGAN CANNON STRIKE K DURING HOOLIGAN COMBINATION

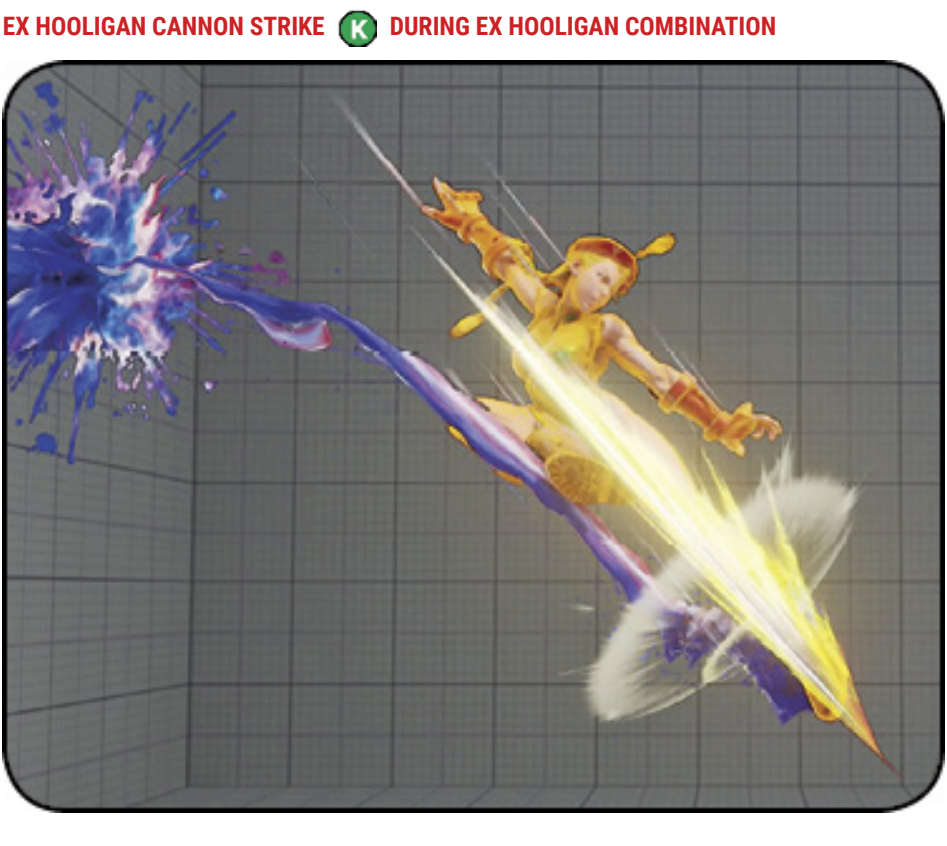


STARTUP	15
ACTIVE	11
RECOVERY	9 landing
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-4
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	0/30/15

NOTES

Advantage varies with height of impact. Advantage listed is against standard height standing opponents.

EX HOOLIGAN CANNON STRIKE K DURING EX HOOLIGAN COMBINATION



STARTUP	13
ACTIVE	11
RECOVERY	9 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	2
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	-300

NOTES

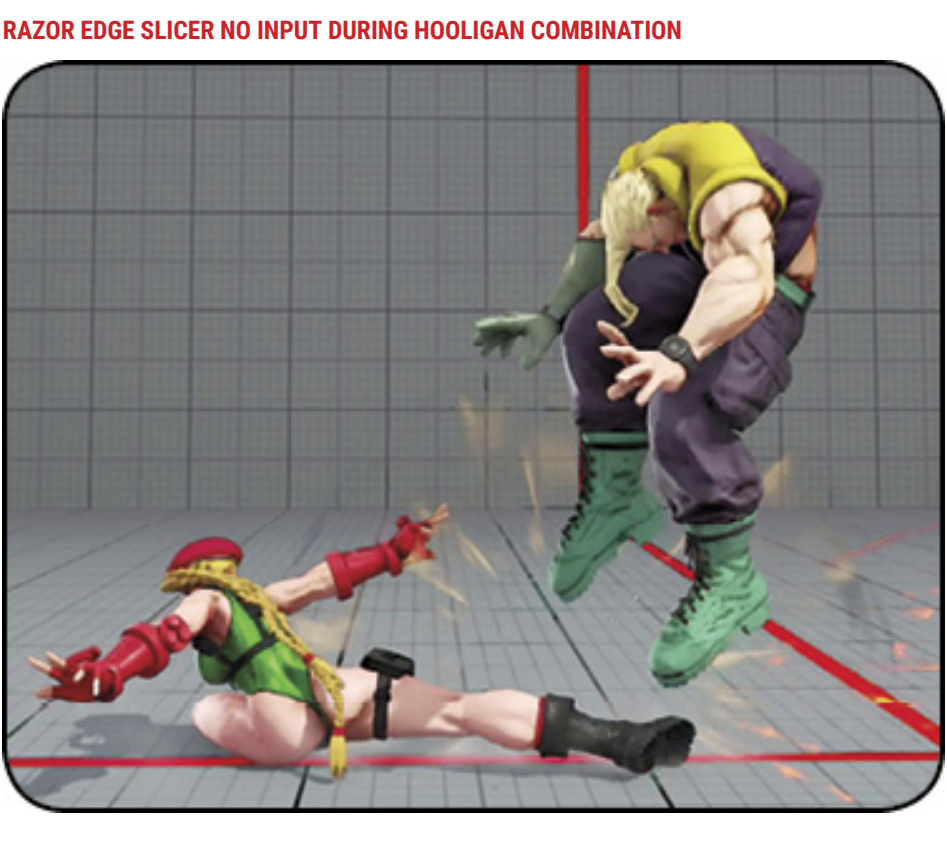
Advantage varies with height of impact. Advantage listed is against standard height standing opponents.

Hooligan Cannon Strike: This version of Cannon Strike is somewhat different than your normal forward jump Cannon Strike. You can't change the attack angle, but it's slightly more advantageous on hit and block. Against most standing opponents, it's -4 on block, and against crouching opponents, it's -2.

There's an inherent mix-up in that foes standing to block Cannon Strike earn a shot at a four-frame punish but open themselves up to a Fatal Leg Twister throw. Alternately, an opponent crouching to avoid Fatal Leg Twister while blocking to stop Hooligan Cannon Strike leaves them safe but without potentially guaranteed punishment.

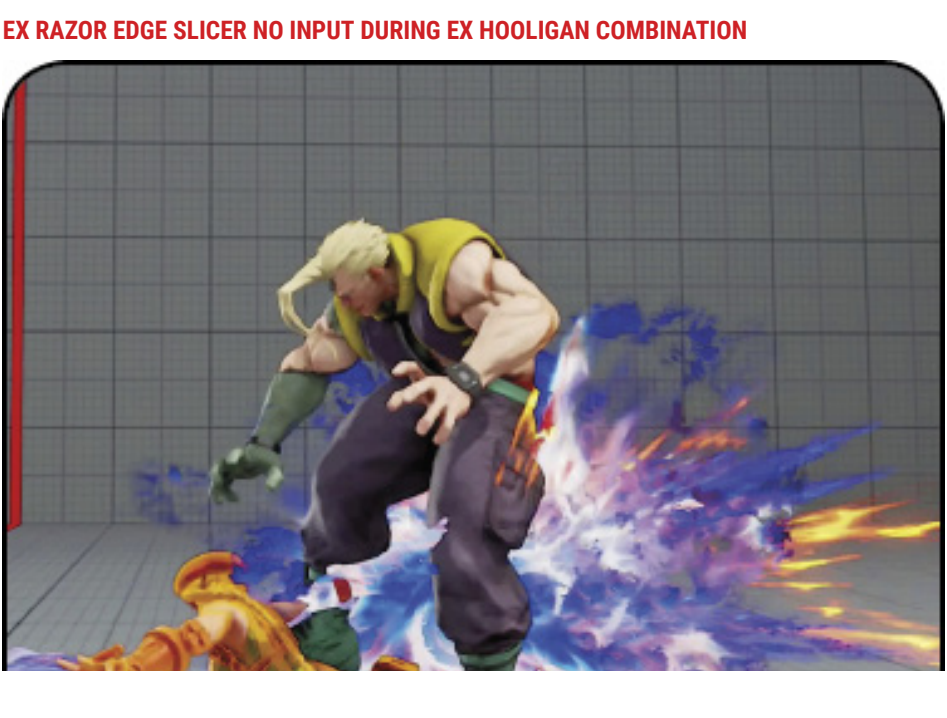
Hooligan Cannon Strike will "autocorrect" if Cammy flies over her adversary—she'll make a 180 and dive kick the target for a cross-up attack. EX Hooligan Cannon Strike shares the same benefits as Hooligan Strike in that it's ±0 on block (instead of EX Cannon Strike's -2).

RAZOR EDGE SLICER NO INPUT DURING HOOLIGAN COMBINATION



STARTUP	—
ACTIVE	40 + 9
RECOVERY	13
GUARD LEVEL	L
ON HIT	D
ON GUARD	-2
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	0/30/15

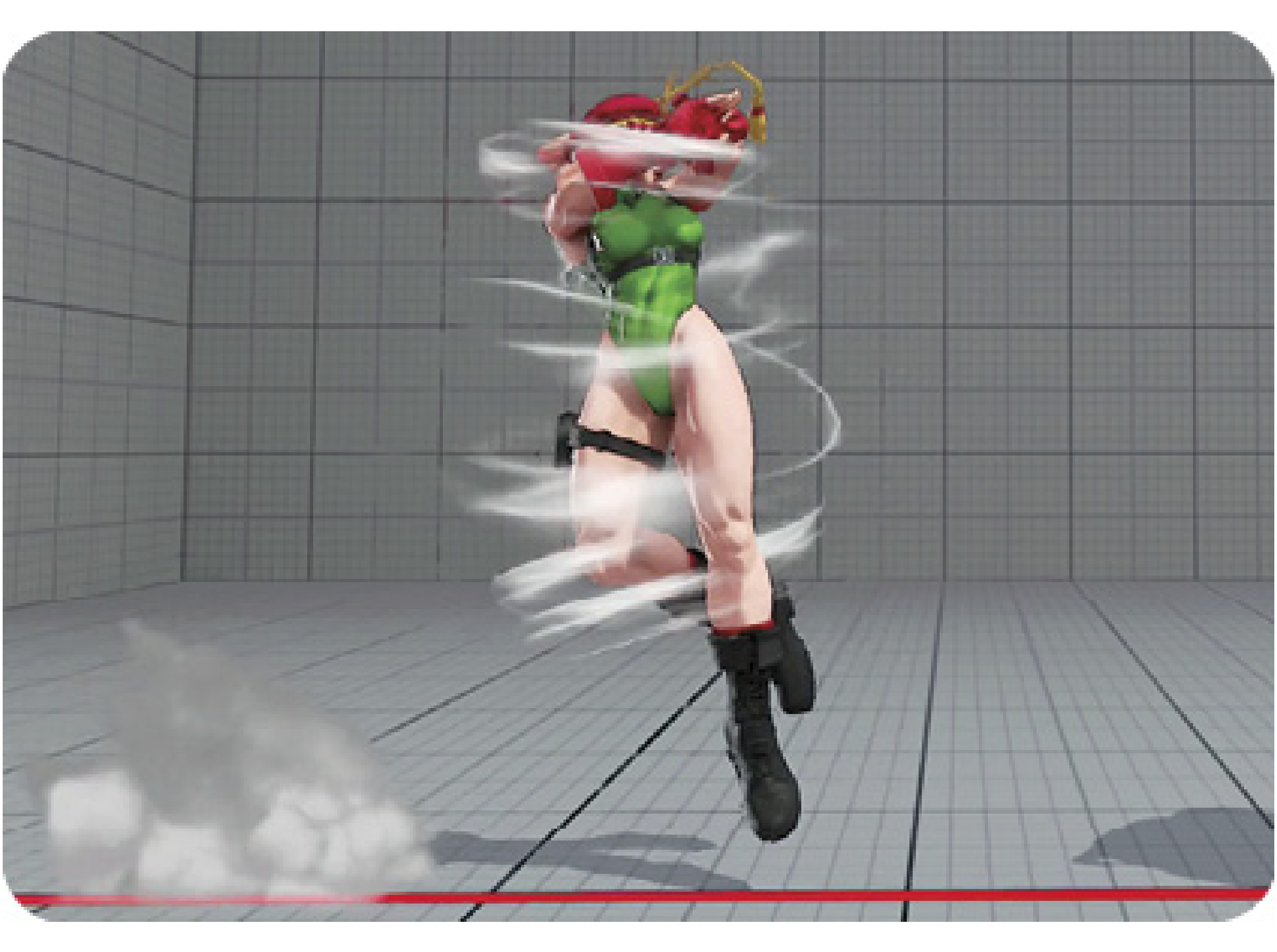
EX RAZOR EDGE SLICER NO INPUT DURING EX HOOLIGAN COMBINATION

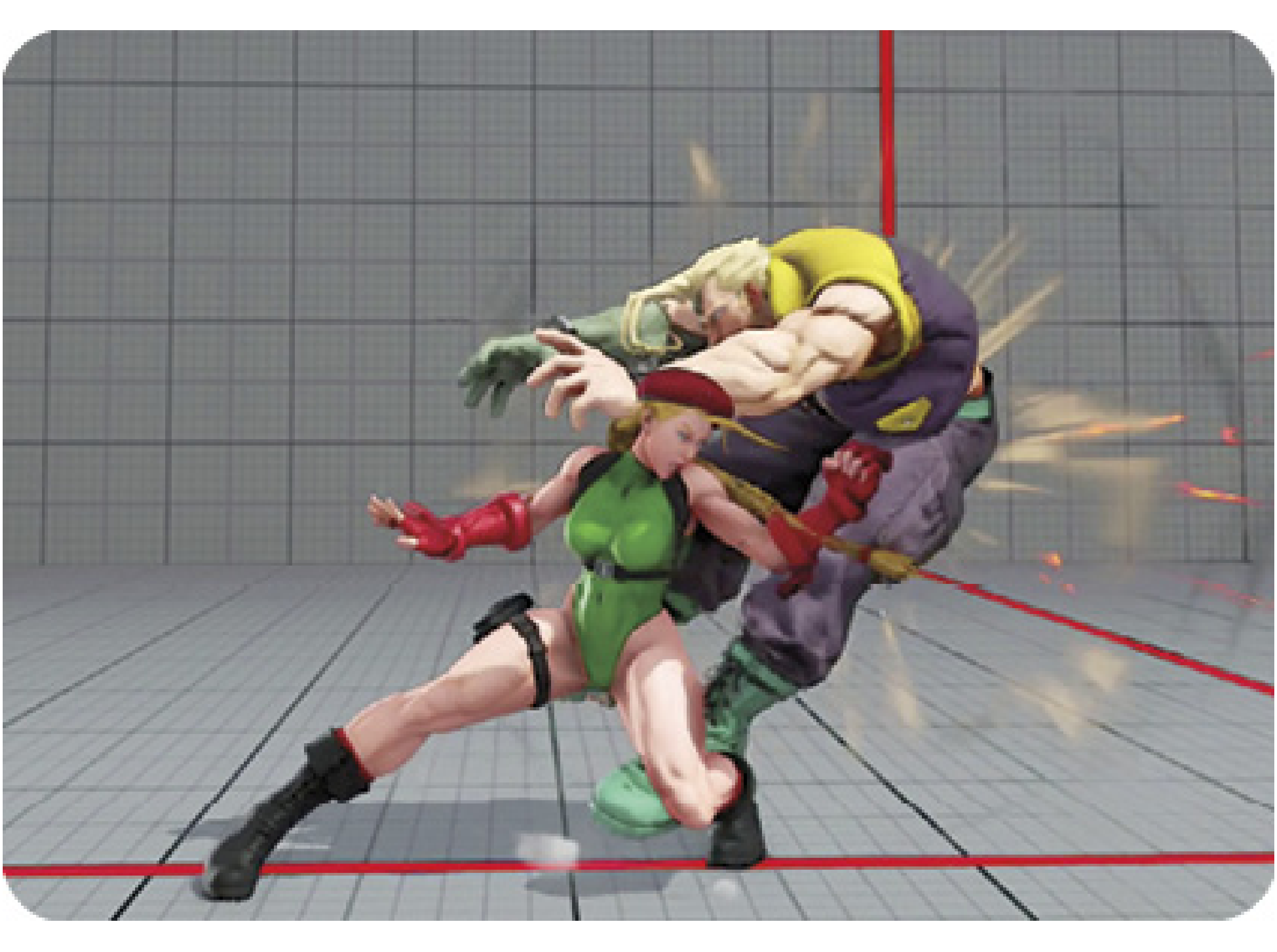


CROSS STINGER ASSAULT ↻ ↻ + K

V-SKILL

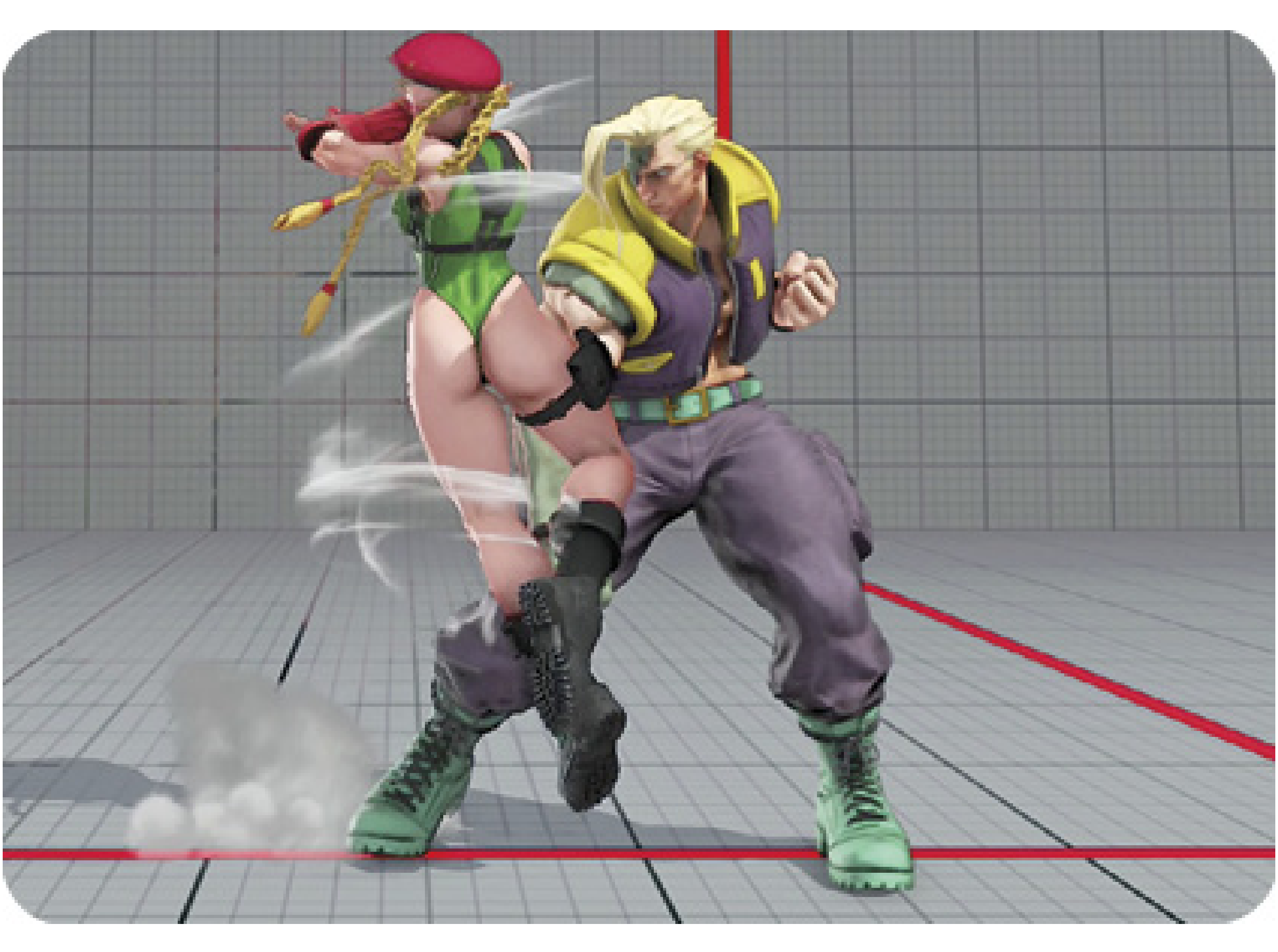
AXEL SPIN KNUCKLE MP + MK

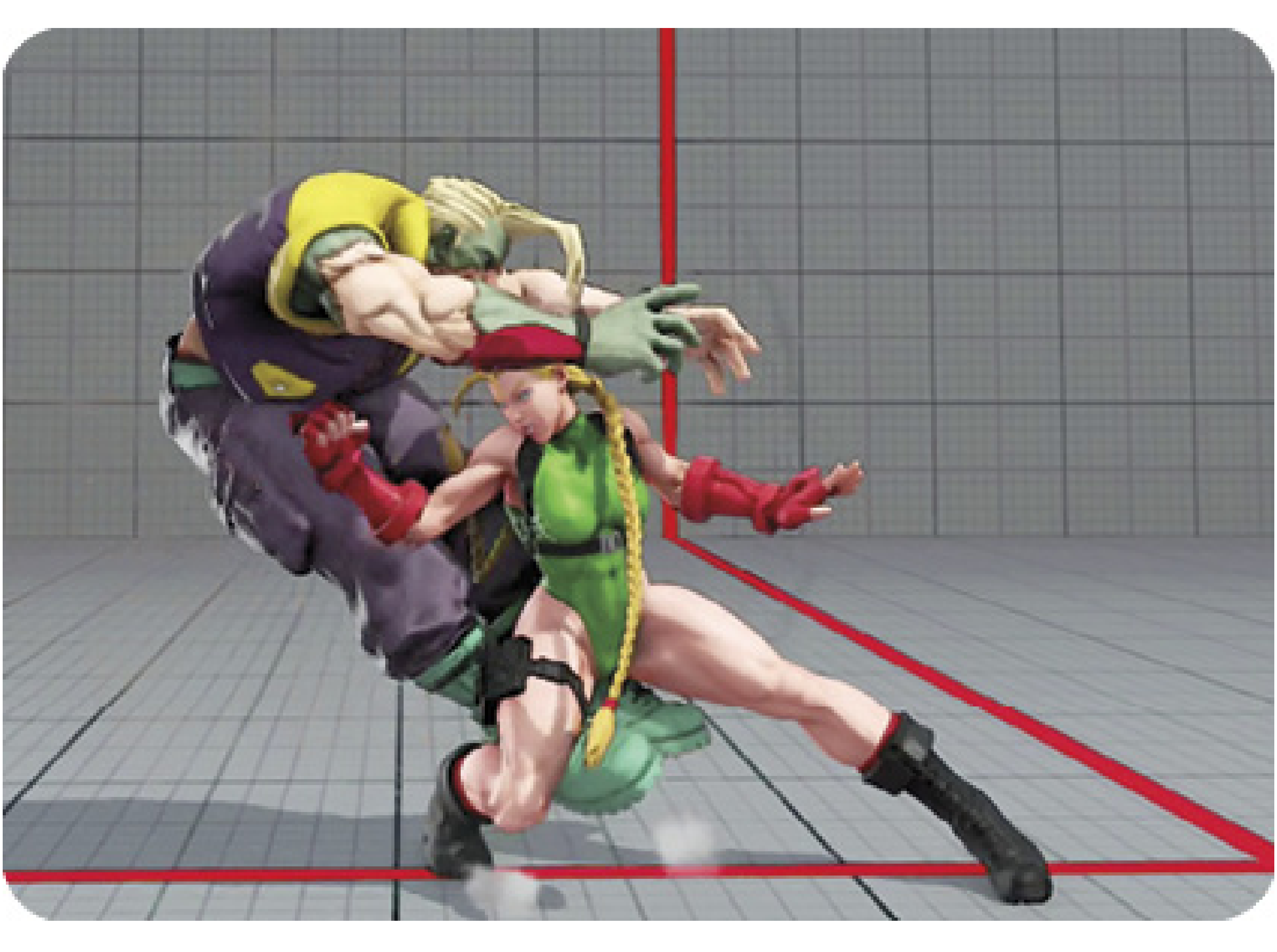




STARTUP	35
ACTIVE	2
RECOVERY	13
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
DAMAGE	60
STUN	100
METER GAIN	V: 80/40

AXEL SPIN KNUCKLE TURN AROUND MP + MK (CROSS-UP)





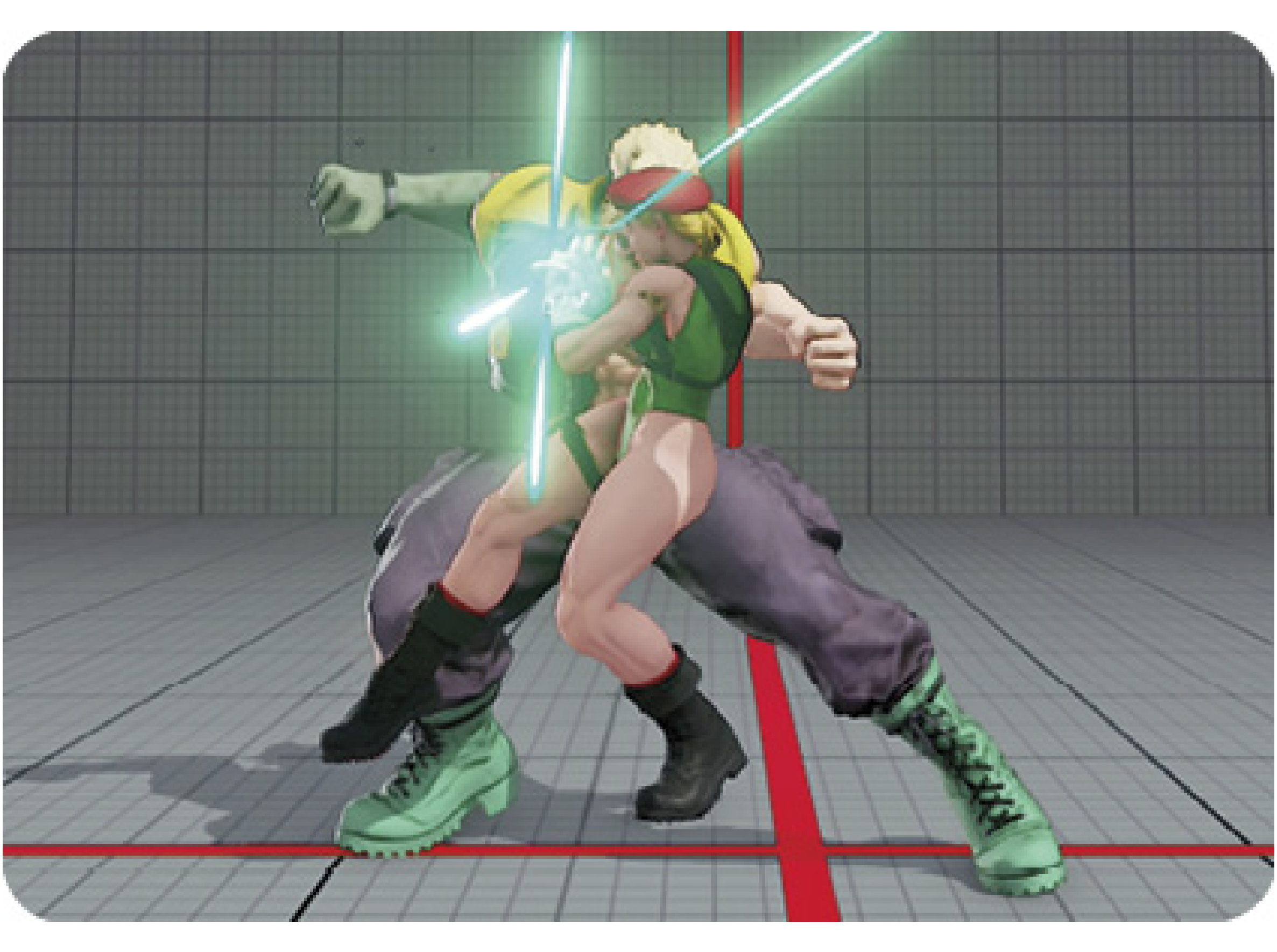
STARTUP	36
ACTIVE	2
RECOVERY	16
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
DAMAGE	60
STUN	100
METER GAIN	V: 80/40

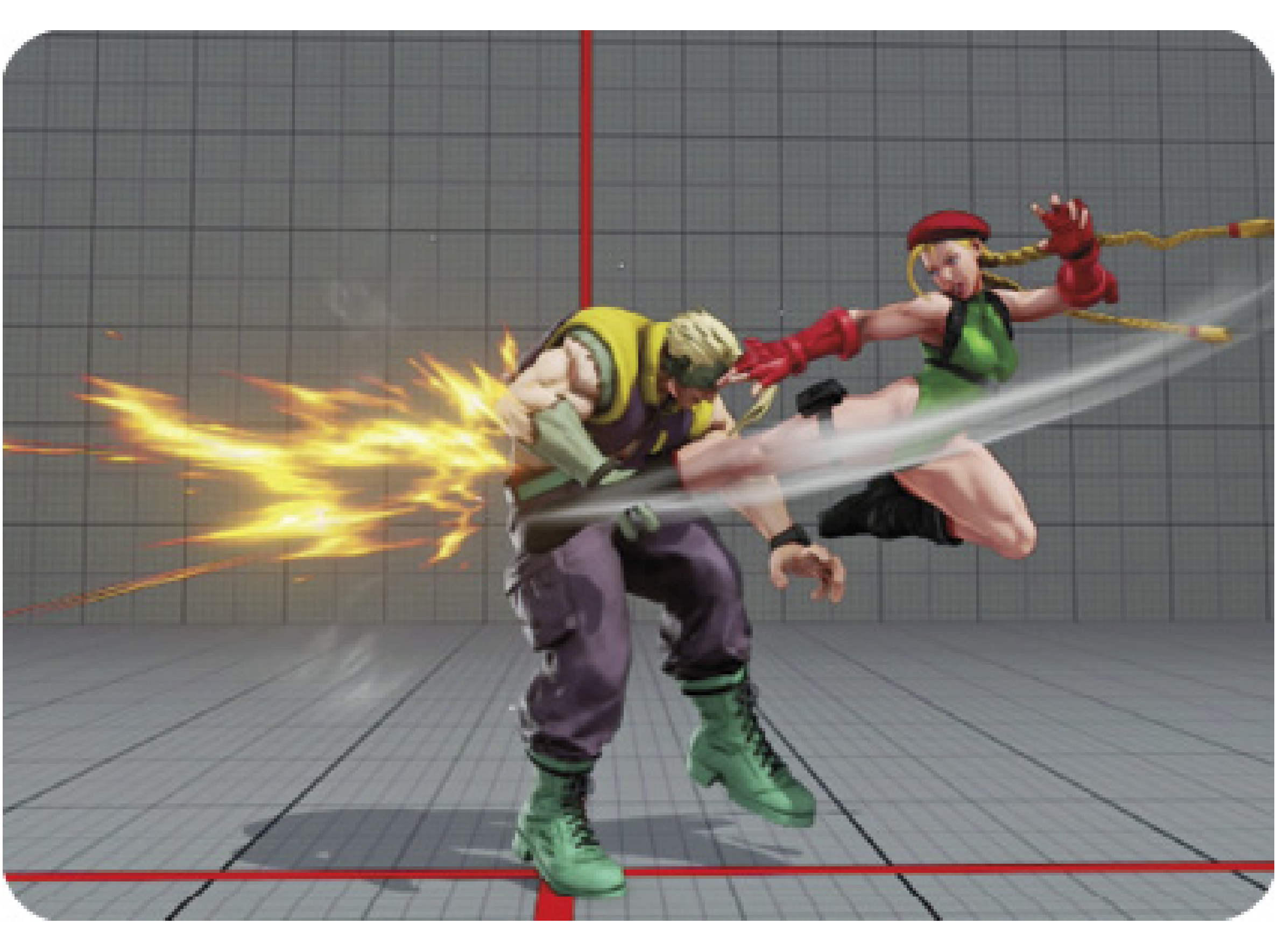
Axel Spin Knuckle: True to her archetype, Cammy's V-Skill is a hyper-aggressive one. Axel Spin Knuckle is not only projectile-invincible, but it also gives you +2 frame advantage on block. On hit, it links into several attacks, including standing HP and crouching MP (see **Combo 6a** and **Combo 6b**). Additionally, if Cammy is near her opponent on activation, she will pass through and then turn around with a reverse backfist, allowing for a built-in left/right mix-up with potential combo-ability.

If you've caught on to your enemy's fireball patterns and you can react fast enough, you can go for an Axel Spin Knuckle to get in for a punish.

V-REVERSAL

STRIKE BACK + K K K





STARTUP	17
ACTIVE	2
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
DAMAGE	60
STUN	0
METER GAIN	V: -300

NOTES

Frames 1-5 strike and projectile invincible; frames 6-31 completely invincible; recovers 200 of own stun

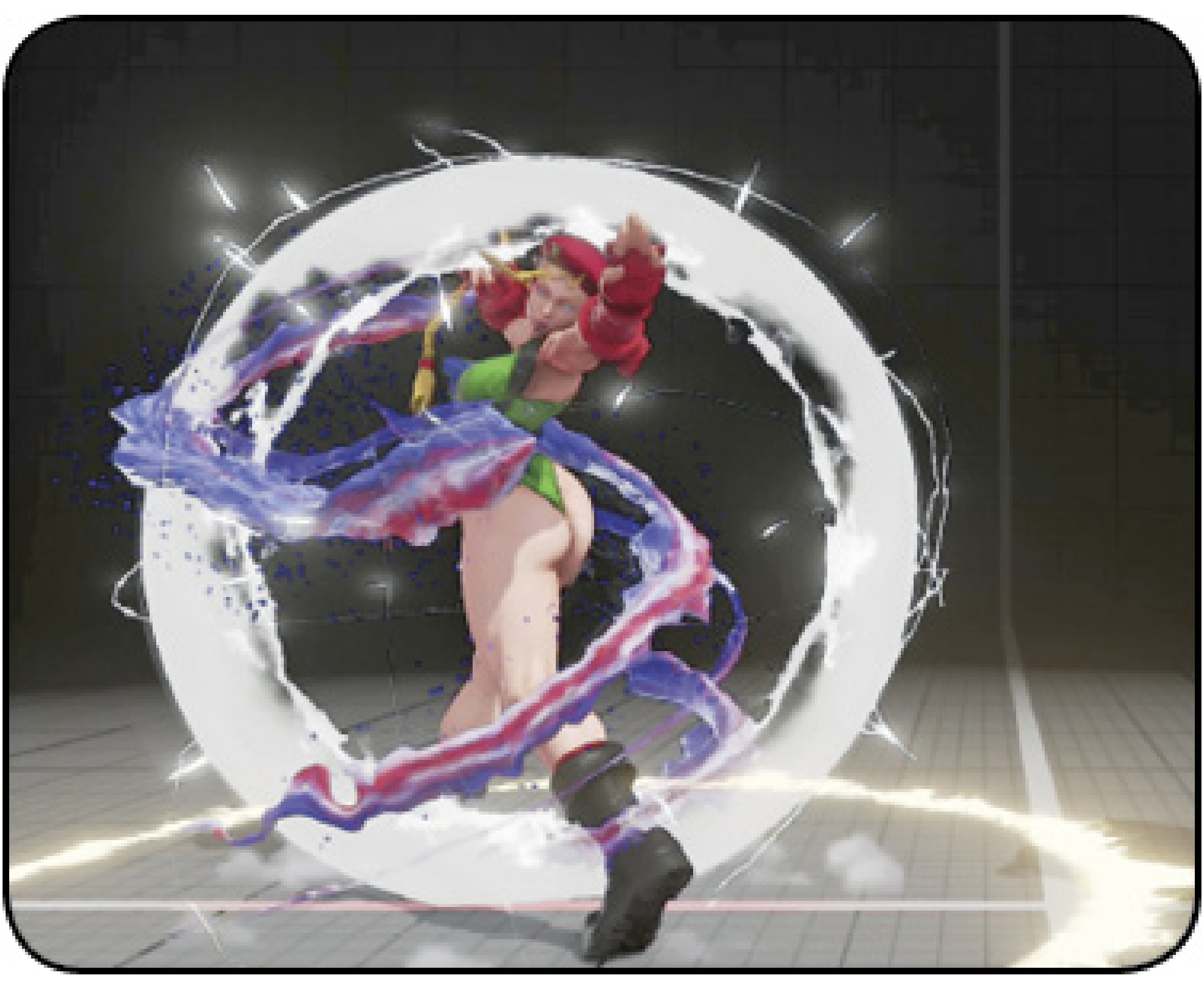
Strike Back: Cammy's Strike Back is an extremely powerful and unique V-Reversal. She performs an invincible air dash into a reverse jumping roundhouse kick, knocking down her opponent on hit. At close range, she travels through the target, crossing them up. Even if the foe has recovered from their initial attack, they still must react in order to block the opposite direction. While Strike Back is -8 on block, Cammy will usually be too far for her enemy to punish her (although certain gap-closing Critical Arts may be able to, like Chun-Li's Hoyokusen).

Knowing when to use your V-Reversal takes a great amount of experience with Cammy, since you usually sacrifice a V-Trigger opportunity. As a rule of thumb, you'll want to use it if you feel like you won't need your V-Trigger as a win condition, or if you're under heavy corner pressure where you can swap places with your opponent and take control with a stage lead. It's also good to use when you're in danger of being dizzied.

Cammy's Delta Drive is usually less effective than most V-Triggers. Between that and the snowballing nature of her gameplay, there are times when you'll want to reverse tempo immediately with Strike Back instead of waiting for a full V-Gauge to dump into Delta Drive.

V-TRIGGER

DELTA DRIVE HP + HK



STARTUP	1
ACTIVE	—
RECOVERY	8
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

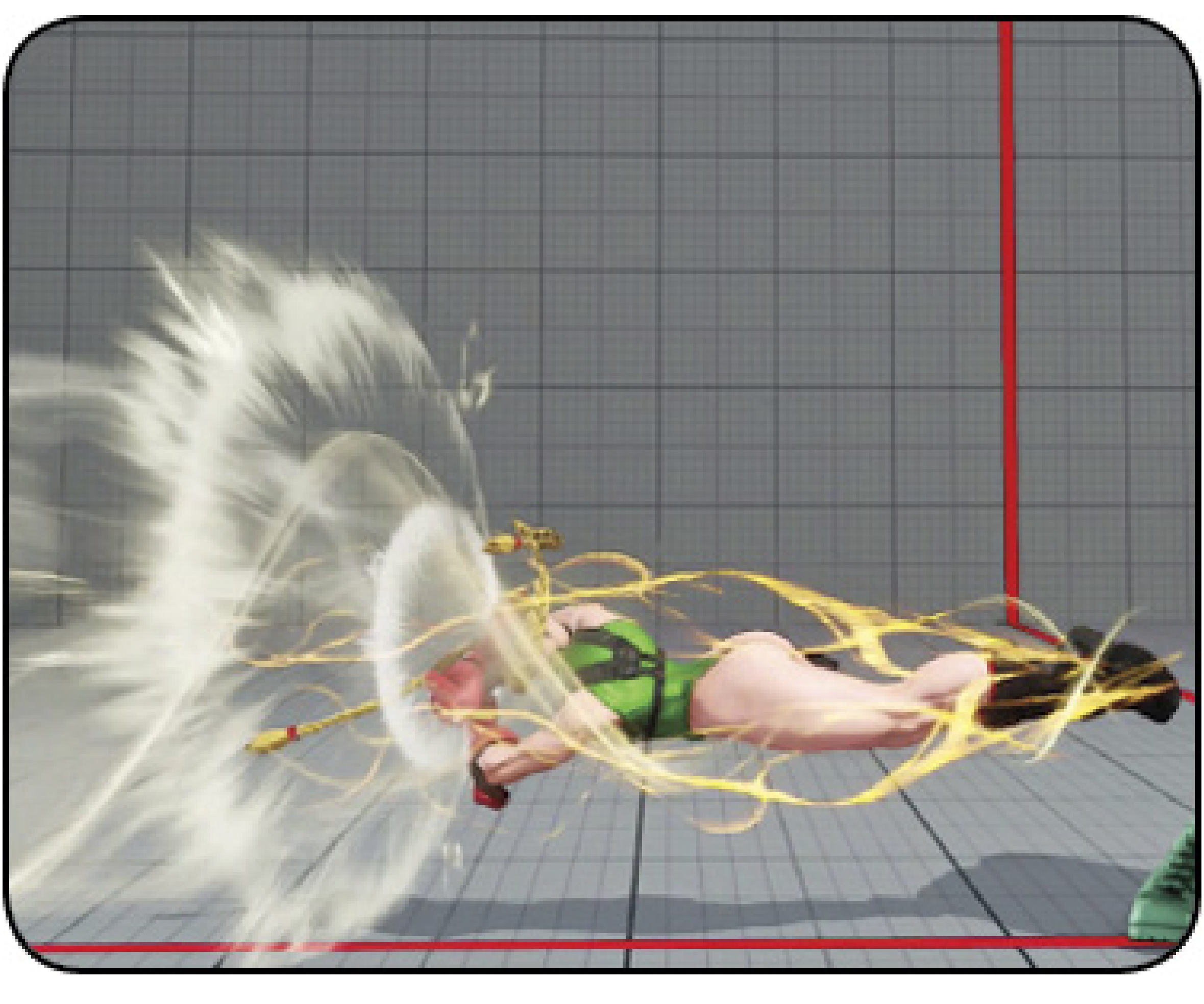
NOTES

Duration of 2000 frames; powers up kick special moves

Delta Drive: Delta Drive is a straightforward V-Trigger in that it essentially replaces all kick attack special moves with different ones. On activation, you gain a resource of 2000 frames where V Spiral Arrow, V Cannon Spike, and V Cannon Strike consume 1000 frames each time they're used. Basically, you get to use two of any of these special moves before Delta Drive ends. Interestingly, with the exception of V Cannon Spike, there is only one version of each of these special moves, regardless of the kick strength used. You also lose access to the EX versions of these attacks during Delta Drive. Fortunately, V-Trigger versions are typically better than even EX ones. V Cannon Spike's horizontal range varies with kick strength, similar to normal Cannon Spike, but it retains the same properties otherwise.

Your main use of Delta Drive will be for normal attack canceling to capitalize off of your far-reaching pokes for option-select hit-confirms (see the Mid Range Strategy section), to increase combo damage, or to give yourself frame advantage off of a heavy attack (such as crouching HK).

V SPIRAL ARROW + K



STARTUP	7
ACTIVE	12
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
CANCEL	CA
DAMAGE	120(15x4+40)
STUN	150
METER GAIN	20/40/20

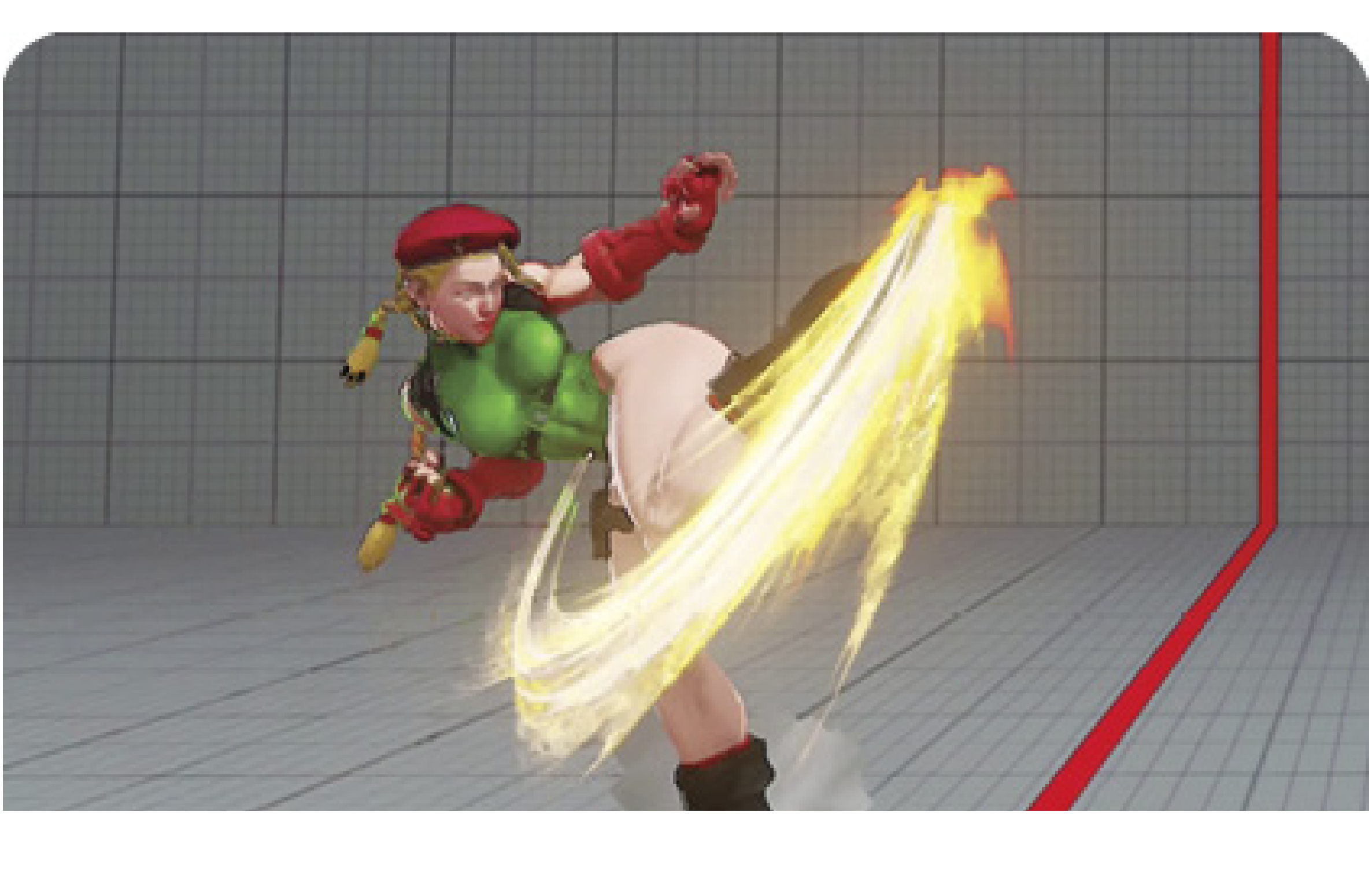
NOTES

Frames 5-15 projectile invincible; consumes 1000 frames of Delta Drive duration

V Spiral Arrow: Like the normal versions of Spiral Arrow, V Spiral Arrow is mainly used in combos, and like EX Spiral Arrow, it also sports projectile-invulnerability for a full-screen fireball punish. On hit, it puts your opponent into a juggle state, giving you a potential juggle combo with Cross Stinger Assault, V Cannon Spike, or EX Cannon Spike (in case you've run out of Delta Drive Gauge). See the Combos section for usage as a combo finisher.

It may seem like V Spiral Arrow is safe to use on block, as it is a multi-hit attack with significant guardstun and possesses a unique pass-through effect that can throw opponents off. However, most characters have moves that can answer it (such as Ken's EX Shoryuken or Cammy's crouching MK).

V CANNON SPIKE + K



Cammy

Overview

PROS

- With Axel Spin Knuckle, Hooligan Combination, and a jump-altering Cannon Strike, getting into mid and close range isn't an issue with Cammy.
- She's one of a few characters who can link from a light to medium attack and medium to heavy attack, such as crouching LP into ← + MP and standing MP into standing HP .
- She has a superb footsie game with a far-reaching standing and crouching MK , Knee Bullet, forward dash, and usually safe LP Hooligan Cannon Strike.
- All of her Cannon Spikes are completely invincible with varying ranges; in conjunction with ← + MP , she has absolutely no trouble repelling jumping attacks.
- Her superb walk speed (both forward and backward) is a huge boon to her offensive nature.

CONS

- Her throws surrender valuable offensive pressure midscreen, as they reset the neutral game.
- She does not possess an overhead, so her up-close game can be lackluster and one-dimensional.
- Her V-Trigger only allows for two V-enhanced special moves, usually ending after a single V-Trigger cancel combo.
- She can have horrible matchups against certain defensive characters since she's usually the one on offense.
- She only has 900 stamina, the lowest of the spectrum.

Cammy is the epitome of hyper-aggression. Her entire arsenal suggests that you play her offensively, with a focus on frame traps and carrying your opponent to a corner with Spiral Arrow combos. She is moderately difficult to play because many of her most effective engagement tools require strict spacing, such as Cannon Strike.

Your objective is to get into mid and close range to score a Spiral Arrow combo in order to corner your enemy. Achieve this by:

- Walking down your opponent aggressively and forcing mid-range scrambles using crouching MK
- Baiting out high-recovery reversals with forward jump LK Cannon Strike from long range
- Frustrating your target and making them jump into your Cannon Spike by poking them with standing MK at mid range
- Dashing into close range and utilizing your three-frame crouching LP along with standing LP to force out uncomfortable decisions from your foe

STREET FIGHTER V

Cammy

Strategy

LONG RANGE

If you're at long range with Cammy, you were either thrown there or you're playing against a defense-oriented zoning character keeping you out. The only time you'll purposely stay at long range is when you're running away with a stamina lead. As Cammy, you generally want to be glued to your opponent in close range or playing footsies just outside of it, so most of your long-range game will revolve around advancing toward the target. Against characters who also want to get into mid and close range (like Laura and Karin), this won't be a problem—you two will just eventually meet to battle it out in a game of mid-range footsies.

Against characters with projectiles, it won't be so easy. Cammy does have several meterless tools in dealing with fireballs, like Axel Spin Knuckle and Hooligan Combination, but you must make a well-read guess for these to pay off (and the enemy can deal with both if scouted). One of the best tools against full-screen zoning is to be patient and just block projectiles, advancing in between. The biggest mistake that newer players make is becoming irrationally impatient against long-range projectile-throwing strategies, causing them to jump in just to eat a Shoryuken. Don't let this happen to you: it gift-wraps and hands over tempo to your opponent and forces you to play on defense, which you do not want to do as Cammy. Don't be afraid to neutral jump projectiles repeatedly—the worst that can happen is your opponent starts to engage you into a mid-range footsie battle as Cammy lands. This is a more than acceptable situation. An alternate line of play from near-full screen is to use forward jump into low-altitude LK Cannon Strike to alter your jump trajectory without committing to a full forward jump arc, building meter and getting you closer to your opponent. With enough meter and sharp reactions, you can EX Spiral Arrow through confirmed projectiles for a near-full screen punish.

You may have especially difficult matchups against Dhalsim and F.A.N.G. These two characters have annoying parabolic projectiles that can make it difficult to approach from the air. Against these characters, your most effective strategy for rushing them down is to find points of hesitation or pauses in their defense and then dash in while you can. This is especially true against Dhalsim's dominating, horizontal long-range pokes (coupled with his Yoga Fire, his standing MP is extremely annoying for Cammy to deal with). For instance, stay just outside Dhalsim's standing MP range and wait for him to stick it out; while it's retracting, immediately make your advance, either going for forward dash or Hooligan Combination. (Hooligan Combination is very effective against Dhalsim because he's likely to jump for Yoga Teleport escapes, allowing you to air throw him with Cross Scissors Pressure.) As a Cammy player, this should be your mindset at long range. Wait for your chance to pounce, and then decisively take it. Against F.A.N.G, vigilantly keep track of his charge, especially his down charge. While he's charging, he has access to Nishikyu (double poison projectiles). You'll want to watch his crouching state: if he starts charging, you should start advancing in order to get within range of the projectile's rainbow arc, or you can react with Spiral Arrow.

One of the most difficult maneuvers to perfect is safely using Spiral Arrow as a ranged poke. If you can master the distances at which you're safe from reprisal on block, you can start using LK Spiral Arrow for chip damage and as a surprise attack. However, it can be risky.

MID RANGE

Once you get into mid range, you can branch into two distinct styles of play. One is to repeatedly poke your opponent with either standing MK or crouching MK. Standing forward's hitbox has incredible reach, staying out for a solid three active frames. Not only does it outrange most normal attacks, but it does a good job of contesting anything the enemy sticks out. While it can't be canceled into special moves, it can be canceled into Delta Drive, enabling combos from an absurd distance. With a fully stocked V-Gauge, you can use an option-select sequence of standing MK XX HP + HK outside of footsie range to confirm into **Combo 8b.**

Crouching MK should be your next most-used mid-range attack. Its hitbox doesn't quite extend as far as it appears visually, but it still ranks as one of the best crouching MK attacks in the game. Additionally, it's special-cancelable, allowing you to whiff-punish with **Combo 2**. It does have a glaring weakness, though. The height of its hurtbox is almost double that of the average crouching MK hurtbox, meaning it can actually be hit by most mid-hitting attacks (such as Ken's standing HK). Crouching MK is not quite a spammable move, but it's good enough to stick out as a low check when you're within range.

Standing MK used in conjunction with crouching MK can potentially cause a frustrated opponent to jump in at Cammy at mid range. Cammy has absolutely no problem shutting jumping attacks down, so be prepared to use the appropriate Cannon Spike version (see the Cannon Spike description for details). You can even use standing HK as an anti-air. When standing HK counter-hits, you can juggle with HK Cannon Spike (see **Combo 14**).

When you're ready to close the distance into close range, you have a couple of options available. One is the Knee Bullet, performed with an input of → + HK (see the Knee Bullet description for important details). Although it doesn't have low-crushing properties, its hitbox extends a bit past her hurtbox.

Use this attack to advance into standing LP range where you can start applying jab pressure. On hit, you can link into various combos depending on your distance from the enemy (see **Combo 4a** and **Combo 4b**).

With a faster-than-average dash, Cammy can transition into close range from mid range easily. From about max standing MK distance, you can dash close enough for a throw or to assert frame trap pressure with jabs. This is a particularly powerful technique once you've bullied your enemy enough with standing and crouching MK. The moment you sense hesitation from your foe, quickly go for a forward dash to catch them off guard.

To complement her commanding ground game, Cammy has an excellent aerial game from mid range thanks to both her Cannon Strike dive kick and forward jumping cross-up LK. From about crouching MK distance, you can go for a low-altitude LK Cannon Strike. With its frame advantage being dependent on distancing, you can make LK Cannon Strike safe (anywhere from -2 to +1). On hit, you can link into **Combo 10**. Otherwise, you can use a low-altitude EX Cannon Strike to ensure a safe air strike (+2 against most medium-sized standing characters). To mix it up, you can use a forward jumping LK cross-up to either hit-confirm into **Combo 9** or to start your in-your-face aggression.

Against short to medium-sized characters, it's safe to go for an LP Hooligan Combination mix-up using either Hooligan Cannon Strike or Fatal Leg Twister (see the Hooligan Cannon Strike description for details). When these characters block LP Hooligan Cannon Strike standing, you're at least safe (-2), making it an extremely effective engagement tool. On hit, you can link into either **Combo 12a** or **Combo 12b**. Taller characters like Birdie, F.A.N.G, and Zangief can punish you if they block the Cannon Strike standing, so use caution before using these dive kicks against them.

CLOSE RANGE

Although Cammy's close-range gameplay is limited due to a lack of an overhead attack, she possesses the unique option to link her jabs into ← + MP, along with being able to link standing MP into either crouching MK or standing HP. Her normal throws are lackluster because they provide no knockdown advantage if her enemy quick-rises. Your main focus, is to set up frame traps in order to optimize your damage output with your beefier combos.

In close-quarters combat, Cammy's go to attacks are her jabs, crouching LK, standing MP, and standing HP. Standing LP sports an impressive and far-reaching hitbox compared to the other cast members. (You can chain combo three light attacks against crouching characters with a string of crouching LK XX crouching LP XX standing XX LP.) It starts up at four frames but leaves you at +2. Crouching LP makes a tradeoff with a faster startup of three frames but less advantage at +1. Standing LP is preferable for bullying purposes, while crouching LP is more likely to interrupt attacks after your blockstrings.

Once you've penetrated your opponent's defenses with either a well-spaced Cannon Strike or forward dash from mid range, you can start your close-range flowchart, beginning with a low-check crouching LK XX standing LP string. On hit, use **Combo 1**.

When you've determined that the target is afraid of your lows, you can then branch off to using standing jab pressure, forking to more aggressive decisions like a forward step frame-trap standing MP or forward step crouching LK.

Standing MP is the foundation of Cammy's up-close offense. It's +2 on block and an amazing +7 on hit, allowing for multiple possible link follow-ups (see **Combo 2**), including crouching HK. Your main mix-up while flush with your opponent should be standing MP or throw (forward throw if your target is nearing a wall, back throw if Cammy's back is facing a wall). This is the crux of Cammy's frame trap game, but it is the most difficult aspect of Cammy to master. It takes a lot of experience to feel out the timing that certain players will have in reaction to your frame traps in these suffocating situations.

While the frame trap is simple, it introduces a complex rock, paper, scissors type of mind game as soon as your standing MP is blocked. Your opponent has to guess whether you'll walk forward with another standing MP, perform a throw, or go for a tight frame trap with an immediate three-frame crouching jab. All of these options are effective for Cammy, and the enemy must respect each one of them because of her excellent walk speed. Another dimension to this frame trap is the timing in which you hit your next frame trap attack; every frame matters in these situations. For example, you might hit a buffered standing LP at the tail end of your standing MP, which leaves a one-frame window for your foe to act. If they buffered any kind of normal attack during their guardstun from blocking standing MP, you'll interrupt their move cleanly with a counter-hit.

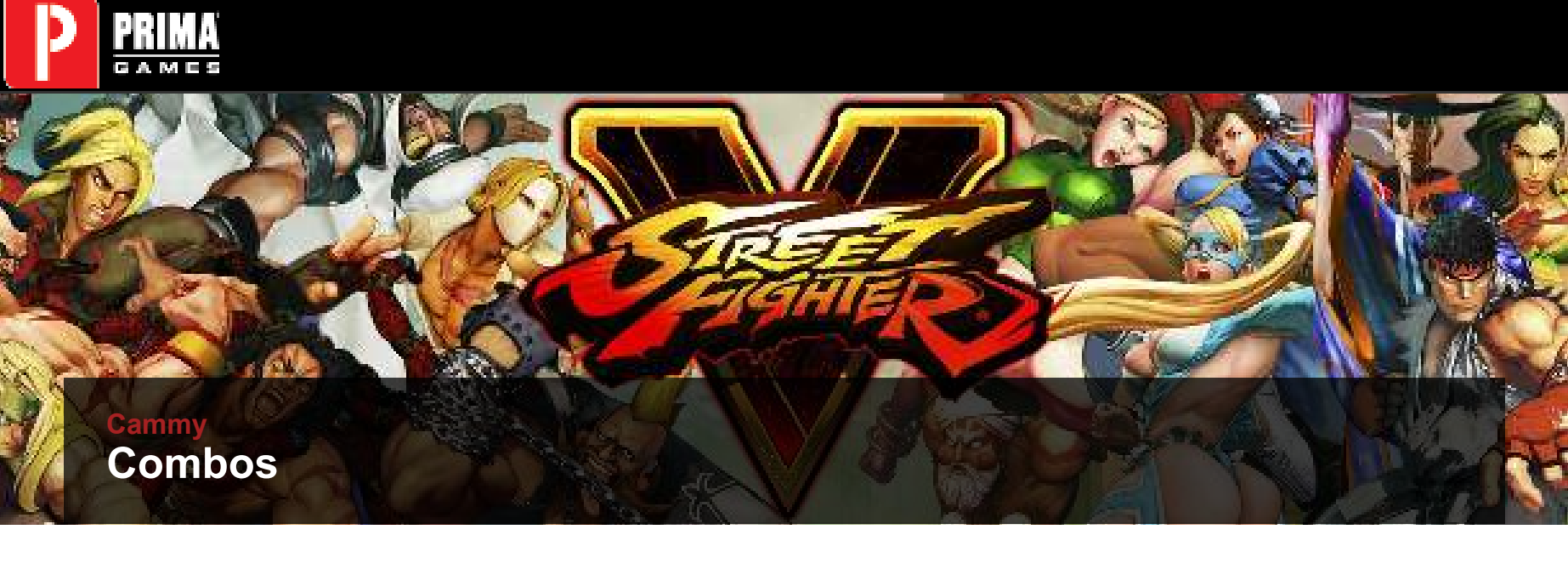
Vary your timings as much as possible—better yet, if you can read your opponent's defensive button timings well, you can adjust your own timing to explicitly counter-hit them. If you manage to successfully connect with standing MP from max range against a crouching foe, you'll always be able to link into crouching MK for **Combo 3a**. Otherwise, if you hit max-range standing MP with the enemy standing, you can link into crouching HK or MK Cross Stinger Assault.

Another line of play off of jab pressure is to go for a standing HP XX ↻ + LP setup, leading into either a cross-up auto-corrected Hooligan Cannon Strike or Razor Edge Slicer. Use caution with this sequence: if your enemy is on their toes, they'll be able to hit you out of your Hooligan Combination on reaction.

If you have full V-Gauge, you can go for a one-time standing HP into Delta Drive for heavy damage on hit or massive frame advantage on block (+7). For instance, after a blocked crouching LK XX standing LP, go into a frame-trap standing HP. On hit, proceed to **Combo 8a** if you have the resources.

Cross-up Axel Spin Knuckle is another tool that you can use up close in order to open up your enemy's defenses. As a cross-up tool, Cammy's V-Skill is best used when you have a large blockstun or knockdown advantage, such as after blocked jumping HP. Note that you can be interrupted and counter-hit out of both the startup of Cammy's hop and the frames before she performs her backhand, nullifying your attempt (although the timing can be difficult for the opponent, since they only have a small window between turning to face Cammy and hitting a light attack).

Defensively, Cammy can hold her own. She not only has an invincible reversal with all of her Cannon Spike versions, but she also has a three-frame crouching LP to semi-safely deflect throw attempts. Also, her V-Reversal is arguably the best one in the game with its distinctive features (see the Strike Back description for details). Taking into account how ineffective her V-Trigger can be, you're usually better off using precious V-Gauge for V-Reversal tempo swings—especially while cornered.



Cammy

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK OR STANDING LP XX STANDING LP , THEN CANCEL INTO EITHER:

→↓↘ + HK
153 damage, 293 stun

↓↘→ + HK
137 damage, 253 stun

→↓↘ + HK XX ↓↘→ ↓↘→ + K
384 damage, 293 stun (requires full EX Gauge)

This will be your "go to" bread-and-butter combo for most up-close situations. Much of your strategy will revolve around this combo, as standing LP leaves you at +2 advantage on block. Use crouching LK to check your opponent's crouch block. With enough practice, you can finish the standing LP XX ↓↘→ + HK sequence on reaction to crouching LK hitting the target. On block, you can take advantage of the frame advantage of standing LP to continue throw or frame trap pressure.

COMBO 2

CROUCHING MK , THEN CANCEL INTO EITHER.

→↓↘ + HK XX ↓↘→ ↓↘→ + K
422 damage, 280 stun

→↓↘ + HK
158 damage, 280 stun

↓↘→ + HK
140 damage, 235 stun

A simple, two-in-one whiff-punish combo ending with either HK Spiral Arrow or HK Cannon Spike. This sequence can be made easier by using the →↓↘ shortcut motion of ↘ + MK ↓ ↘ + HK . Just be sure you're punishing a whiff, because the finisher special moves are extremely unsafe on block.

GROUNDED HIT-CHECKS

COMBO 3A

STANDING MP ▷ CROUCHING MK , THEN CANCEL INTO:

→↓↘ + HK
201 damage, 350 stun

↓↘→ + HK
185 damage, 310 stun

→↓↘ + HK XX ↓↘→ ↓↘→ + K
432 damage, 350 stun (requires full EX Gauge)

COMBO 3B

STANDING MP ▷ STANDING HP XX HP + HK , STANDING HP XX ↓↘→ + HK , THEN FINISH WITH EITHER:

→↓↘ + HK
340 damage, 530 stun (requires full V-Gauge)

↓↘→ ↓↘→ + LK
425 damage, 430 stun (requires full V-Gauge and EX Gauge)

COMBO 3C

STANDING MP , ↓↘→ ↓↘→ + MK OR HK

357 damage, 100 stun

Standing MP will be your typical frame trap attack. It's an amazing +7 on hit, allowing you to either combo into crouching MK or standing HP . Use the standing HP link for more damage if you connect with standing MP up close, and crouching MK from farther out.

Combo 3c is a seemingly simple link combo, but it can be extremely useful in edge cases where you connect with a standing MP from a distance but are too far to connect crouching MK or standing HP . Fish with standing MP while buffering ↓↘→ ↓↘→ motion, and react to a hit spark by finishing the motion with MK or HK .

COMBO 4A

→ + HK ▷ CROUCHING MP , THEN CANCEL INTO EITHER:

→↓↘ + HK
230 damage, 350 stun

↓↘→ + HK
214 damage, 310 stun

COMBO 4B

→ + HK (ONE HIT) ▷ ↓↘→ ↓↘→ + MK

337 damage, 50 stun (requires full EX Gauge)

Combo 4a is your standard hit-confirm off of a double-hit Knee Bullet.

At maximum range, where you're too far to connect with crouching MP after the second hit of Knee Bullet, it's possible to link into MK Cross Stinger Assault. This is a super rare situation, but it's worth knowing if you want to maximize your Cammy play.

COMBO 5

STANDING OR CROUCHING LP ▷ ← + MP XX HK , THEN CANCEL INTO:

→↓↘ + HK XX ↓↘→ ↓↘→ + HK
430 damage, 380 stun (requires full EX Gauge)

↙↓↘→↗ + P P XX K , →↓↘ + HK
262 damage, 430 stun (requires one stock of EX Gauge)

↙↓↘→↗ + P P XX LP + LK
253 damage, 380 stun (requires one stock of EX Gauge)

→↓↘ + HK
232 damage, 380 stun

A two-level hit-check confirm combo starting with a quick jab into Lift Upper (-2 on block). On a confirm, simply finish off the target combo canceled into one of the many enders.

COMBO 6A

MP + MK ▷ CROUCHING MP , THEN CANCEL INTO:

↓↘→ + HK
194 damage, 310 stun (builds 60 V-Gauge)

→↓↘ + HK
210 damage, 350 stun (builds 60 V-Gauge)

→↓↘ + HK XX ↓↘→ ↓↘→ + K
441 damage, 350 stun (builds 60 V-Gauge; requires full EX Gauge)

COMBO 6B

MP + MK ▷ STANDING HP , THEN CANCEL INTO:

→↓↘ + HK XX ↓↘→ ↓↘→ + K
459 damage, 395 stun (requires full EX Gauge)

→↓↘ + HK
228 damage, 395 stun

↓↘→ + HK
212 damage, 355 stun

COMBO 6C

MP + MK ▷ ↓↘→ ↓↘→ + MK

357 damage, 100 stun (builds 60 V-Gauge; requires full EX Gauge)

Landing Cammy's Axel Spin Knuckle nets you six frames of advantage, which allows you to link into standing HP , standing MP , crouching MP , or MK Cross Stinger Assault. Which to use depends on Cammy's distance from the opponent when you successfully connect with her V-Skill. For example, going through Nash's Sonic Boom with Axel Spin Knuckle leaves Cammy too far for crouching MP but close enough for MK Cross Stinger Assault to connect.

Your most optimal damage is from linking into standing HP , as seen in Combo 6b.

COMBO 7A

(CROUCHING OPPONENT) CROUCHING MP ▷ ← + MP XX HK XX →↓↘ + HK

262 damage, 410 stun (requires opponent crouching)

COMBO 7B

CROUCHING MP ▷ CROUCHING MP , THEN CANCEL INTO EITHER:

→↓↘ + HK
210 damage, 350 stun

↓↘→ + HK
194 damage, 310 stun

Combo 7a and 7b are both initiated with a crouching MP hit-confirm, but 7a will only work if the opponent is crouching (due to a wider hurtbox while ducking).

COMBO 8A

STANDING HP XX HP + HK , STANDING HP OR CROUCHING MK , THEN CANCEL INTO EITHER:

↓↘→ + K , ↓↘→ ↓↘→ + LK
428 damage, 377 stun (requires full V-Gauge and EX Gauge)

↓↘→ + K , →↓↘ + K
326 damage, 497 stun (requires full V-Gauge)

COMBO 8B

STANDING MK XX HP + HK , THEN LINK INTO EITHER:

↓↘→ ↓↘→ + MK
324 damage, 100 stun (requires full V-Gauge and EX Gauge)

→↓↘ + HK
188 damage, 260 stun (requires full V-Gauge and consumes 800 frames of Delta Drive)

Standing HP or standing MK with an option-select input of HP + HK just outside of hit range is an excellent way to threaten your opponent. If they walk/dash into it or get hit out of their own poke with your standing HP , you'll cancel into Delta Drive for a possible link combo. If you're at max distance and the target is hit standing, use crouching MK or simply link into V Cannon Spike to ensure a hit. At closer ranges, or if the enemy is crouching, use standing HP for more damage.

For Combo 8b, MK Cross Assault Stinger will not link against crouching characters, nor will it link if standing MK hits at max range.

JUMP-INS

COMBO 9A

FORWARD JUMP CROSS-UP LK , STANDING MP ▷ STANDING HP , THEN CANCEL INTO:

→↓↘ + HK XX ↓↘→ ↓↘→ + K
440 damage, 420 stun (full EX Gauge)

→↓↘ + HK
242 damage, 420 stun

↓↘→ + HK
228 damage, 385 stun

COMBO 9B

FORWARD JUMP CROSS-UP LK , STANDING LP ▷ ← + MP XX HK XX →↓↘ + HK

243 damage, 403 stun

Cammy's forward jumping LK has a relatively wide hitbox for such an agile character, and you can use it to combo into her standing MP combos. Make sure to hit the LK late into your jump and close to the ground so that standing MP will link. Otherwise, you can go for standing LP if you decide to cross up with an earlier-timed jumping LK .

COMBO 10A

FORWARD JUMP ↓↙← + K , STANDING LP , THEN CANCEL INTO:

↓↘→ + HK
167 damage, 283 stun

→↓↘ + HK
183 damage, 323 stun

→↓↘ + HK XX ↓↘→ ↓↘→ + K
414 damage, 323 stun (requires full EX Gauge)

COMBO 10B

FORWARD JUMP ↓↙← + K , ← + MP XX HK , THEN CANCEL INTO EITHER:

→↓↘ + HK
262 damage, 410 stun

→↓↘ + HK XX ↓↘→ ↓↘→ + HK
460 damage, 410 stun (requires full EX Gauge)

COMBO 10C

FORWARD JUMP ↓↙← + LK , CROUCHING MP , THEN CANCEL INTO:

↓↘→ + HK
194 damage, 310 stun

→↓↘ + HK
210 damage, 350 stun

→↓↘ + HK XX ↓↘→ ↓↘→ + K
441 damage, 350 stun (requires full EX Gauge)

After a Cannon Strike hit, you can go into three distinct combo paths. Combo 10b deals much more damage, but it requires you to hit Cannon Strike at a low altitude. Combo 10b is the easiest with HK Cannon Strike because it has a better horizontal range, meaning you can hit your enemy's legs while getting close enough to combo into ← + MP . However, Combo 10a is much safer and more practical in most situations.

Combo 10c is mainly used for LK Cannon Strike hit-confirms from crouching MK distance.

COMBO 11A

FORWARD JUMP HP , → + HK ▷ CROUCHING MP , THEN CANCEL INTO EITHER:

→↓↘ + HK
294 damage, 460 stun

↓↘→ + HK
280 damage, 425 stun

COMBO 11B

FORWARD JUMP HP , → + HK ▷ CROUCHING MP XX HP + HK , STANDING HP XX ↓↘→ + K , ↓↘→ ↓↘→ + K

485 damage, 487 stun (requires full V-Gauge and EX Gauge)

Use these optimal combos on a clean jump-in over a projectile or heavy attack. The jumping HP needs to hit close to the ground, as the startup of → + HK is rather long. Alternatively, you can replace → + HK ▷ crouching MP portion with just standing HP for slightly less damage.

COMBO 12A

↙↓↘→↗ + LP , LK DURING LP HOOLIGAN COMBINATION, CROUCHING LP ▷ ← + MP XX HK XX →↓↘ + HK

263 damage, 433 stun

COMBO 12B

↙↓↘→↗ + LP , LK DURING LP HOOLIGAN COMBINATION, ← + MP XX HK XX →↓↘ + HK

262 damage, 410 stun

This combo off of LP Hooligan Combination Cannon Strike works against short to medium-sized characters. Combo 12b will work against most crouching characters since Cannon Strike gives more advantage when hitting at a lower altitude.

GROUNDED COUNTER-HITS

COMBO 13A

COUNTER-HIT STANDING HK , → → , THEN EITHER:

← + MP XX HK XX →↓↘ + HK
310 damage, 490 stun

CROUCHING LP XX ↓↘→ + HK
206 damage, 363 stun

COMBO 13B

COUNTER-HIT STANDING HK , XX HP + HK FORWARD JUMP ↓↙← + K , STANDING MP ▷ STANDING HP XX ↓↘→ + K , THEN FINISH WITH EITHER:

↓↘→ ↓↘→ + LK
481 damage, 497 stun (requires full V-Gauge and EX Gauge)

→↓↘ + K K
376 damage, 577 stun (requires full V-Gauge and one stock of EX Gauge)

Use these Crush Counter combos for high-damage punish against blocked or whiffed reversals (those that are considered counter-hittable during recovery, such as Ken's Shoryuken). Unfortunately, standing HK whiffs against crouching enemies, so it doesn't make for an effective frame trap move.

ANTI-AIR COUNTER-HITS

COMBO 14

(ANTI-AIR) COUNTER-HIT STANDING HK , →↓↘ + HK XX ↓↘→ ↓↘→ + HK

480 damage, 360 stun (requires full EX Gauge)

A high-damage combo if you land a Crush Counter with your standing HK as anti-air. Cannon Spike is usually a safer anti-air option, but it does not net as much damage.

SITUATIONAL

COMBO 15

(DELTA DRIVE ACTIVE) → + HK ▷ →↓↘ + K

184 damage, 230 stun (one hit of Knee Bullet)

224 damage, 280 stun (two hits of Knee Bullet)

A very situational combo with Delta Drive active. This can be used at the farthest possible range when connecting with Knee Bullet.

COMBO 16

(DELTA DRIVE ACTIVE) FORWARD JUMP ↓↙← + K , STANDING MP ▷ STANDING HP XX ↓↘→ + K , THEN FINISH WITH EITHER:

↓↘→ ↓↘→ + LK
482 damage, 417 stun (requires full EX Gauge and enough Delta Drive Gauge to perform two V-specials)

→↓↘ + K K
380 damage, 537 stun (requires one stock of EX Gauge and enough Delta Drive Gauge to perform two V-specials)

This is an optimal damage combo off of V Cannon Strike. Depending on how much Delta Drive Gauge you have left, you may end up having to replace V Spiral Arrow with HK Spiral Arrow, which removes the chance for a juggle with Cross Stinger Assault or EX Cannon Spike at the end.

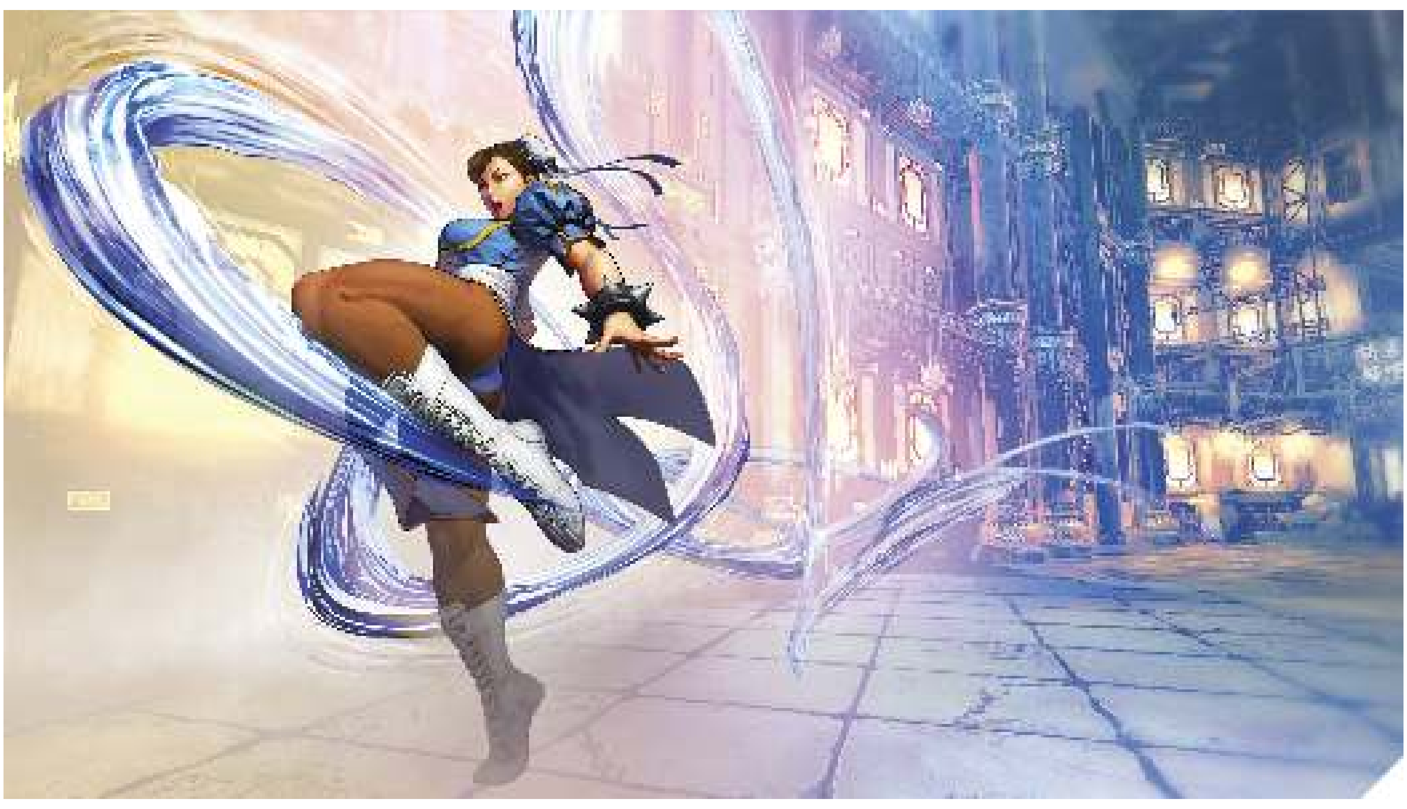
COMBO 17

(CORNERED OPPONENT) ↙↓↘→↗ + P , →↓↘ + LK XX ↓↘→ ↓↘→ + K

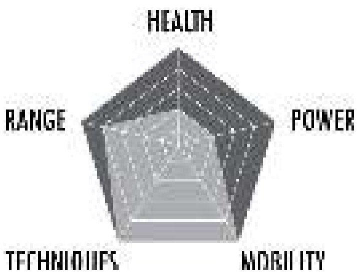
472 damage, 330 stun (requires full EX Gauge)

Razor Edge Slicer is surprisingly safe on block, so you can use it as an unexpected low attack that combos into LK Cannon Spike in the corner.

BLUE JADE

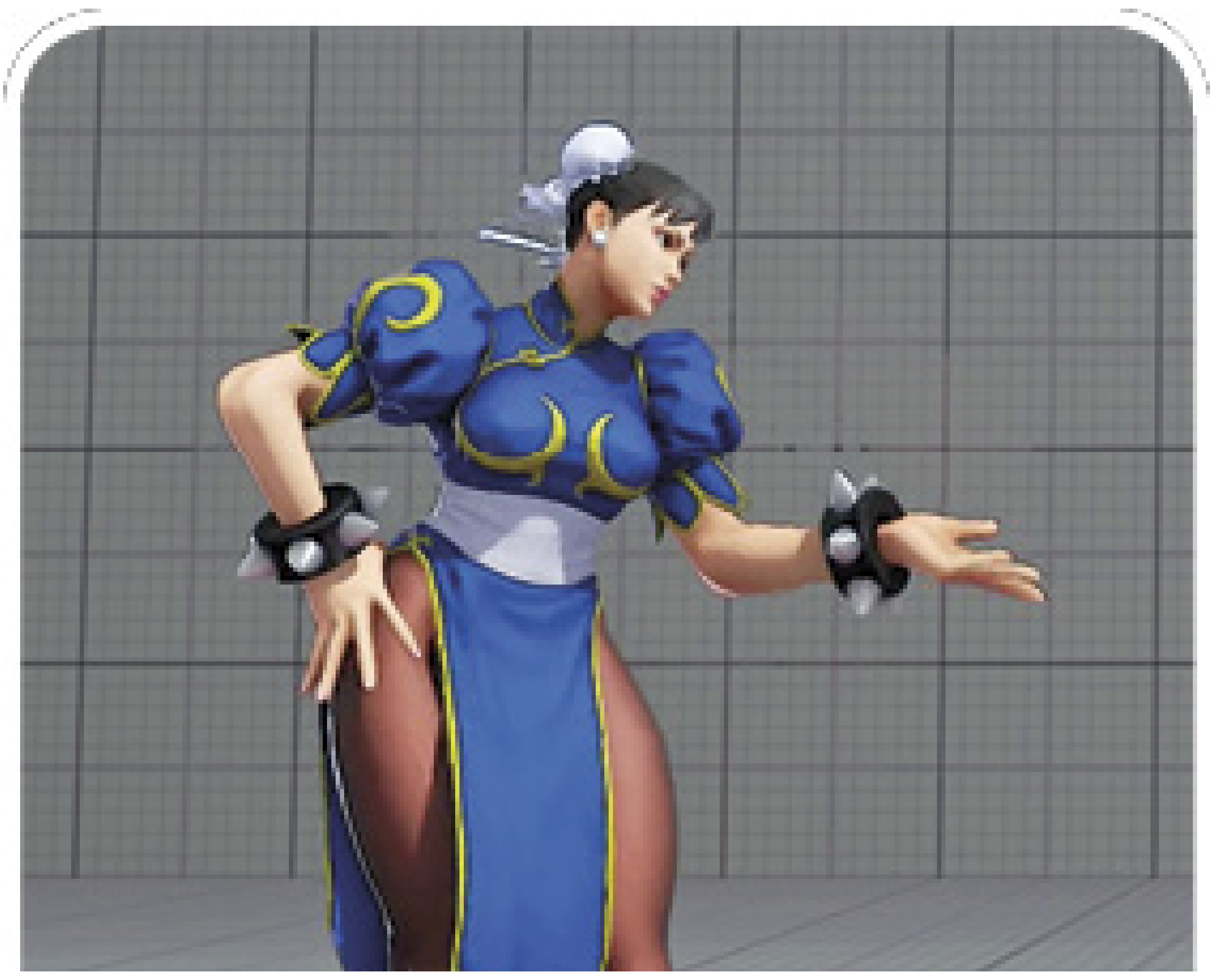


CHARACTER ATTRIBUTES



APPEARANCES
Street Fighter II (1991)
Street Fighter: The Movie (1995)
Street Fighter Alpha (1995)
X-Men vs. Street Fighter (1996)
Street Fighter Alpha 2 (1996)
Super Puzzle Fighter II Turbo (1996)
Street Fighter EX1 (1996)
Marvel Super Heroes vs. Street Fighter (1997)
Super Gem Fighter Mini Mix (1997)
Street Fighter Alpha 3 (1998)
Marvel vs. Capcom: Clash of Super Heroes (1998)
Street Fighter EX2 (1998)
Street Fighter III: Third Strike (1999)
SNK vs. Capcom: The Match of the Millennium (1999)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
SNK vs. Capcom: SVC Chaos (2003)
Capcom Fighting Evolution (2004)
Marvel vs. Capcom 3 (2011)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

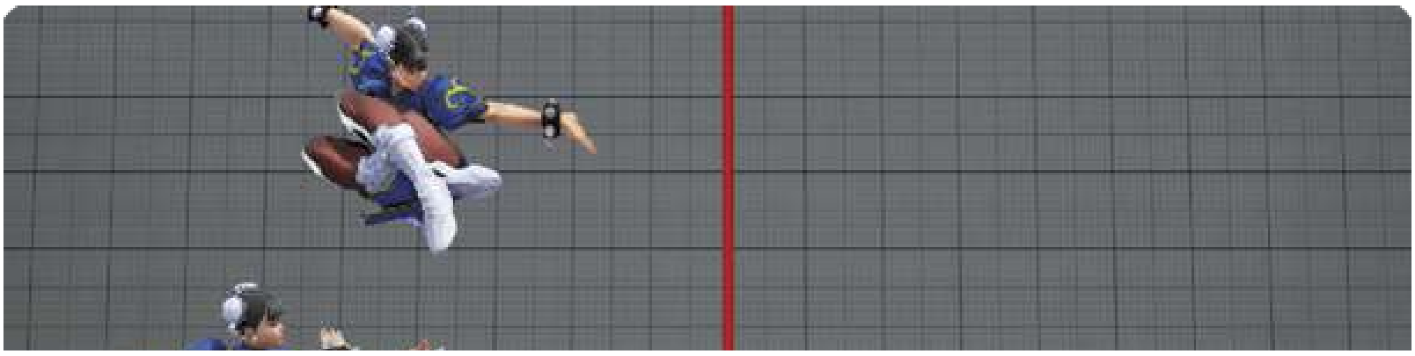
COSTUMES

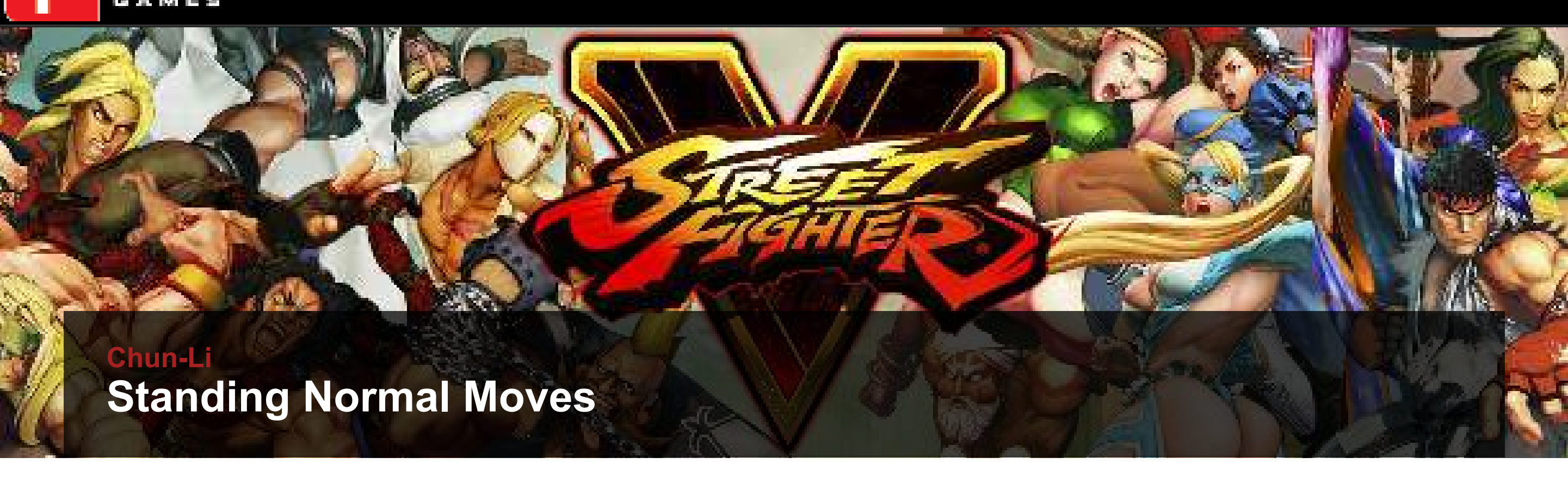


Street Fighter V

Chun-Li

Data

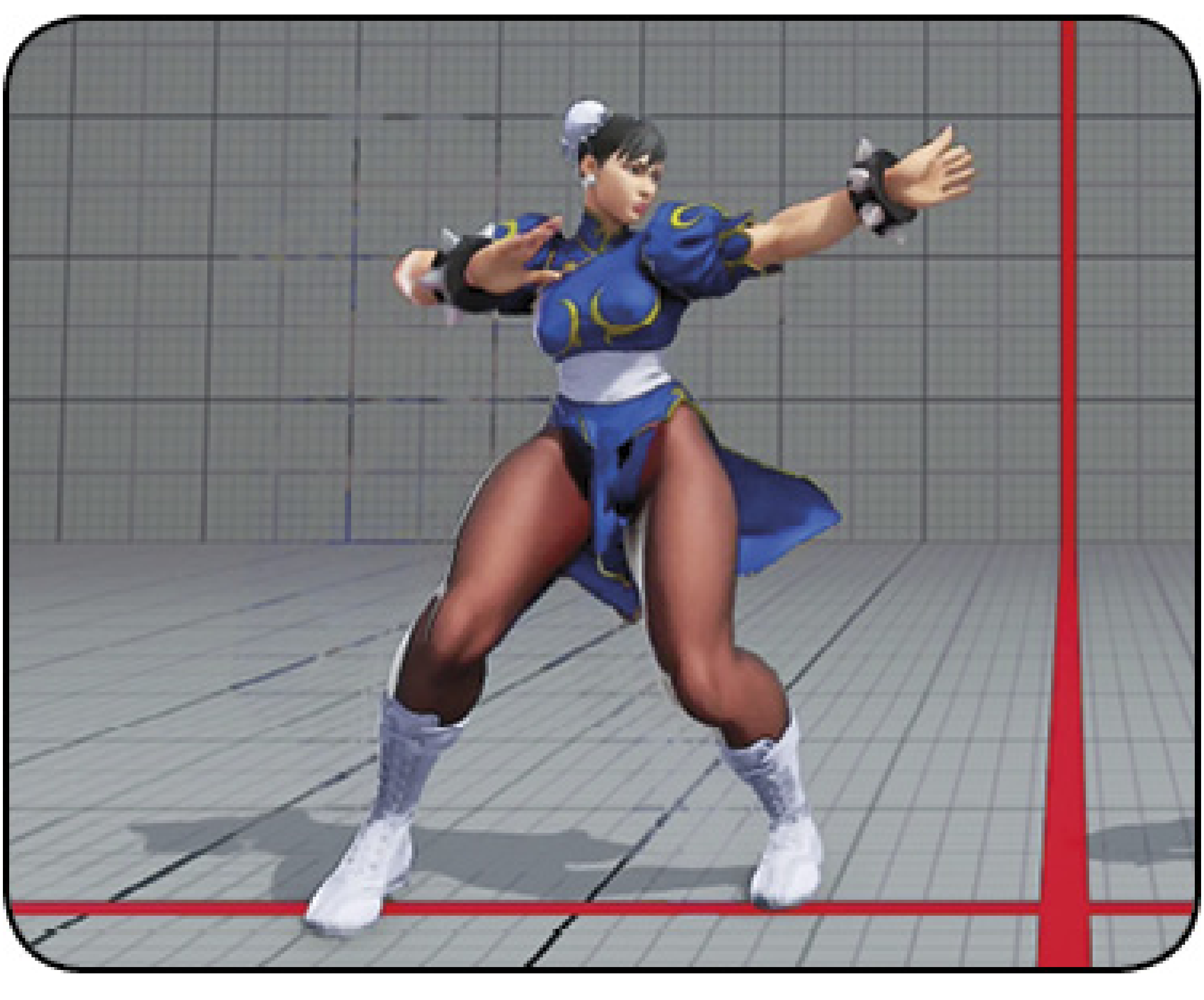




Chun-Li

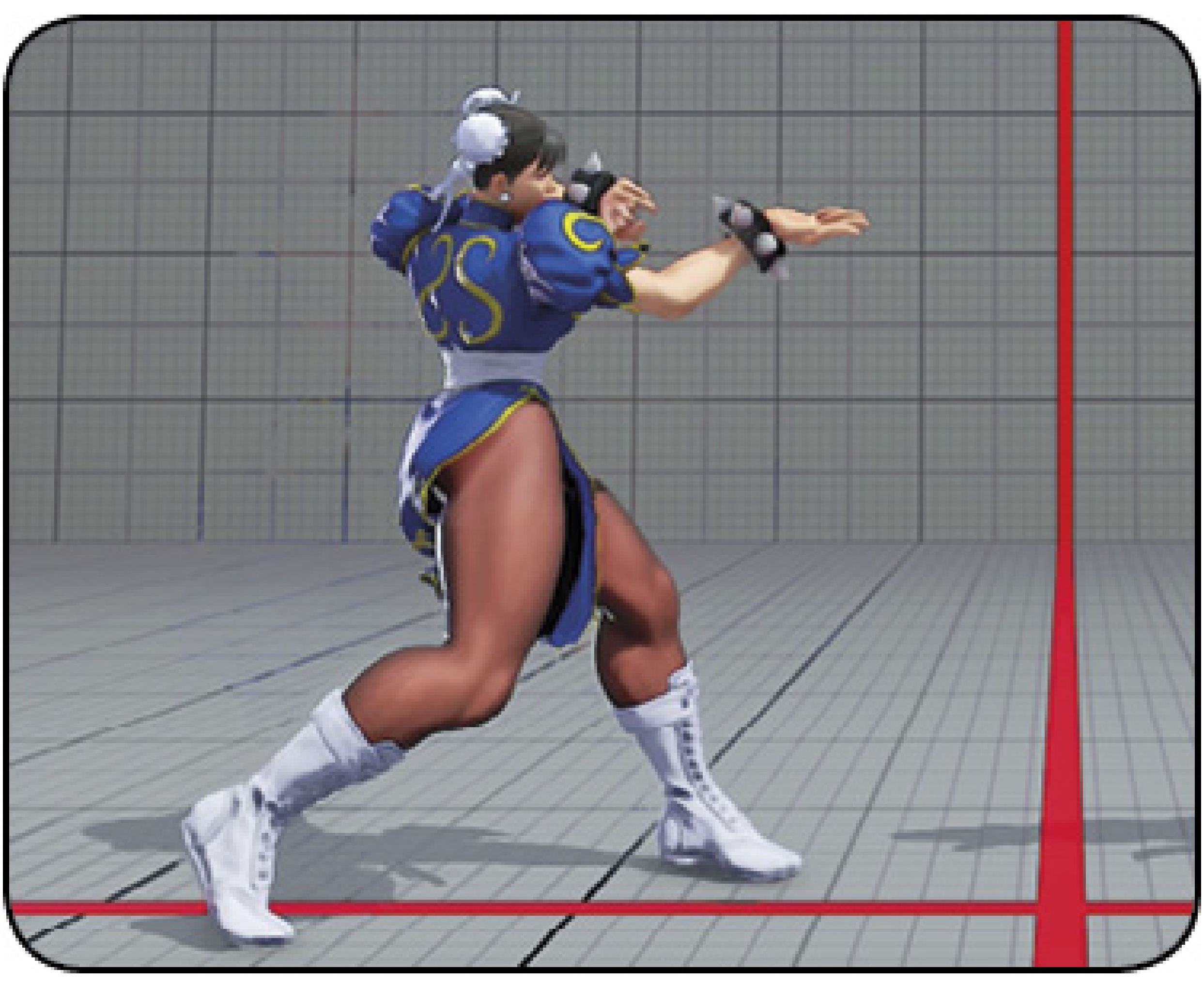
Standing Normal Moves

STANDING JAB LP



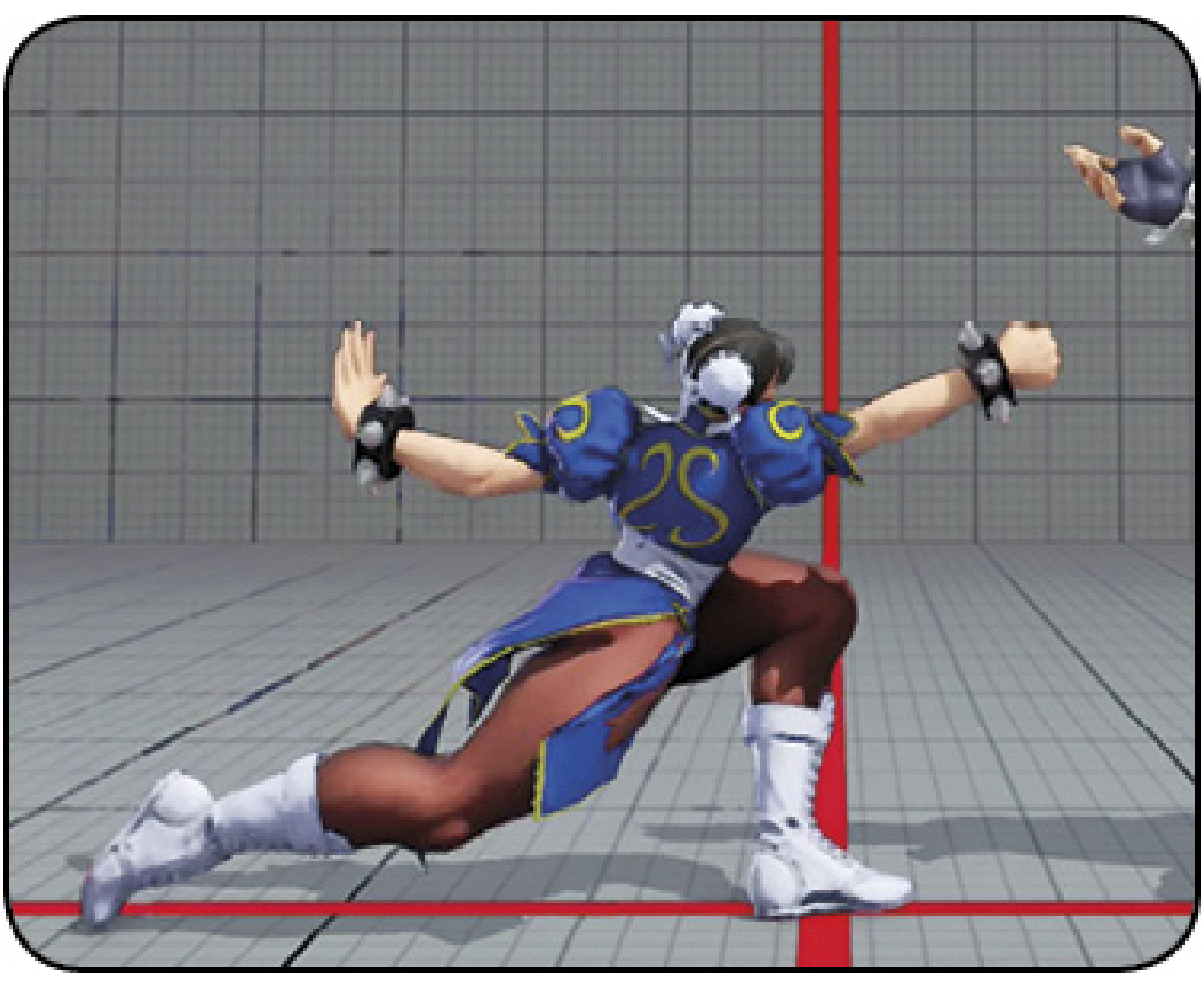
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
VTX HIT	5
VTX GUARD	2
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



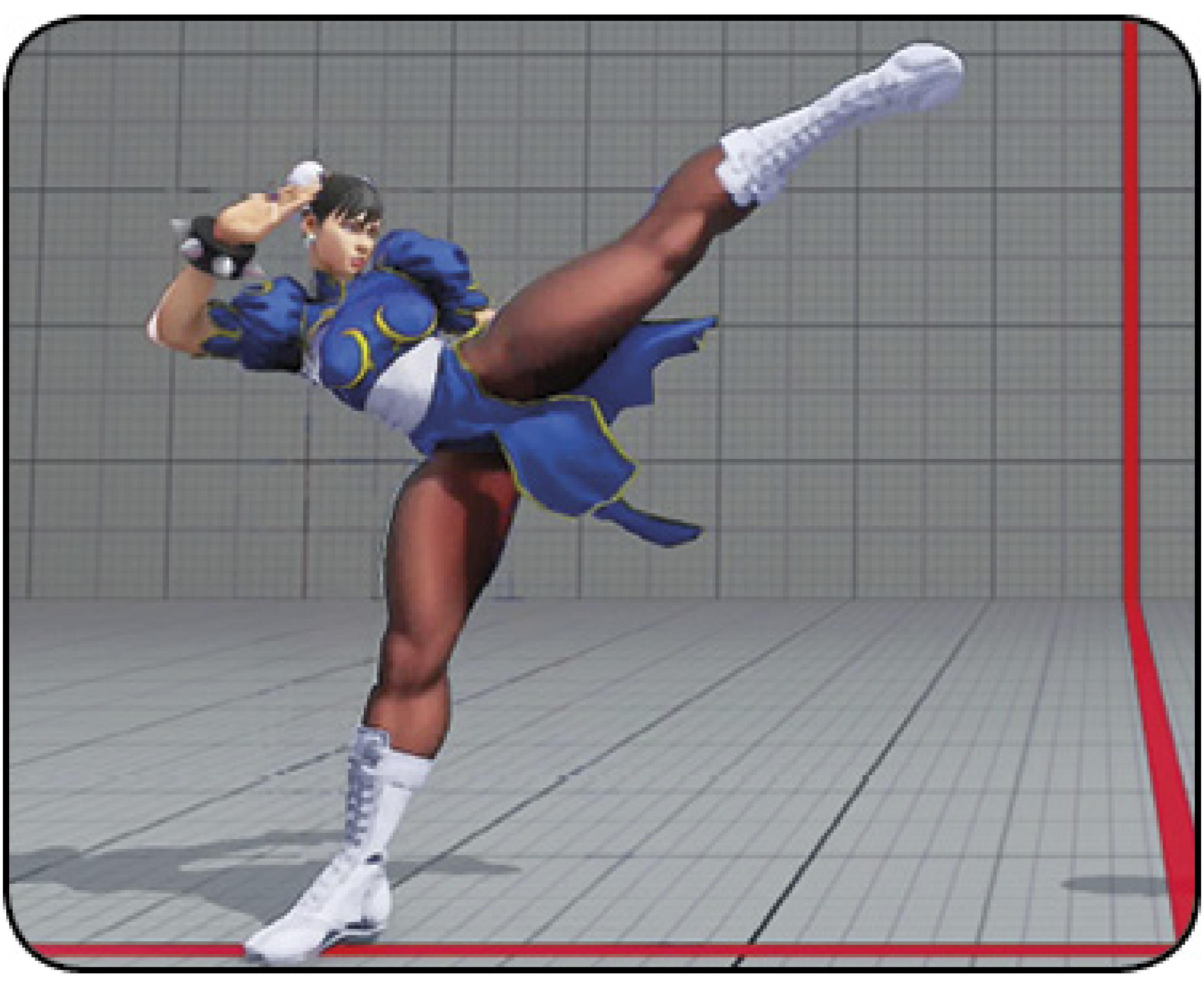
STARTUP	5
ACTIVE	2
RECOVERY	10
GUARD LEVEL	HL
ON HIT	6
ON GUARD	3
VTX HIT	8
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



STARTUP	11
ACTIVE	2
RECOVERY	16
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-3
VTX HIT	12
VTX GUARD	9
CANCEL	CA, V
DAMAGE	80
STUN	150
METER GAIN	50/25

STANDING SHORT LK

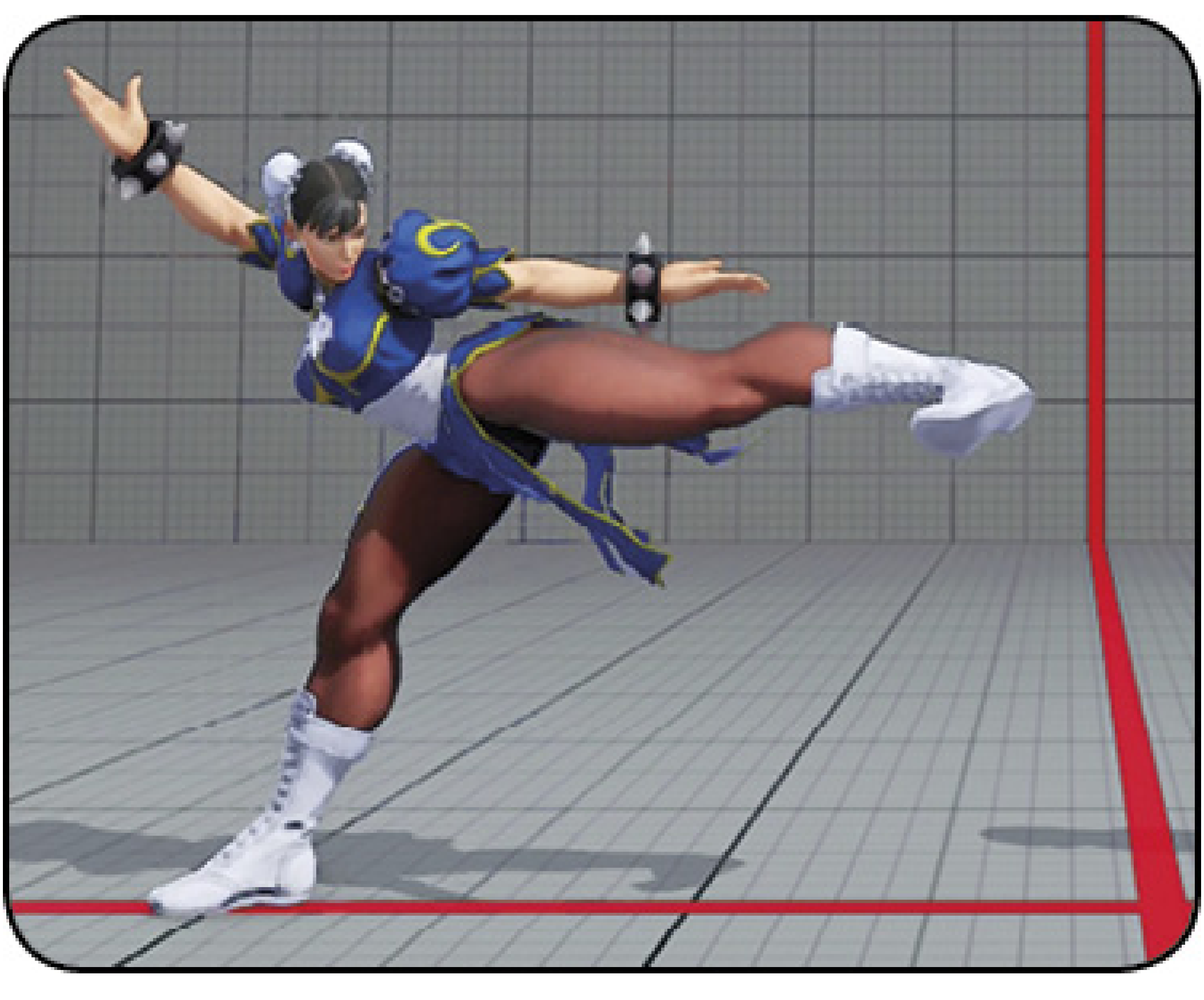


STARTUP	4
ACTIVE	3
RECOVERY	7
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-3
VTX HIT	1
VTX GUARD	-3
CANCEL	SP, V
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

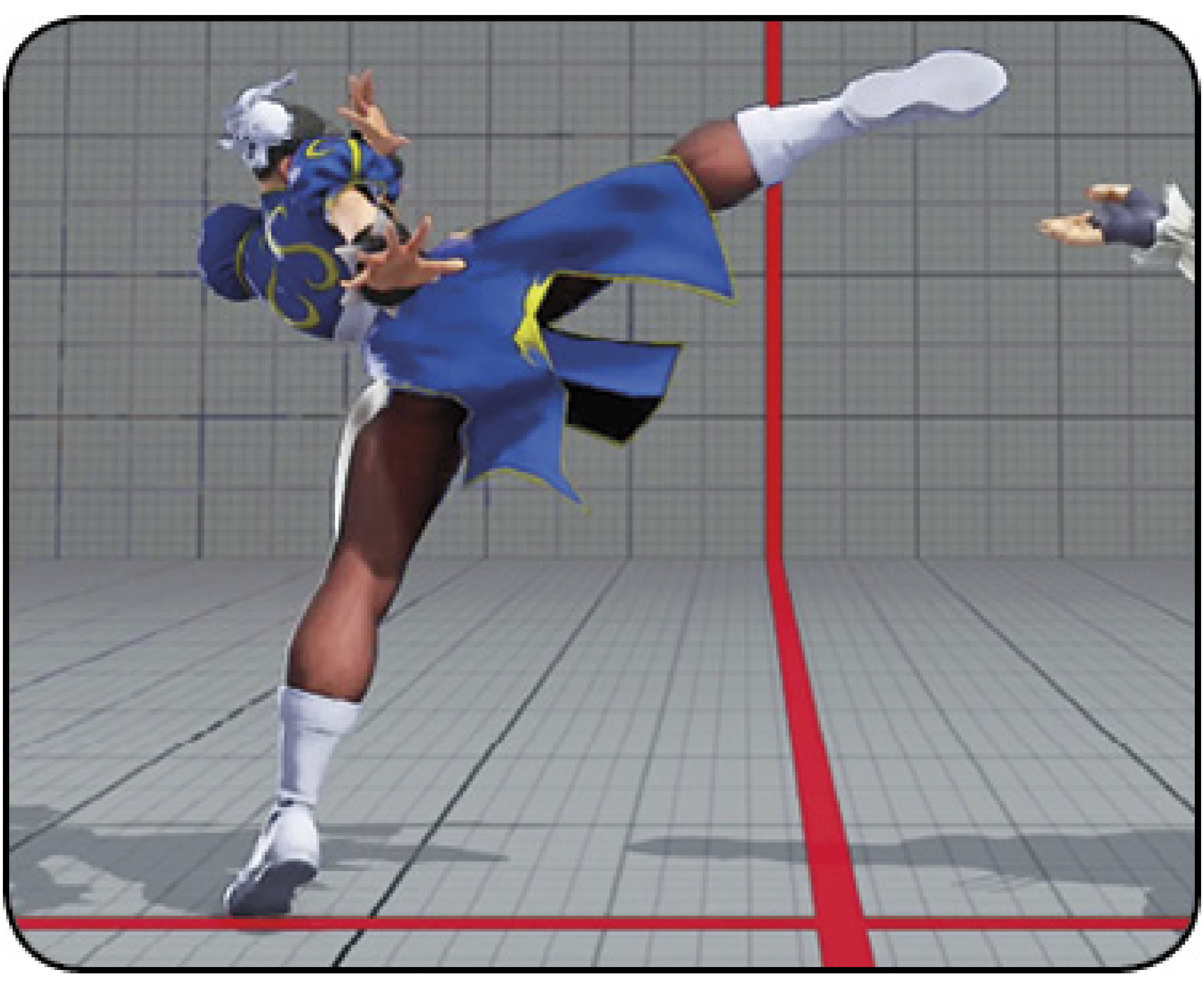
Can be canceled into from crouching LP

STANDING FORWARD MK



STARTUP	8
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	7
VTX GUARD	3
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

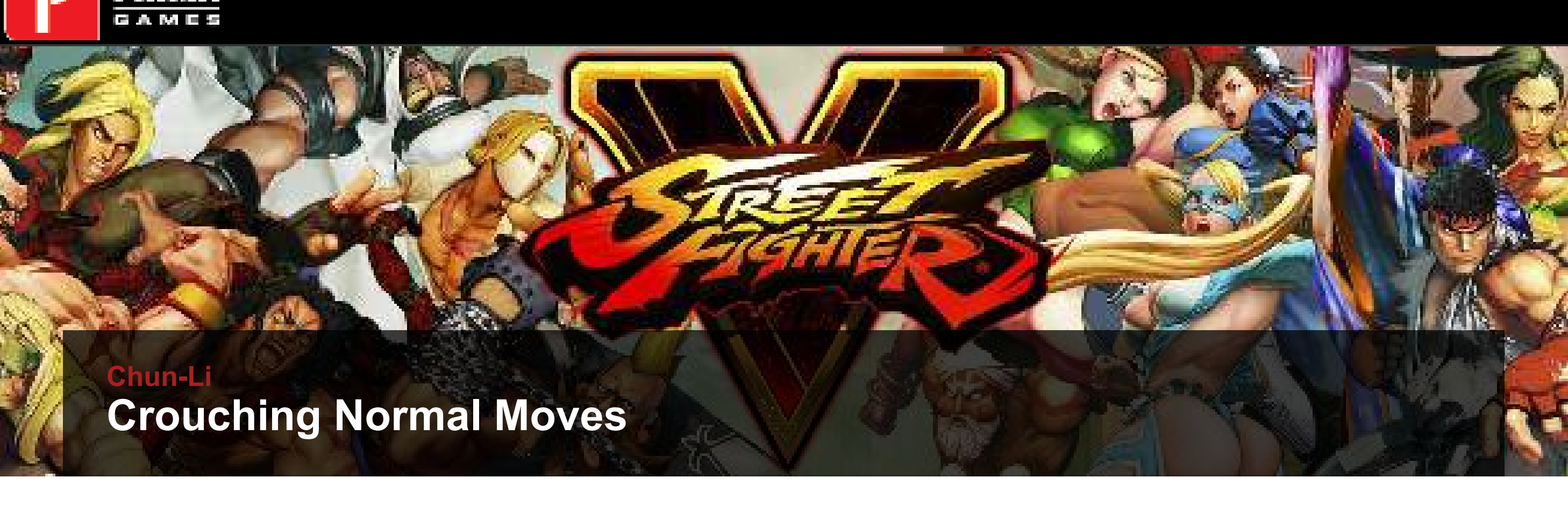
STANDING ROUNDHOUSE HK



STARTUP	12
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	6
VTX GUARD	3
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

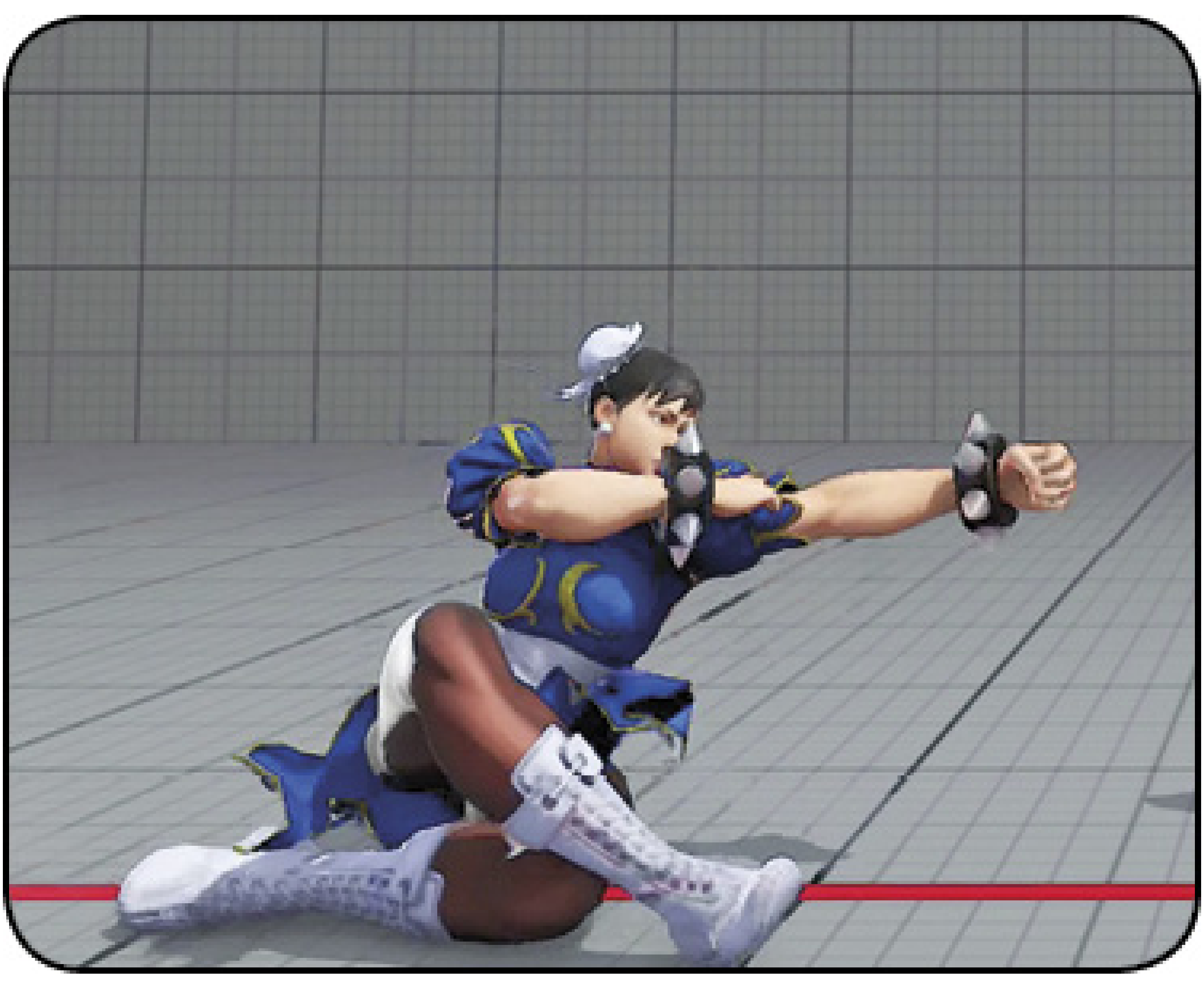
On counter-hit: Crush Counter (stagger);+21 frame advantage;+150 V-Gauge



Chun-Li

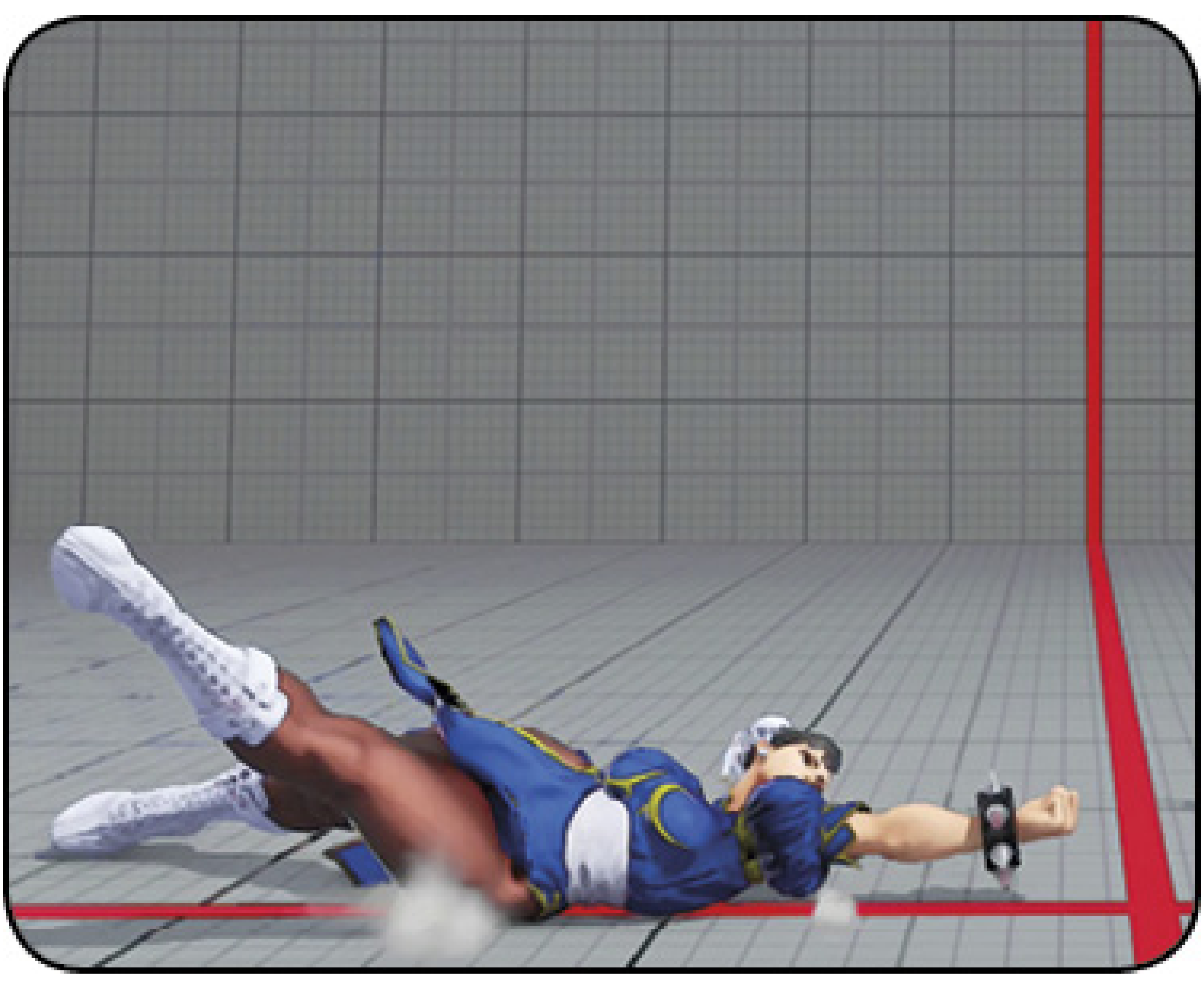
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



STARTUP	3
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
VTX HIT	3
VTX GUARD	±0
CANCEL	CH, SP, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING

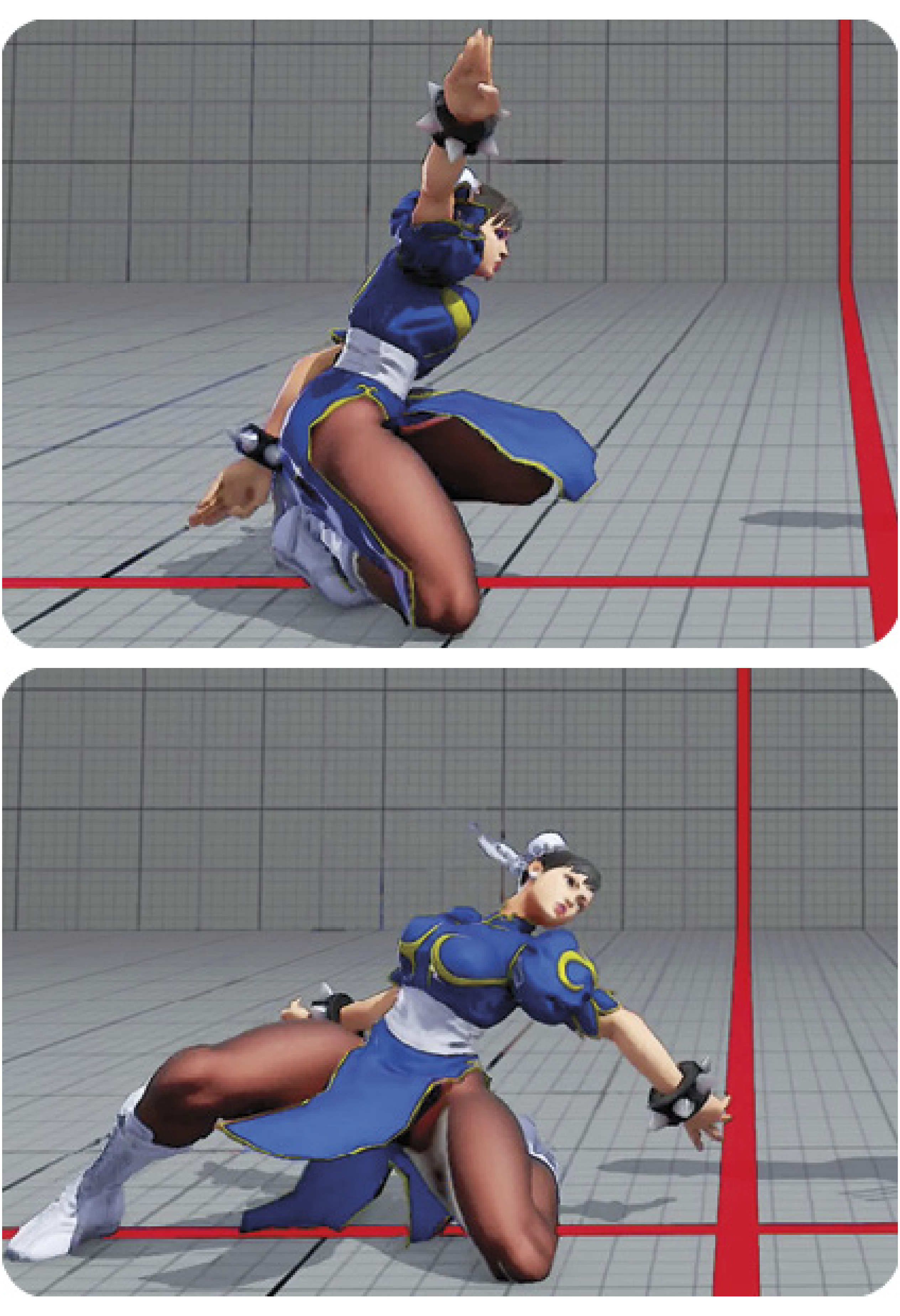


STARTUP	10
ACTIVE	9
RECOVERY	18
GUARD LEVEL	L
ON HIT	-2
ON GUARD	-8
VTX HIT	6
VTX GUARD	±0
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

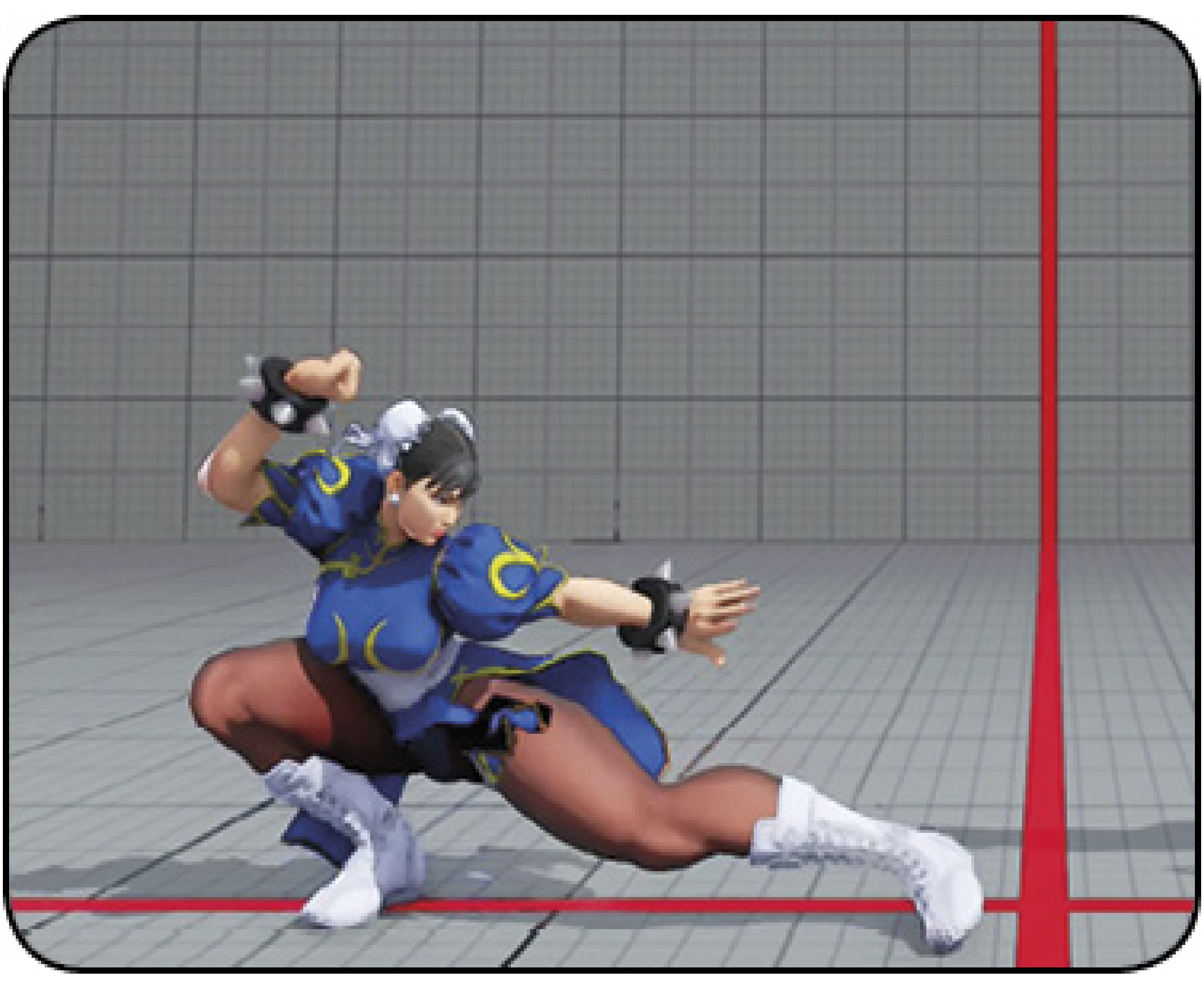
On 8th frame, low profile and projectile invincible

CROUCHING FIERCE HP WHILE CROUCHING



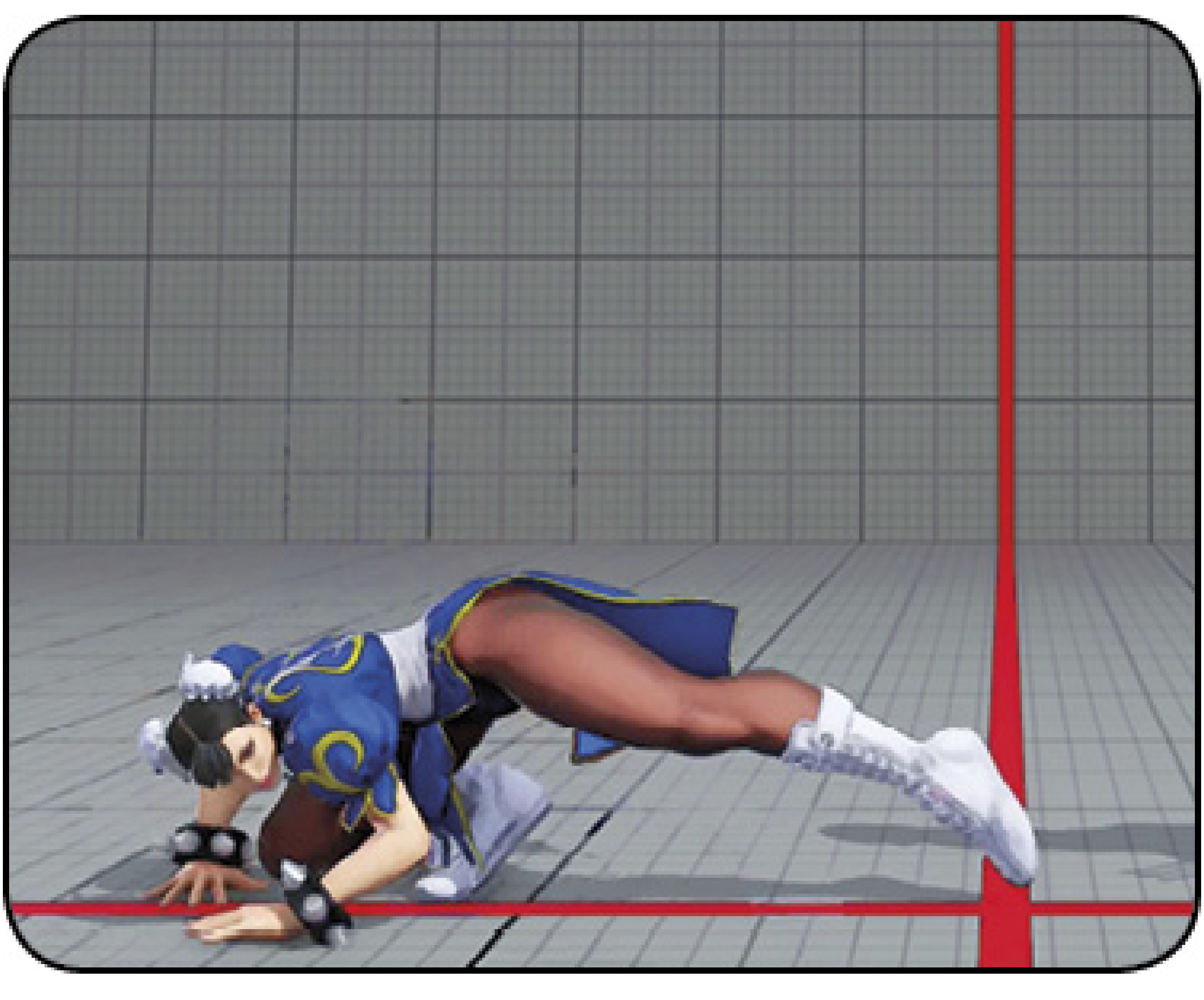
STARTUP	7
ACTIVE	2(10)2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-5
VTX HIT	12
VTX GUARD	9
CANCEL	SP, V/×
DAMAGE	100(60+40)
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING



STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	1
ON GUARD	-1
VTX HIT	1
VTX GUARD	-1
CANCEL	CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING

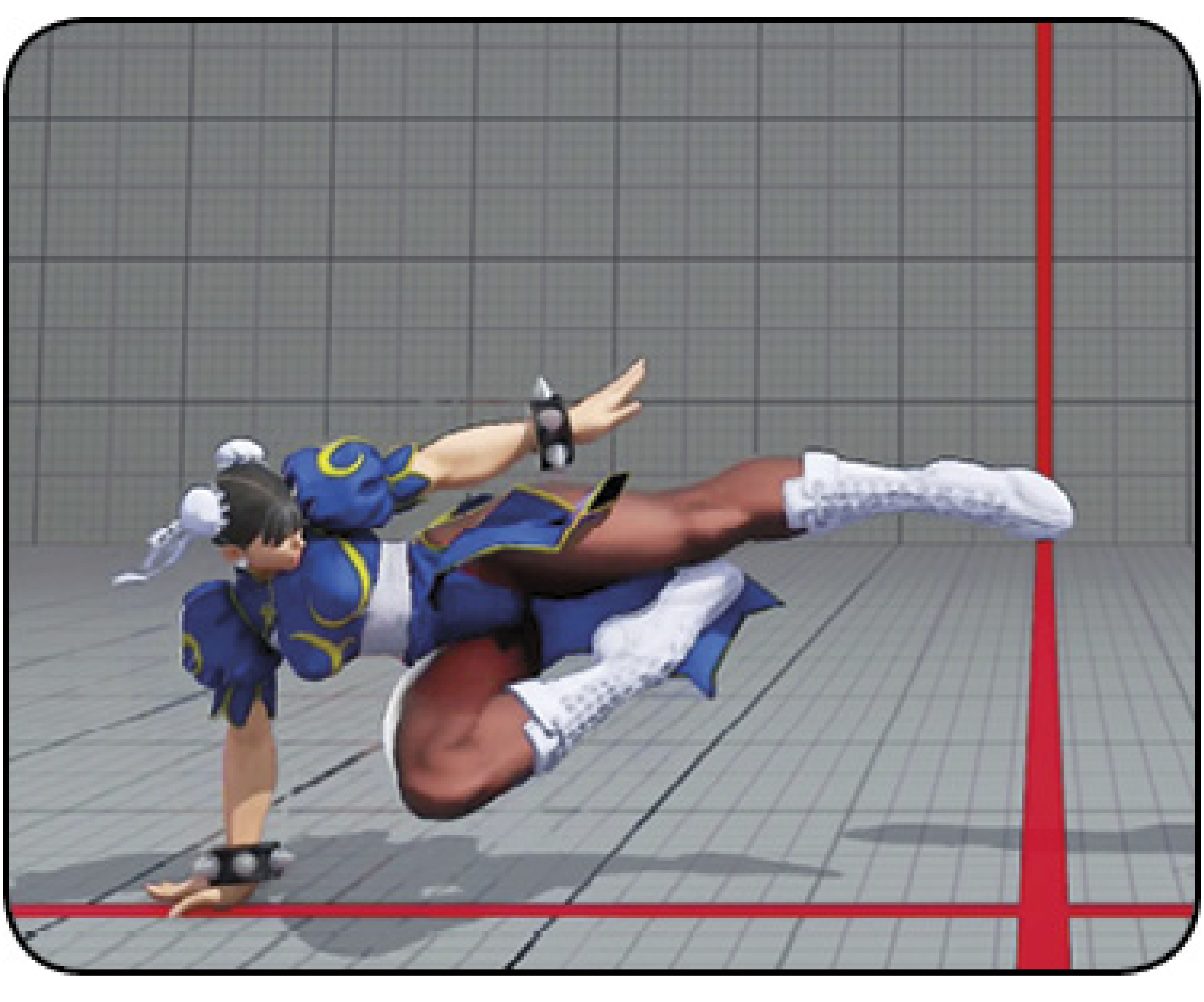


STARTUP	6
ACTIVE	2
RECOVERY	15
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-2
VTX HIT	8
VTX GUARD	6
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

NOTES

Window for canceling into special moves is longer than normal

CROUCHING ROUNDHOUSE HK WHILE CROUCHING

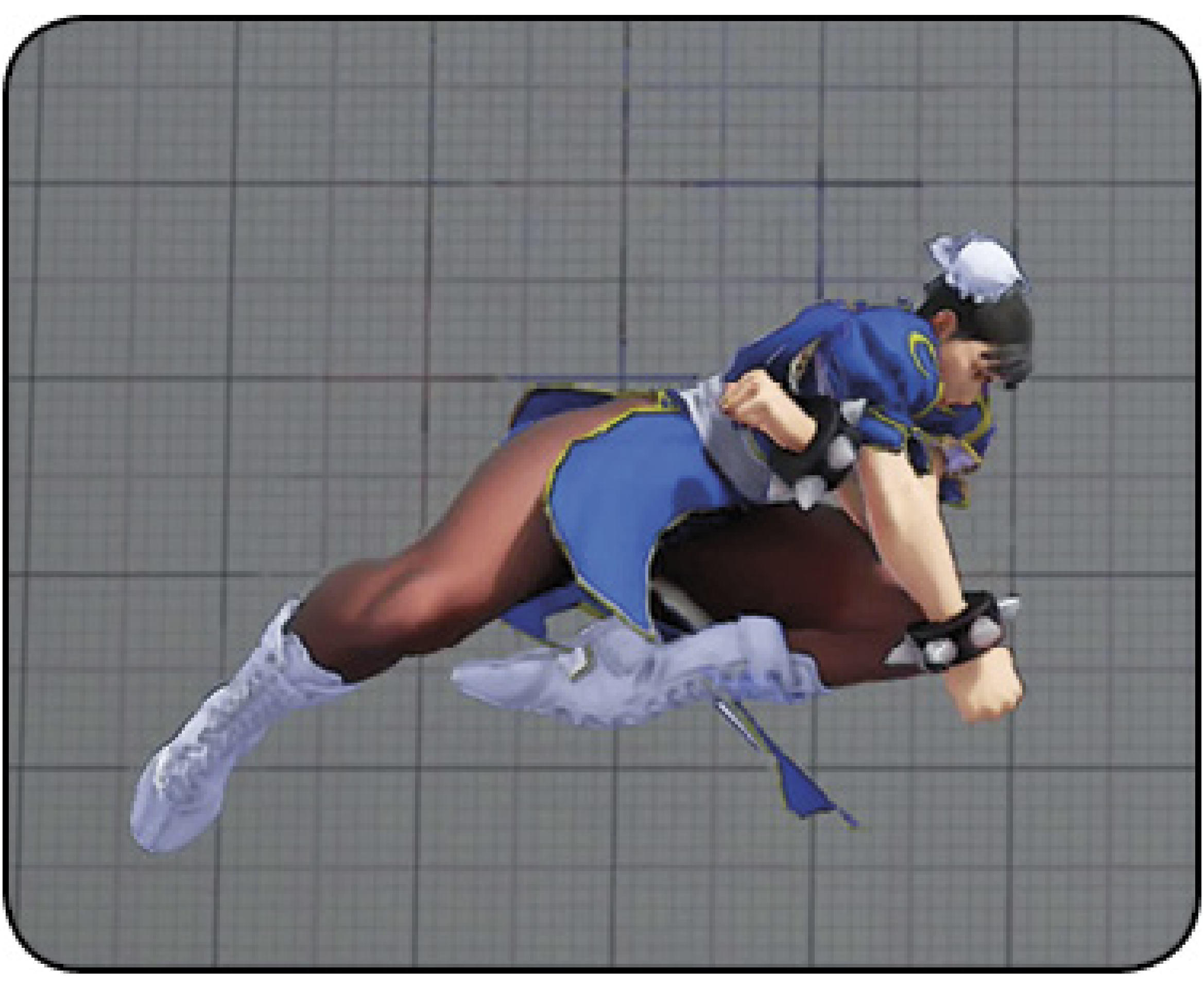


STARTUP	7
ACTIVE	3
RECOVERY	24
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
VTX HIT	D
VTX GUARD	5
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

Chun-Li

Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

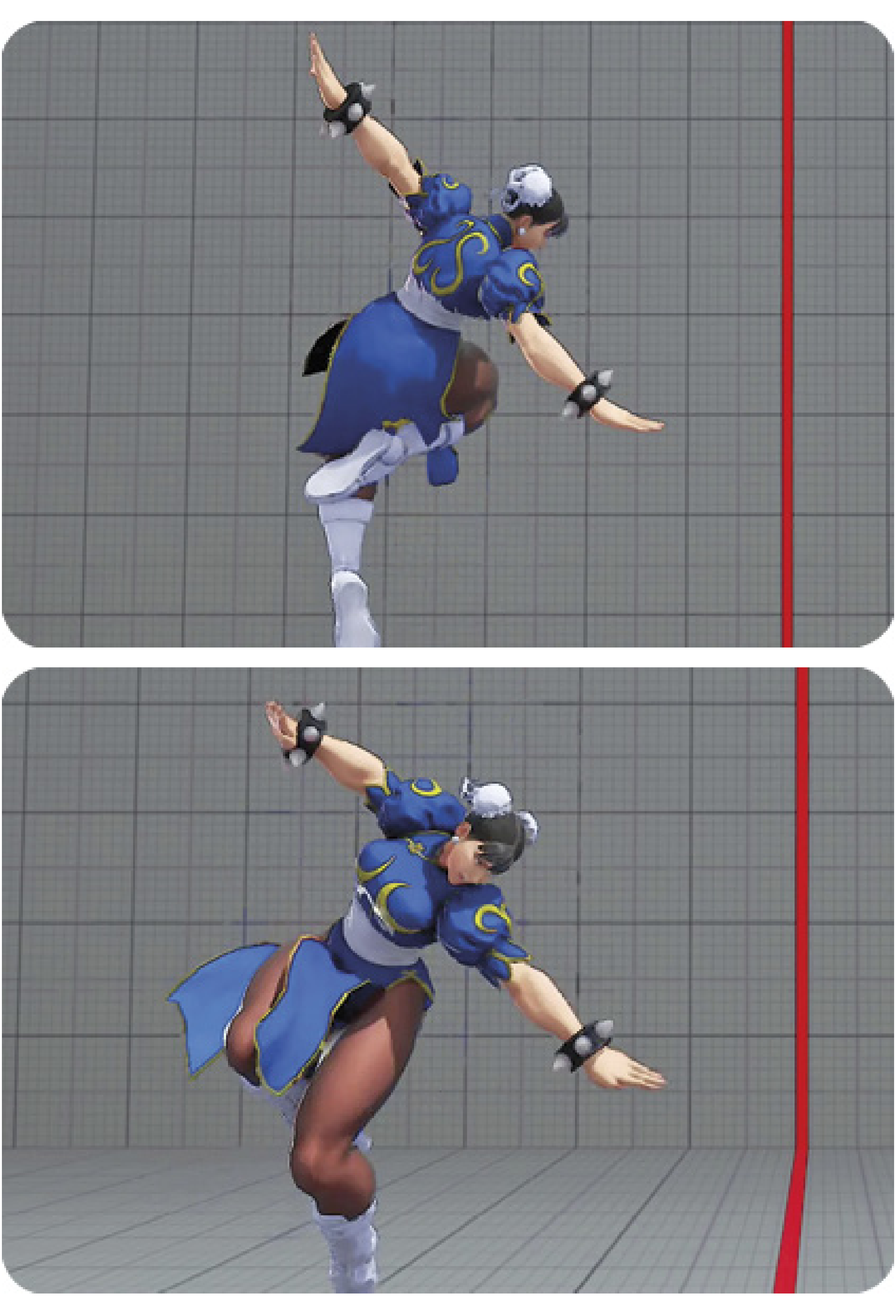
JUMPING STRONG MP WHILE JUMPING

STARTUP	6
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	SP
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

On air-to-air hit, puts opponent into juggle state

JUMPING FIERCE HP WHILE JUMPING

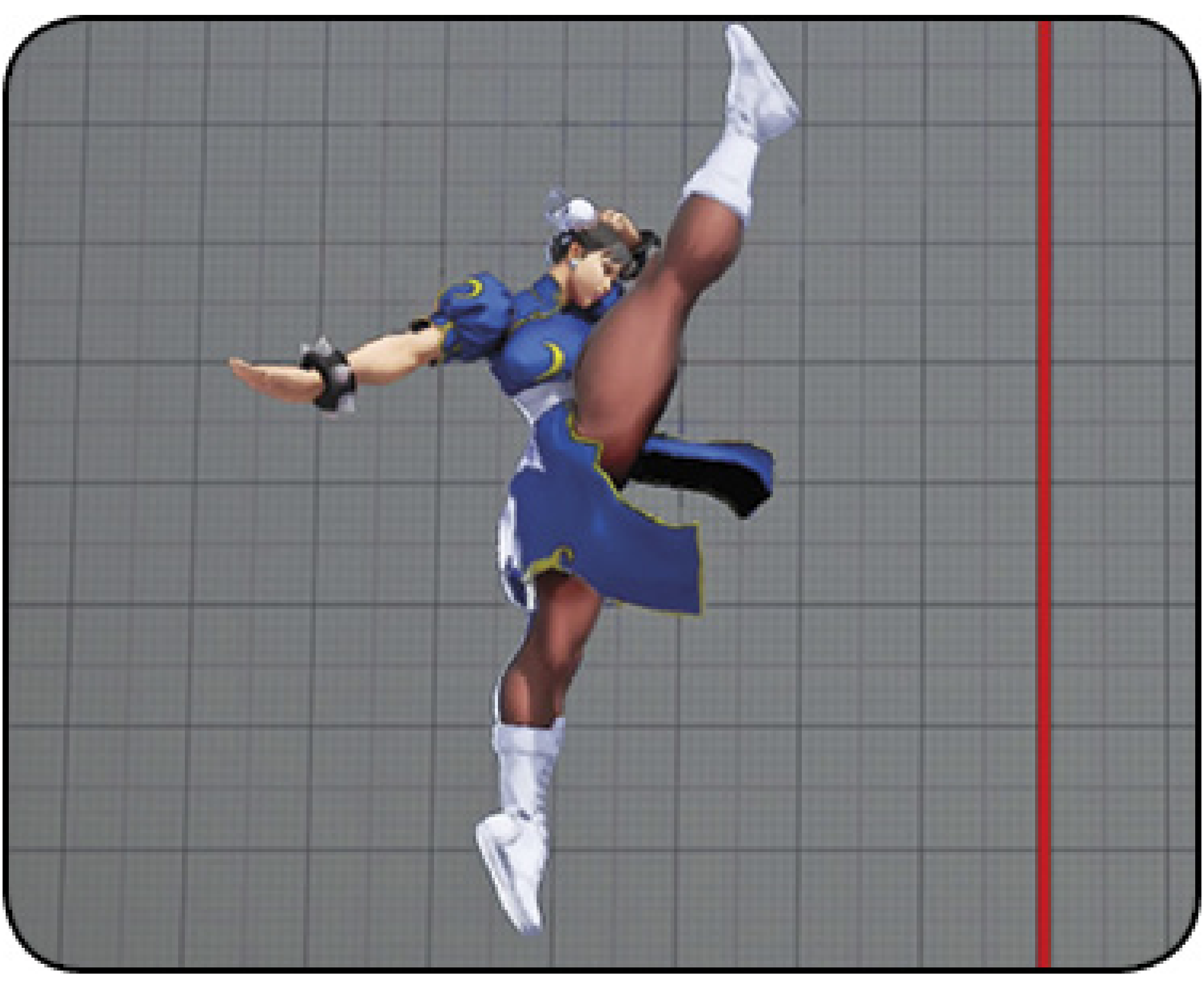


STARTUP	6
ACTIVE	4(2)4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100(50x2)
STUN	150
METER GAIN	50/25

NOTES

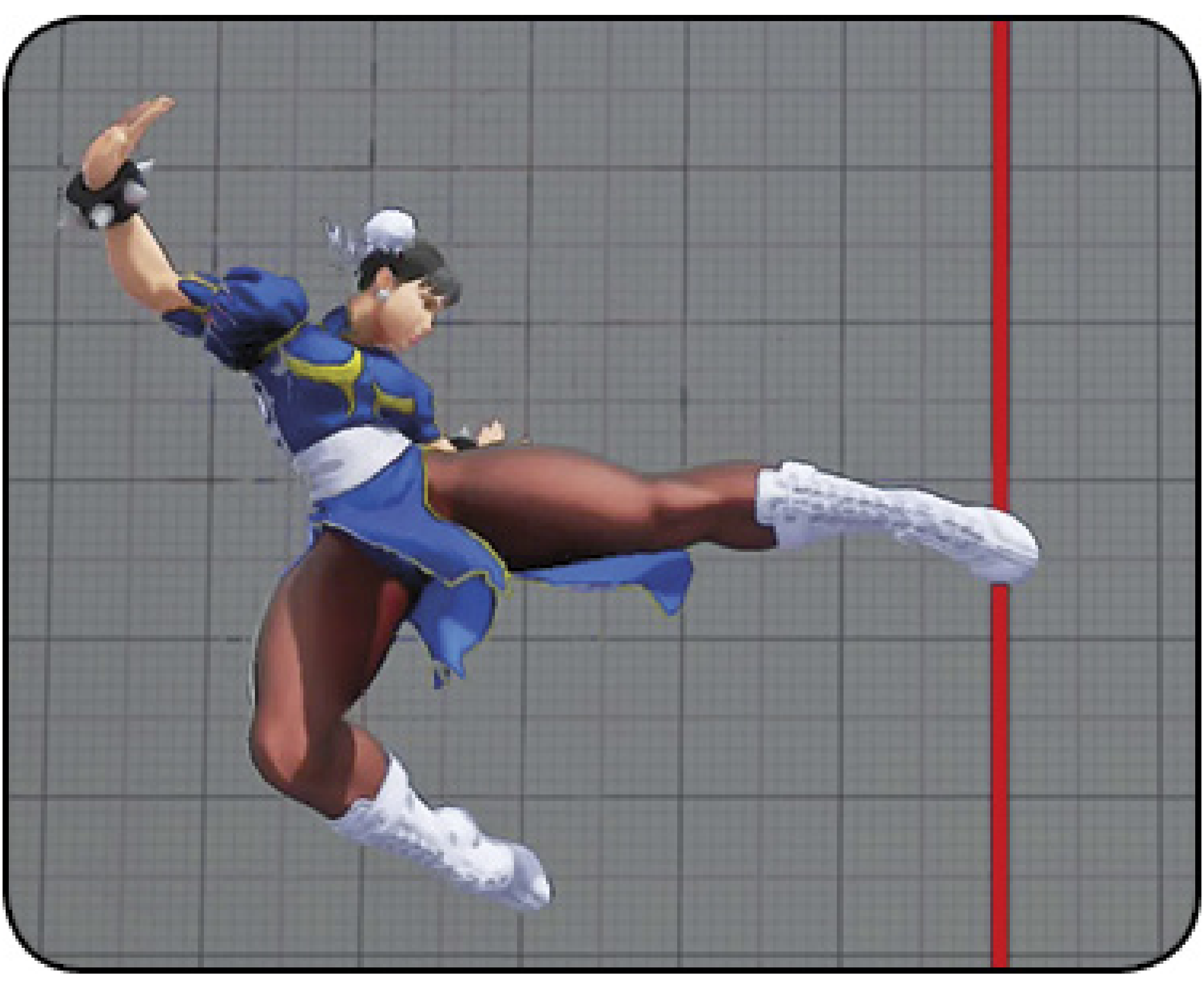
On air-to-air, first hit puts opponent into juggle state

JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

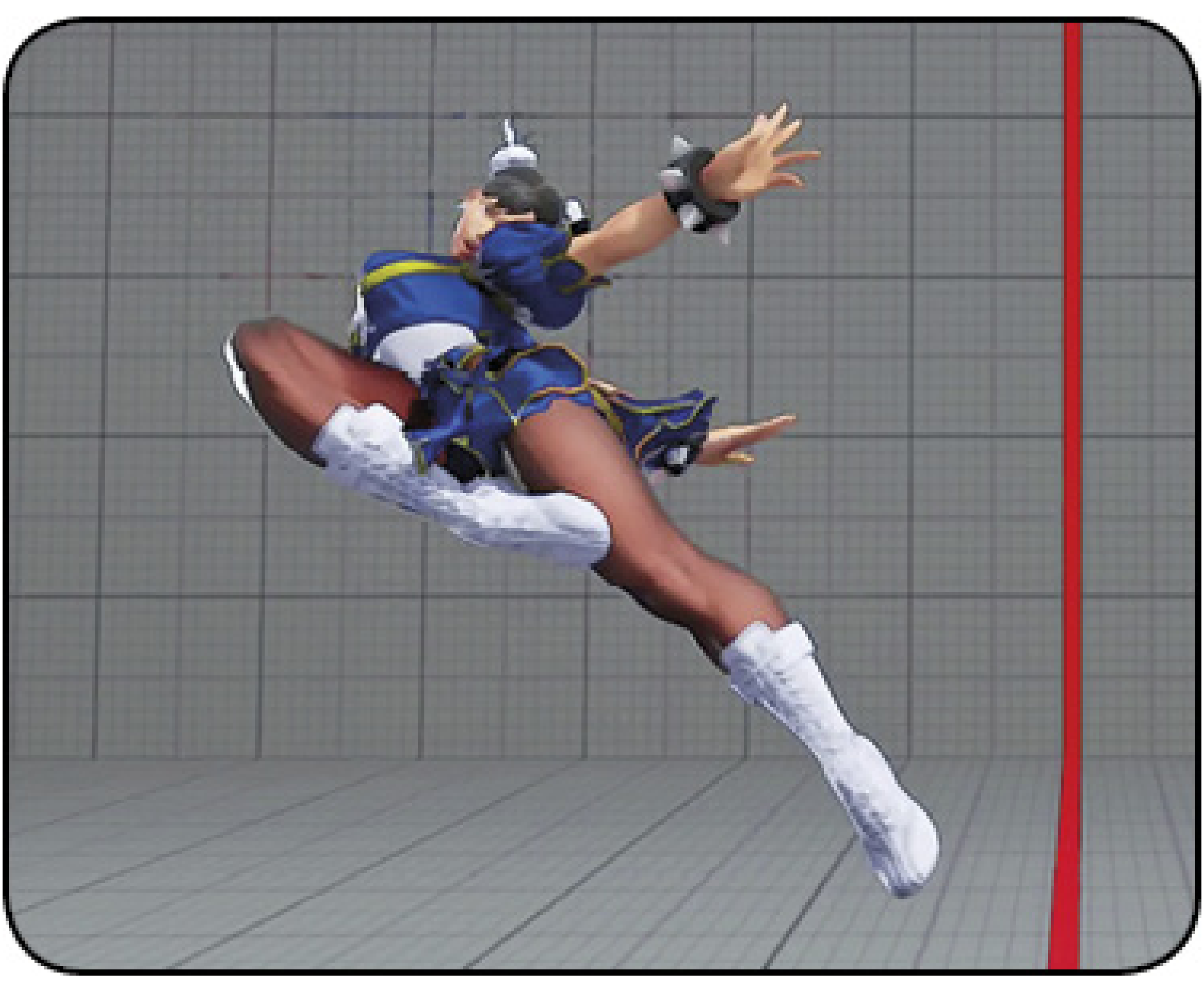


STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

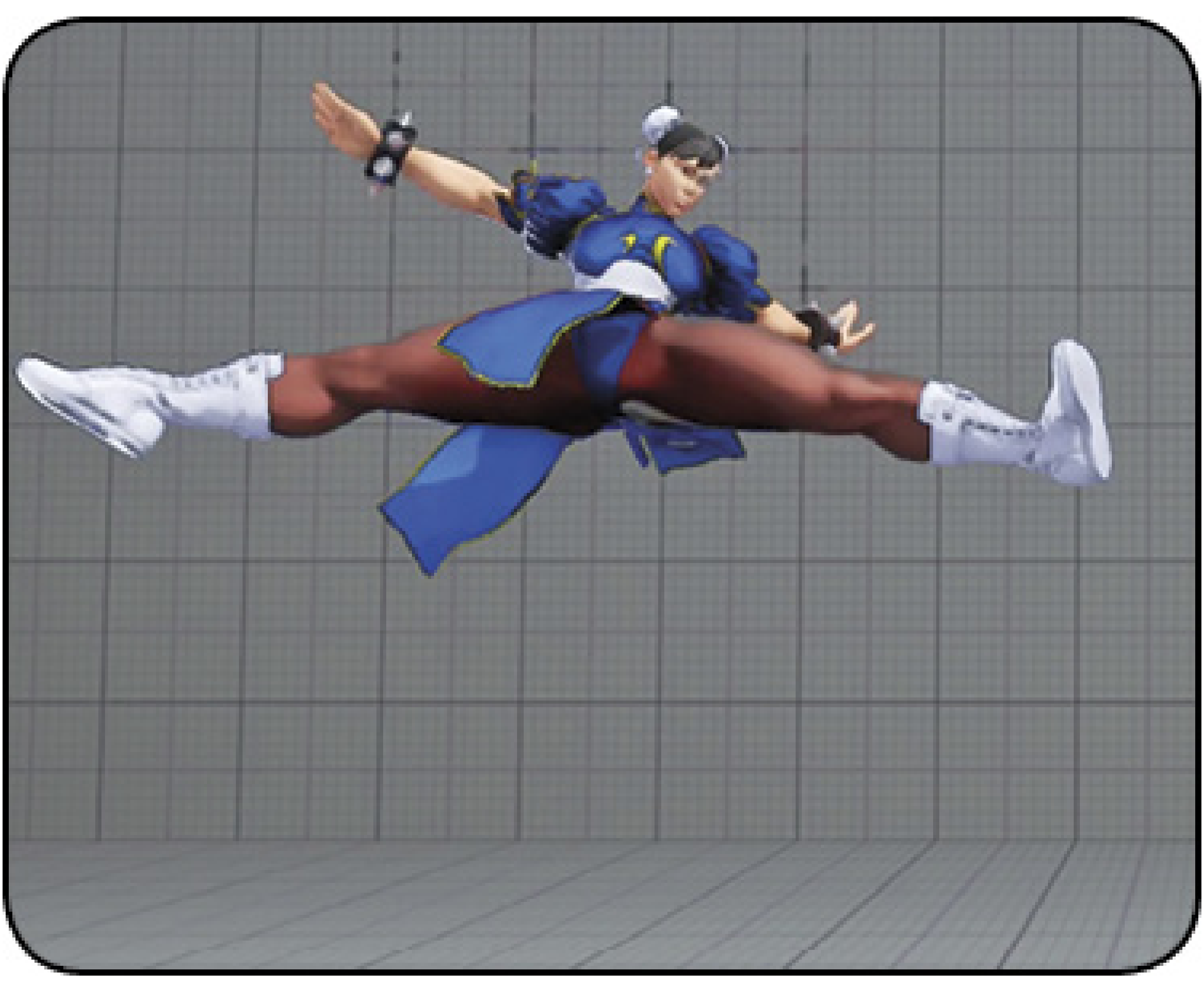
Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING

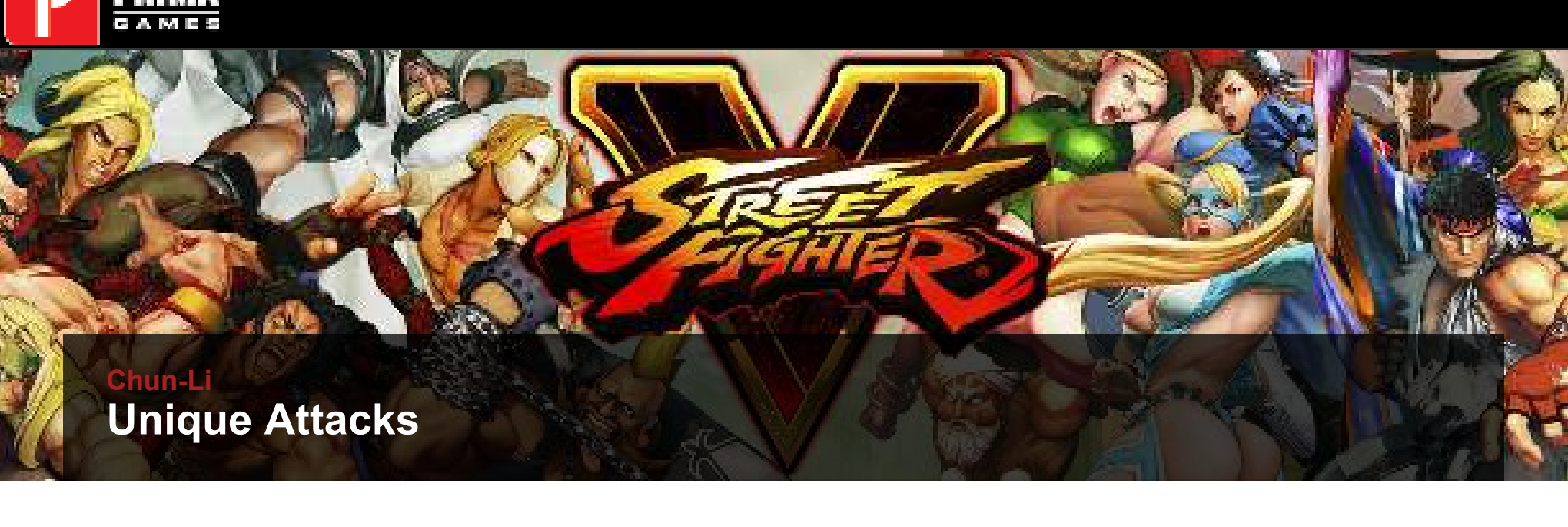


STARTUP	9
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

NEUTRAL JUMPING ROUNDHOUSE HK WHILE NEUTRAL JUMPING



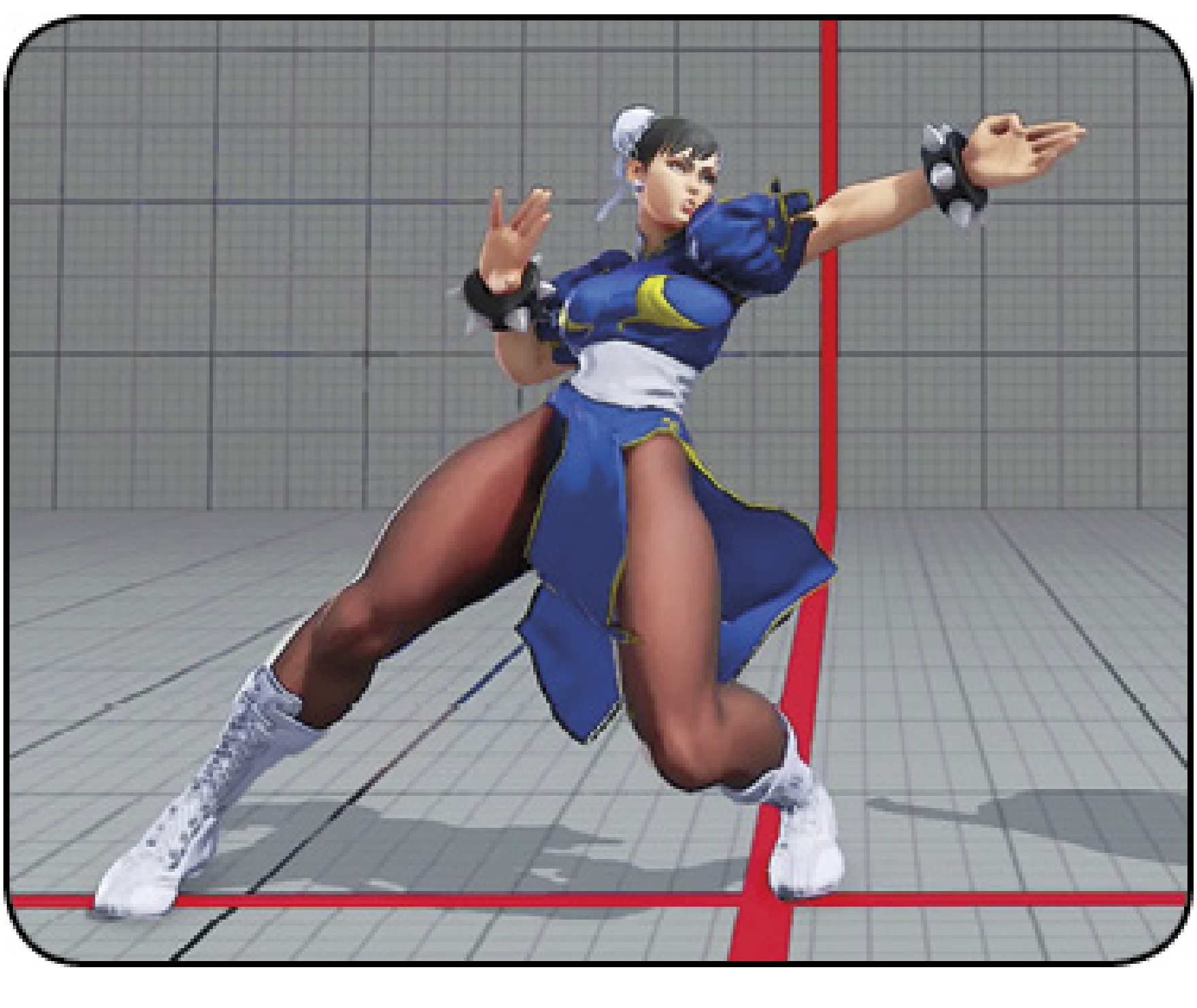
STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90



Chun-Li

Unique Attacks

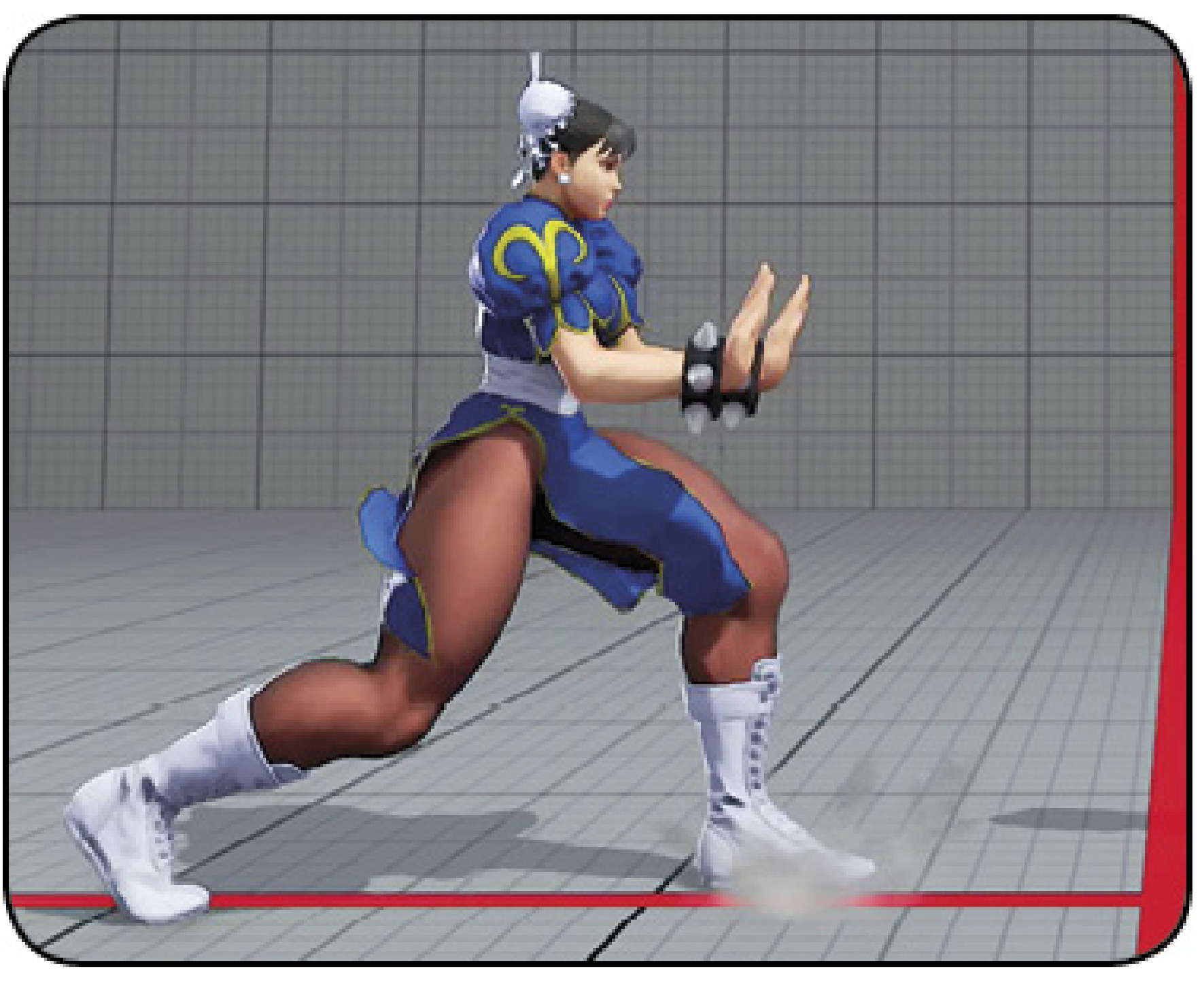
TSUITOTSUKEN ← OR → + MP



STARTUP	7
ACTIVE	2
RECOVERY	12
GUARD LEVEL	HL
ON HIT	3
ON GUARD	±0
VTX HIT	7
VTX GUARD	4
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

Tsuitotsuken: Chun-Li performs a far-reaching three-finger thrust into her opponent's eyes. Because of its range and smaller hurtbox (her fingers cannot be hit during its active frames), Tsuitotsuken is one of Chun-Li's better mid-range pokes. You can execute this unique attack with either ← or → + MP, which means you won't have access to standing MP while walking (or charging for Kikoken).

HAKKEI ← + HP



STARTUP	7
ACTIVE	5
RECOVERY	13
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
VTX HIT	11
VTX GUARD	10
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

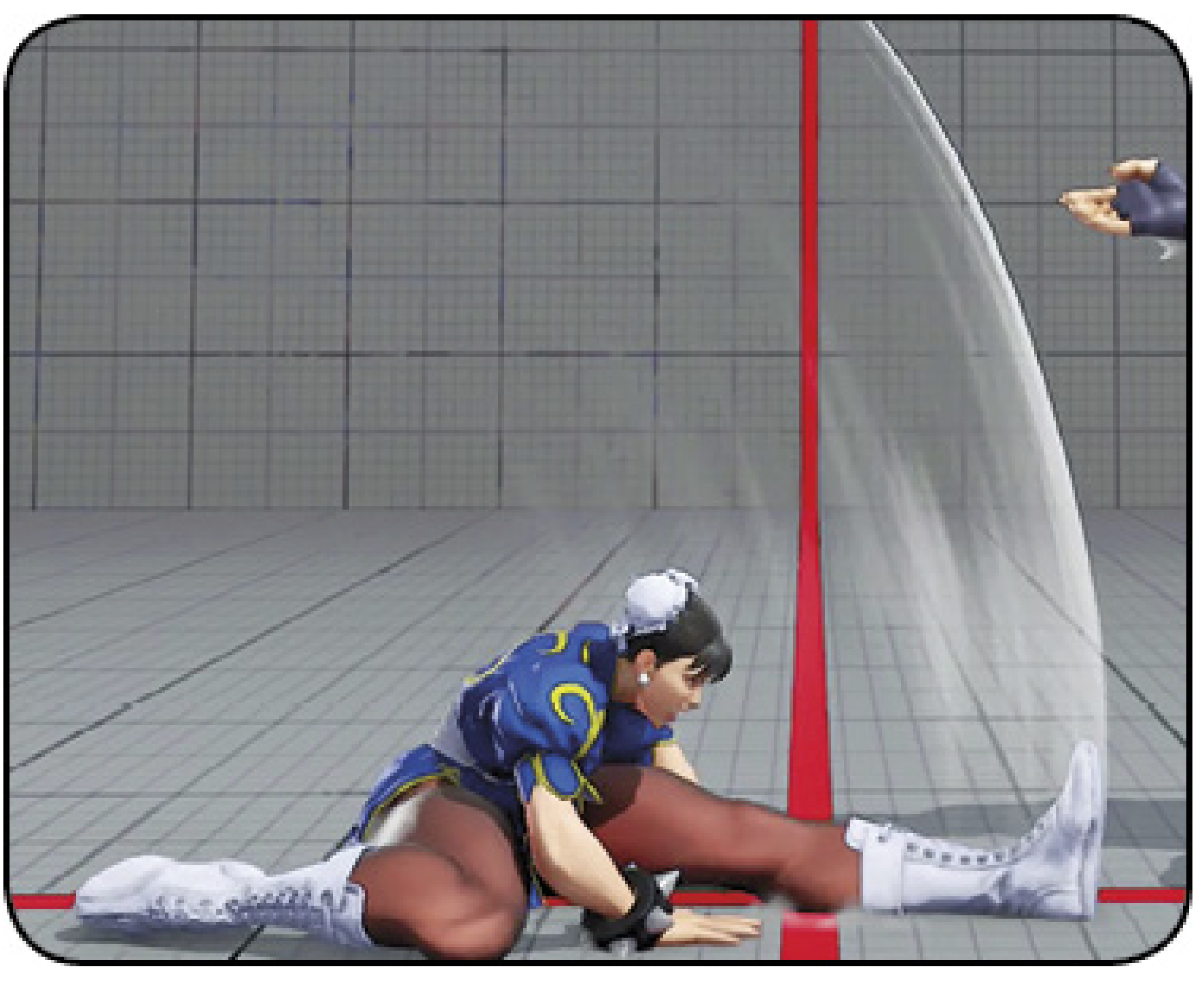
On counter-hit: Crush Counter (spinning knockdown); +150 V-Gauge

Hakkei: Arguably Chun-Li's strongest unique attack, Hakkei (colloquially known as "back fierce") makes its return. She extends both her palms, creating a large hitbox around her midsection. During its amazing five active frames, her arms are essentially invincible while her lower body is vulnerable. After these active frames, her palms become vulnerable for the remainder of her recovery.

Additionally, Hakkei is special and V-cancelable, allowing for powerful option select and whiff-punish combos. For instance, using a sequence of ← + HP XX ↓↘→ + HK from just outside of range can score you 200 points of damage if your opponent happens to walk or stick an attack into it.

Its versatility doesn't stop there. As a close-range attack, ← + HP leaves you at an advantage on block (+2) and, on hit, puts your foe in enough hitstun for a crouching LP link (see **Combo 4a**). As an anti-air, it covers horizontal range that ← + HK does not, and its startup is much faster than standing HK. When it counter-hits, you're rewarded with a juggle, seen in **Combo 19a**.

SENENSHU ↘ + MK

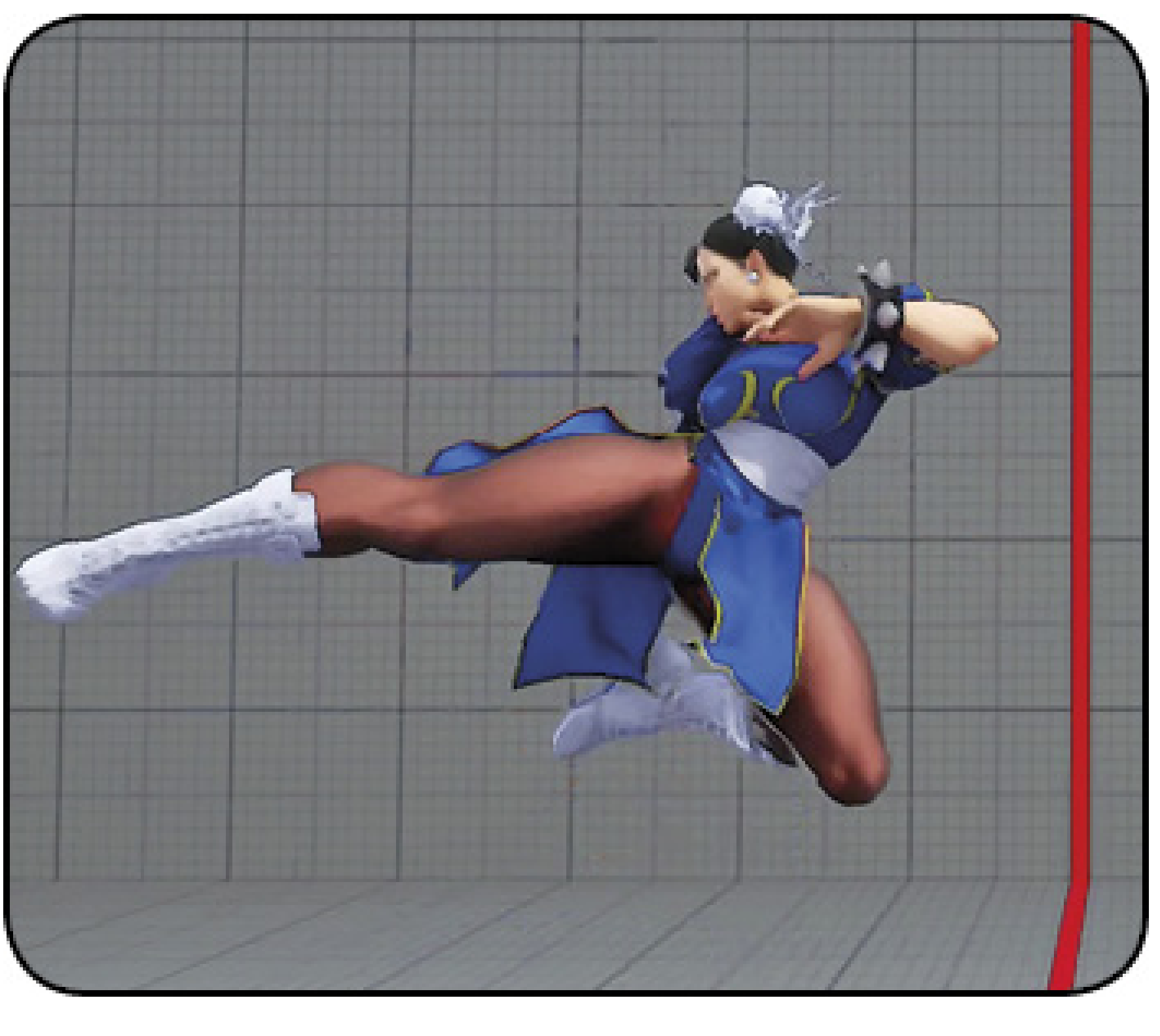


STARTUP	26
ACTIVE	2
RECOVERY	16
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

Senenshu: Senenshu is a new overhead attack introduced to Chun-Li's arsenal in *SFV*. It slightly resembles her Hazanshu special from *SFIV* (which she no longer has). Although Chun-Li appears initially airborne during the first few frames of animation, she is actually considered in a standing state throughout. Unlike most overhead attacks, Senenshu is safe on block (at -2).

This attack complements her mid-range pressure extremely well in conjunction with her crouching MK XX ↓↘→ + K K sequence. Furthermore, it travels about 40 percent screen distance—an overhead attack from mid range to long range that's practically unpunishable.

KAKURAKUKYAKU ↘ + HK



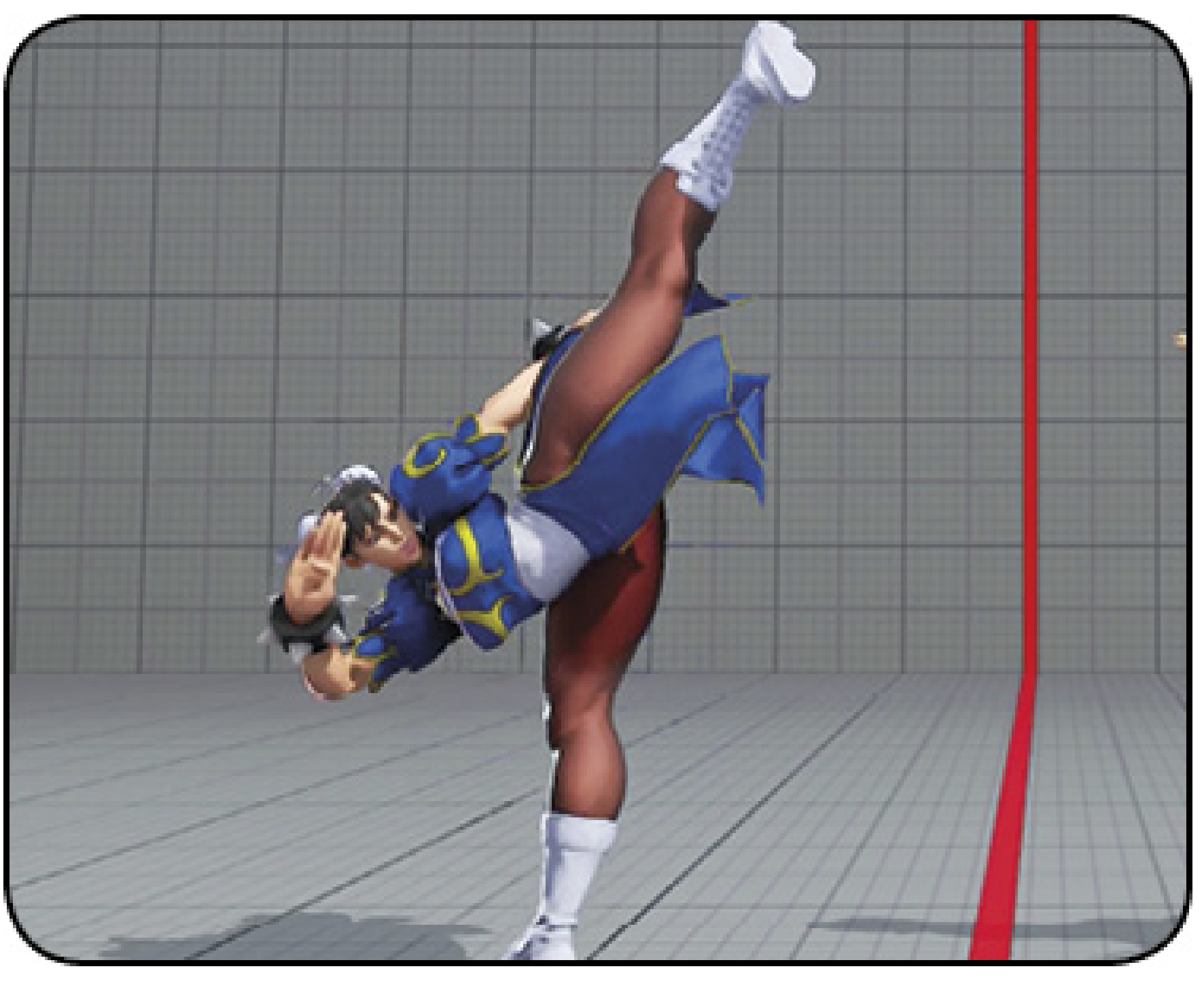
STARTUP	34
ACTIVE	6
RECOVERY	4 + 7 landing
GUARD LEVEL	H
ON HIT	7
ON GUARD	3
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

Cross-up; airborne on 10th frame

Kakurakukyaku: Chun-Li's ↘ + HK is a small forward jump into a backswinging heavy kick. Kakurakukyaku is a rather slow move, and there aren't many knockdown situations that allow you to use this unique jump attack effectively (unless your opponent opts not to quick-recover from your knockdowns). You'll want to use this as a side-switching technique while Chun-Li's back is near to or facing a wall. Mixed in with your Wall Jump and other mid-range pokes, you can go for a Kakurakukyaku attempt to escape from the corner while giving yourself significant advantage on hit or block (+7 and +3, respectively).

TENKUKYAKU ← + HK



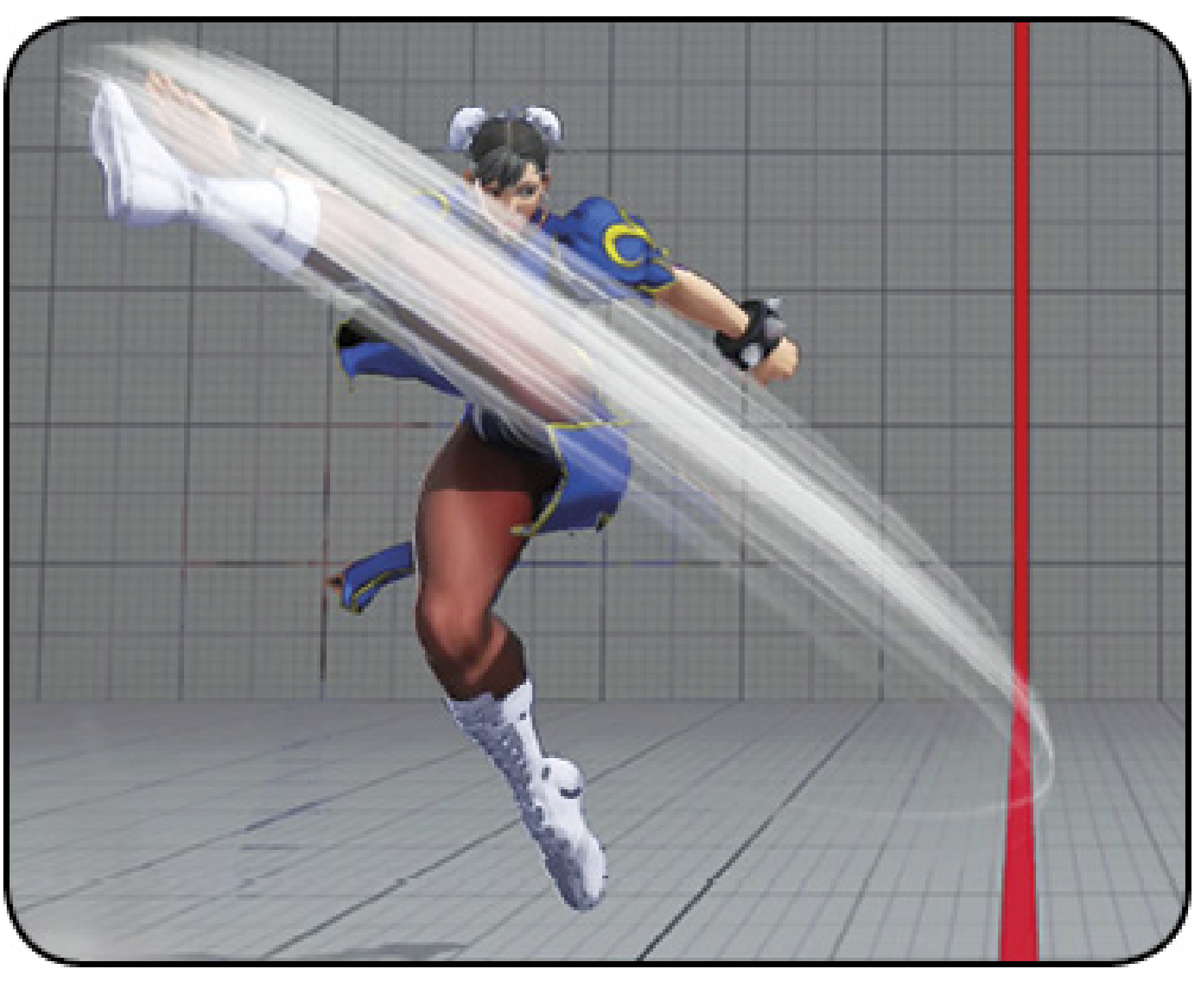
STARTUP	8
ACTIVE	5
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
VTX HIT	7
VTX GUARD	3
CANCEL	V
DAMAGE	70
STUN	150
METER GAIN	50/25

NOTES

Forces standing on hit

Tenkukyaku: Similar to Chun-Li's close roundhouse from previous *Street Fighter* games, Tenkukyaku is a launcher-like vertical heel kick executed with ← + HK as a unique attack. You should use it primarily as an anti-air against opponents jumping in above Chun-Li's head. It doesn't have a large vertical hitbox around the midsection, so it will miss against certain crouchers—although -2 on guard, it should strictly be used as an anti-air.

YOKUSENKYAKU → + HK



STARTUP	18
ACTIVE	5
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

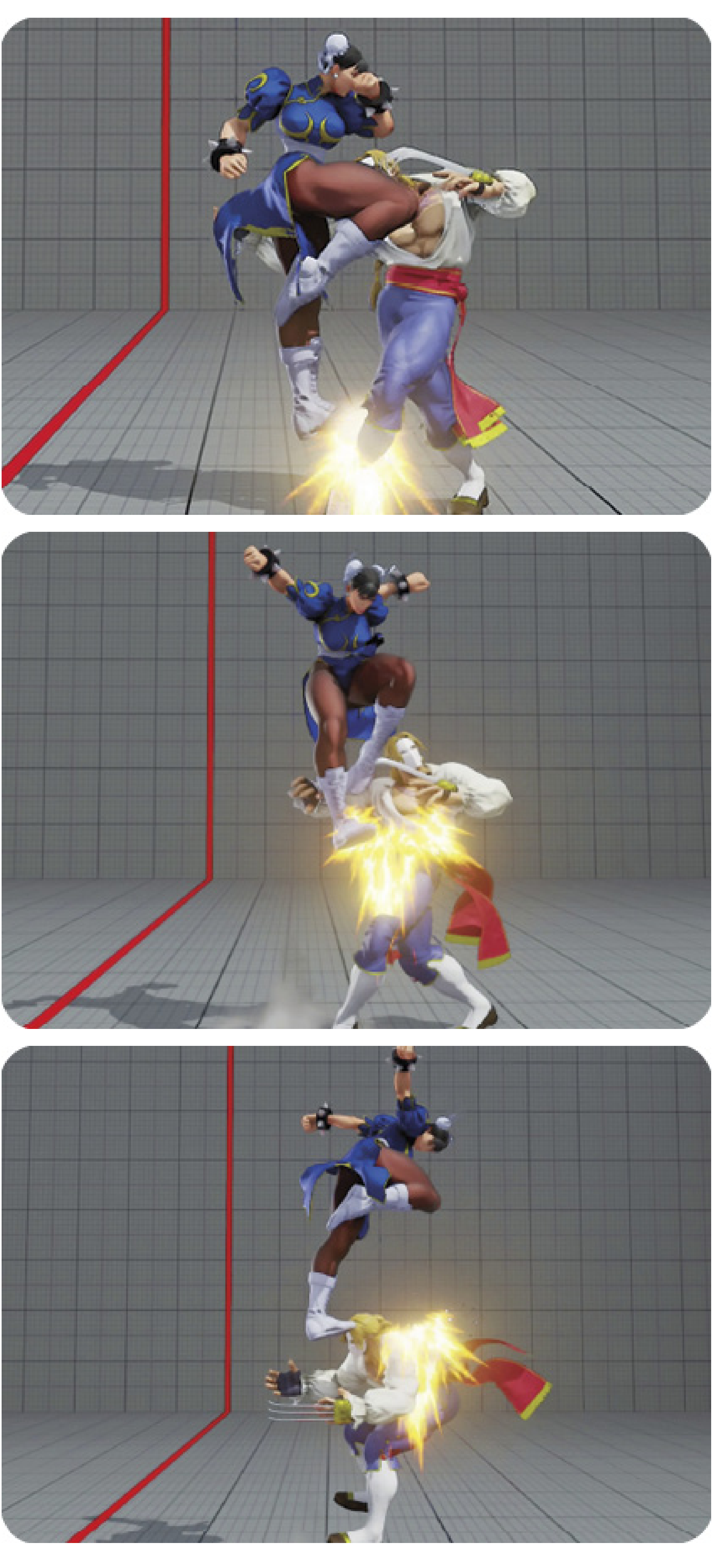
Airborne on 6th frame; frames 6-21 lower body invincibility; frame advantage varies with distance

Yokusenkyaku: Yokusenkyaku is an airborne spinning roundhouse kick that technically becomes airborne on the sixth frame, effectively crushing low attacks. It's primarily used to apply pressure on the opponent while advancing Chun-Li into close range. It stays out for a whopping five active frames, and at -2 on block, it's safe to use (provided you don't get interrupted). Hitstun/blockstun advantage varies, and they're determined by which active frame you connect with. The later the hit during active frames, the greater the advantage, with the maximum hit advantage at +6 and maximum block advantage at +2.

Yokusenkyaku puts Chun-Li above most of the cast in terms of footsies capability. Other characters settle for just having great mid-range attacks, but Chun-Li has an invaluable low-crushing hop kick to complement hers. See **Combo 5** for its use as a combo-initiator.

Additionally, Chun-Li's hop kick has an indirect advantage in that it beats out medium and light hitboxes during "trades." Opponents will need to interrupt you with their faster attacks (before your active frames) or trade heavy attacks with you in order to stop you.

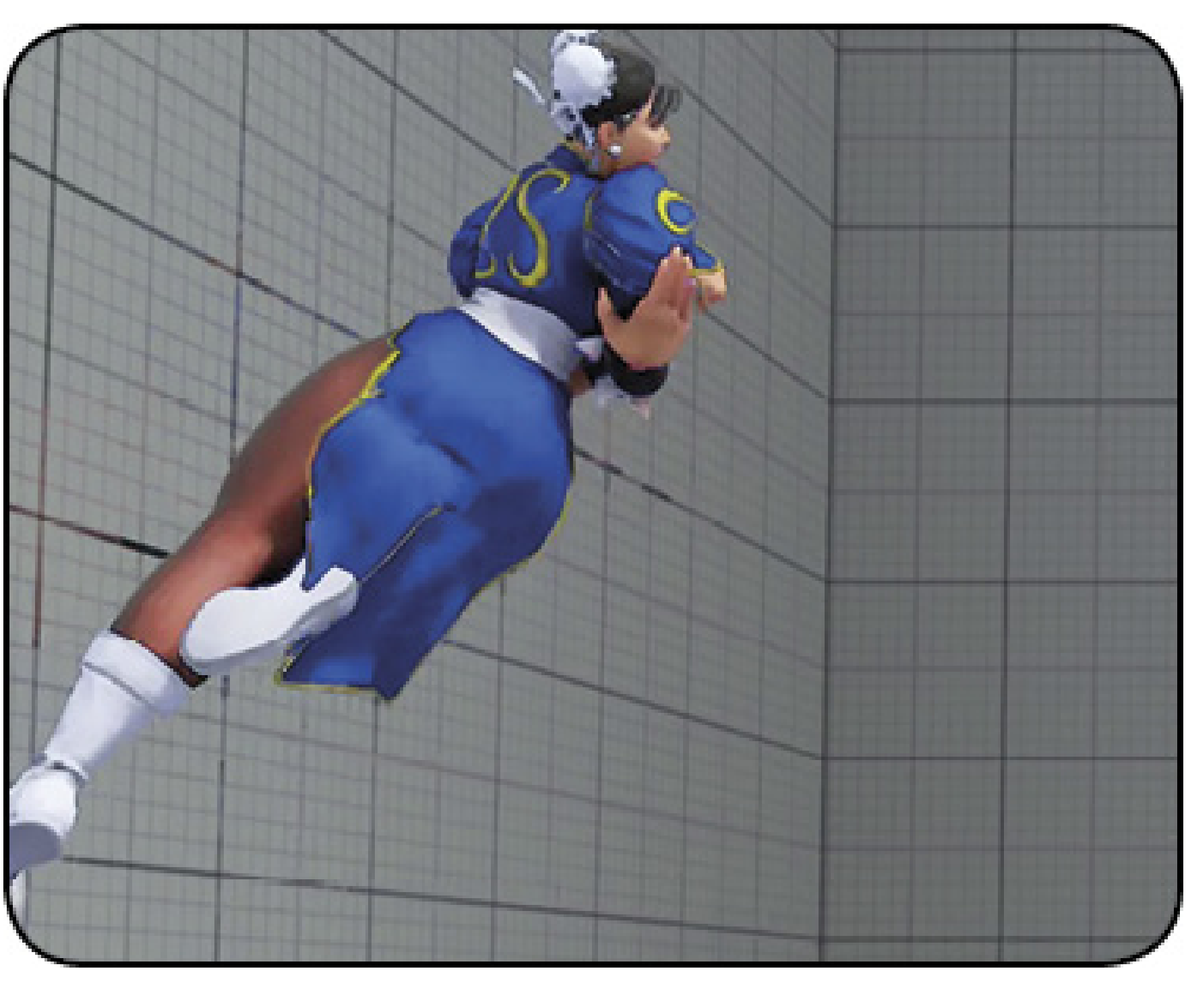
YOSOKYAKU ↓ OR ↘ + MK WHILE JUMPING



STARTUP	5
ACTIVE	4
RECOVERY	4 landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	SP
DAMAGE	40/50/60
STUN	60
METER GAIN	30/15

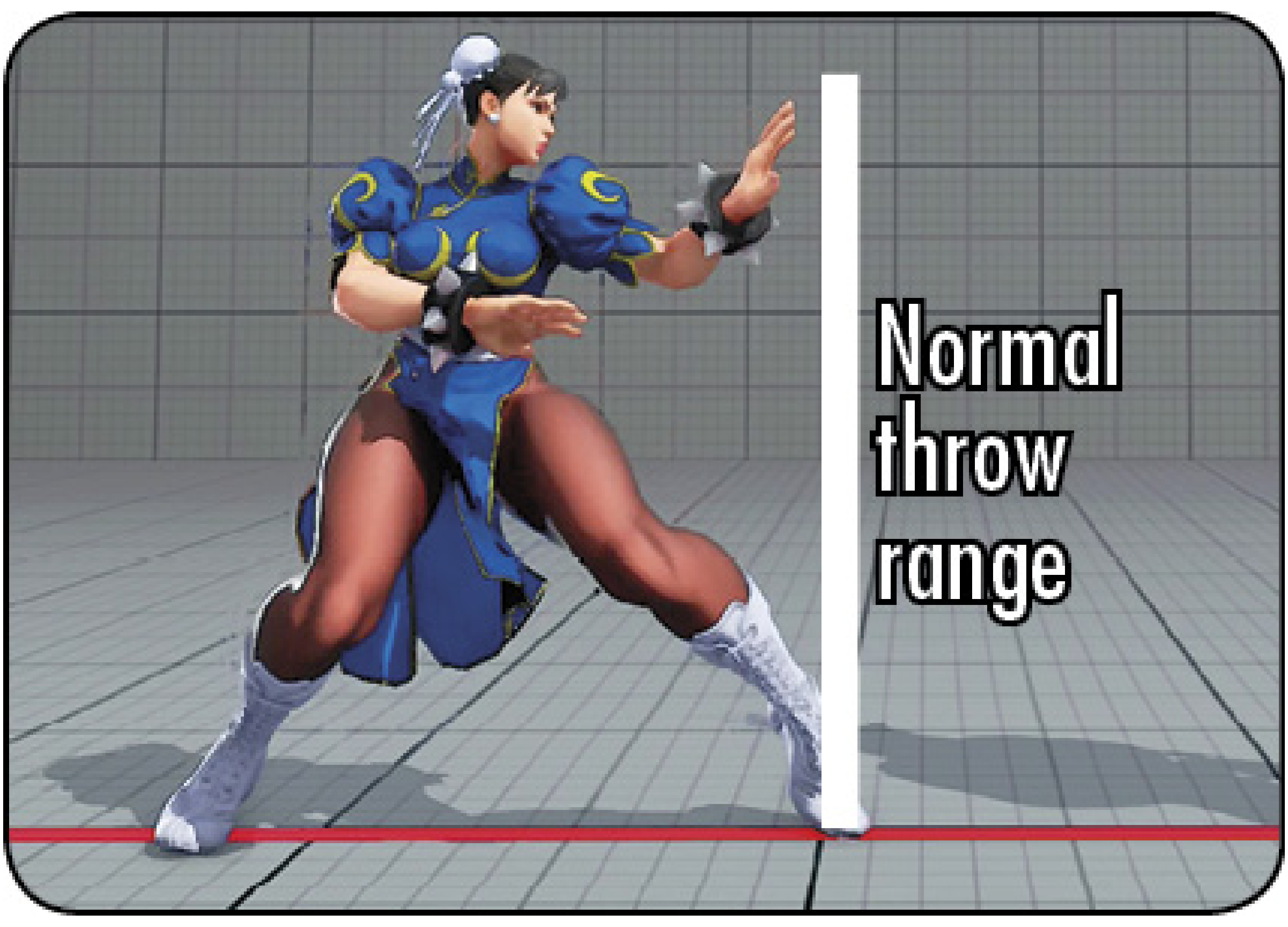
Yosokyaku: Chun-Li's jumping "head stomp" makes a return, and like *SFIV*, each connected attack puts Chun-Li into a special jump state that affords extra jumping attacks, including more head stomps. You can perform a maximum of three head stomps. Furthermore, each stomp reduces your jump momentum, causing a shift in Chun-Li's trajectory. This lets you go for a forward jumping head stomp into a cross-up jumping MK. Or, if you use Yosokyaku from a falling V-Skill "small jump," you can even shift your momentum in reverse. For instance, input MP + MK, then perform your head stomp as low to the ground as possible. Chun-Li's forward momentum is completely stopped, and she'll even start to fall a bit backwards with each subsequent head stomp. Essentially, you can trick your enemy into blocking the wrong way after the first head stomp and come down with a frontal attack, such as a jumping HK to the face.

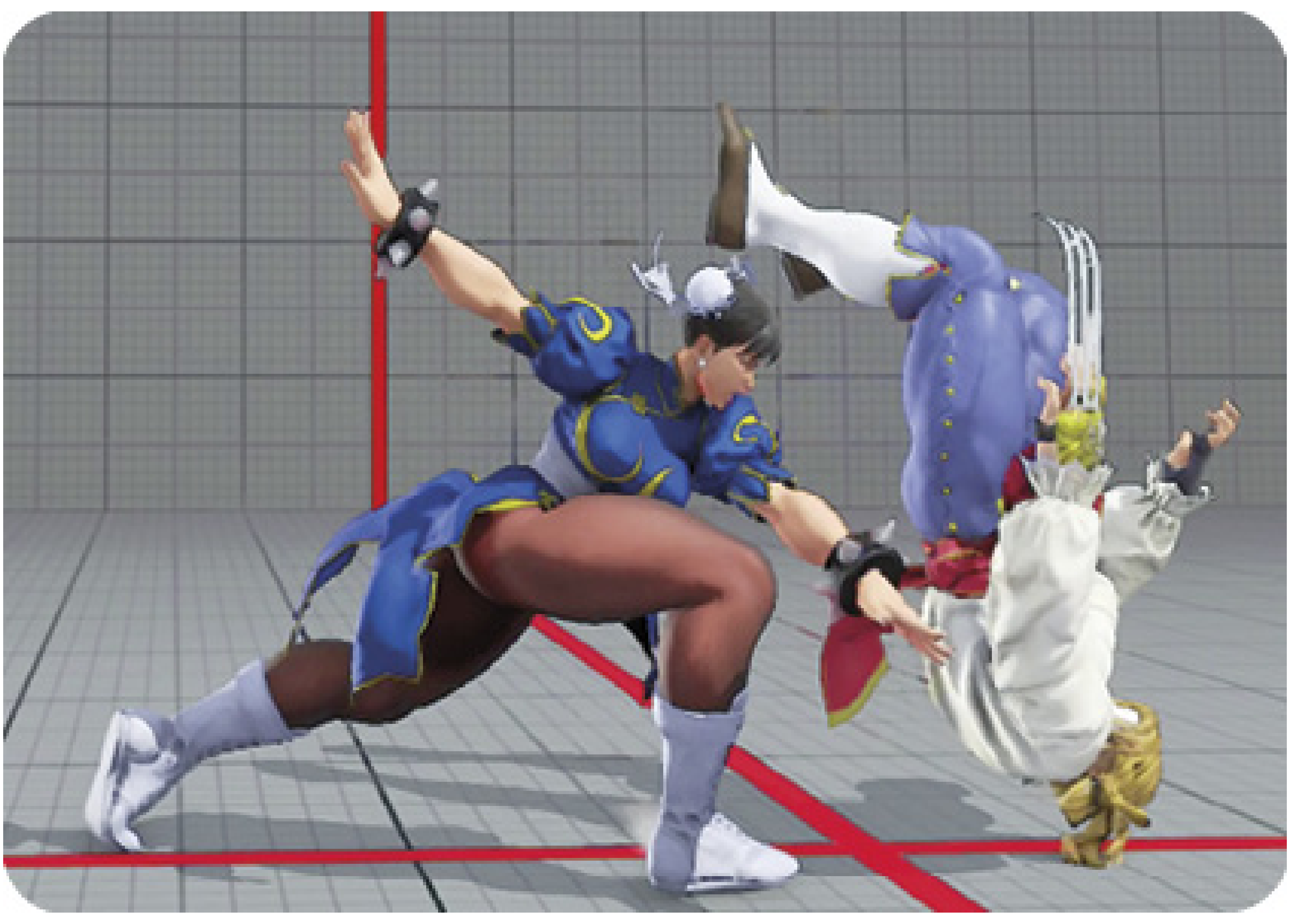
WALL JUMP ↗ NEAR WALL

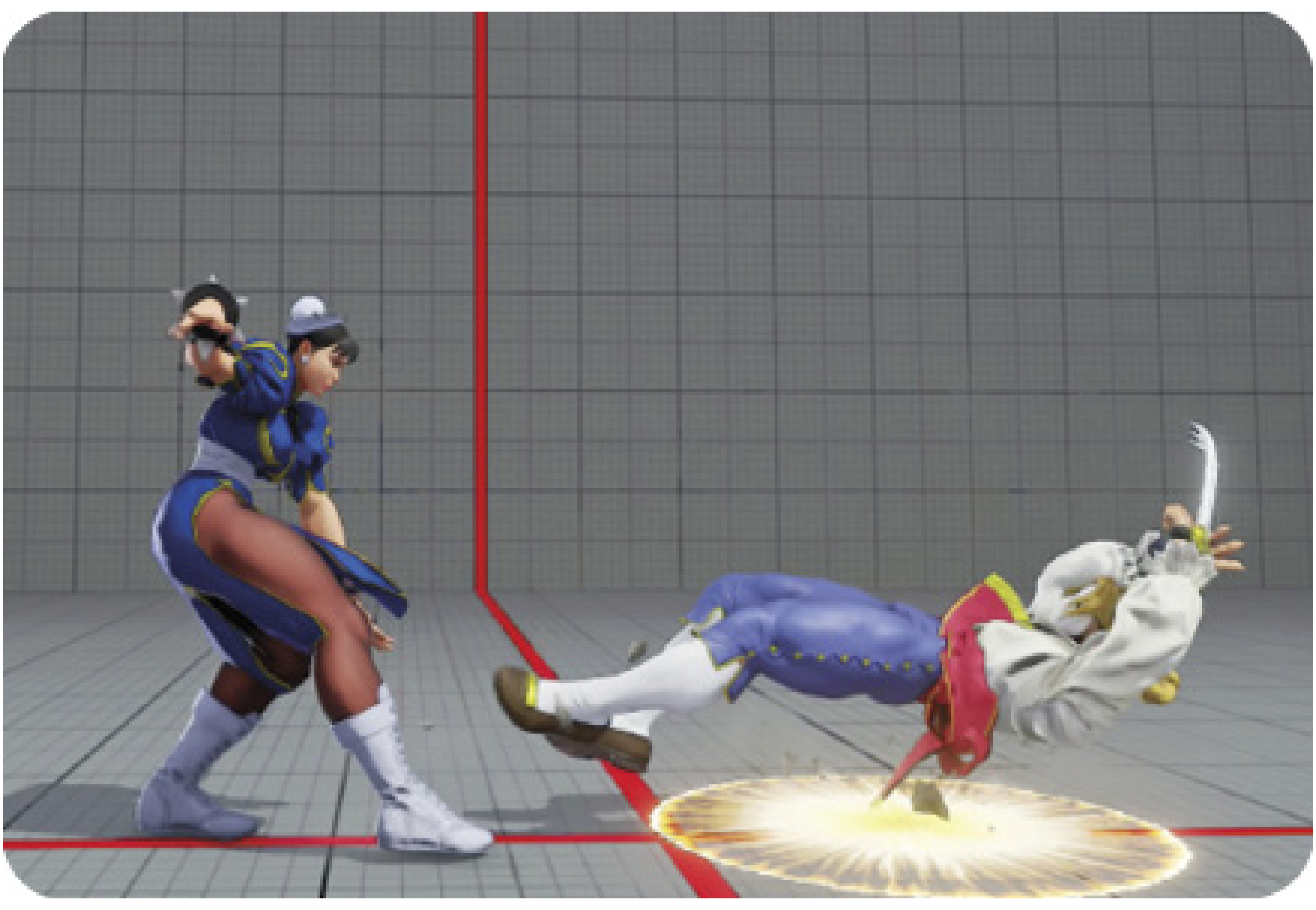


STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—

KOSHUTO LP + LK



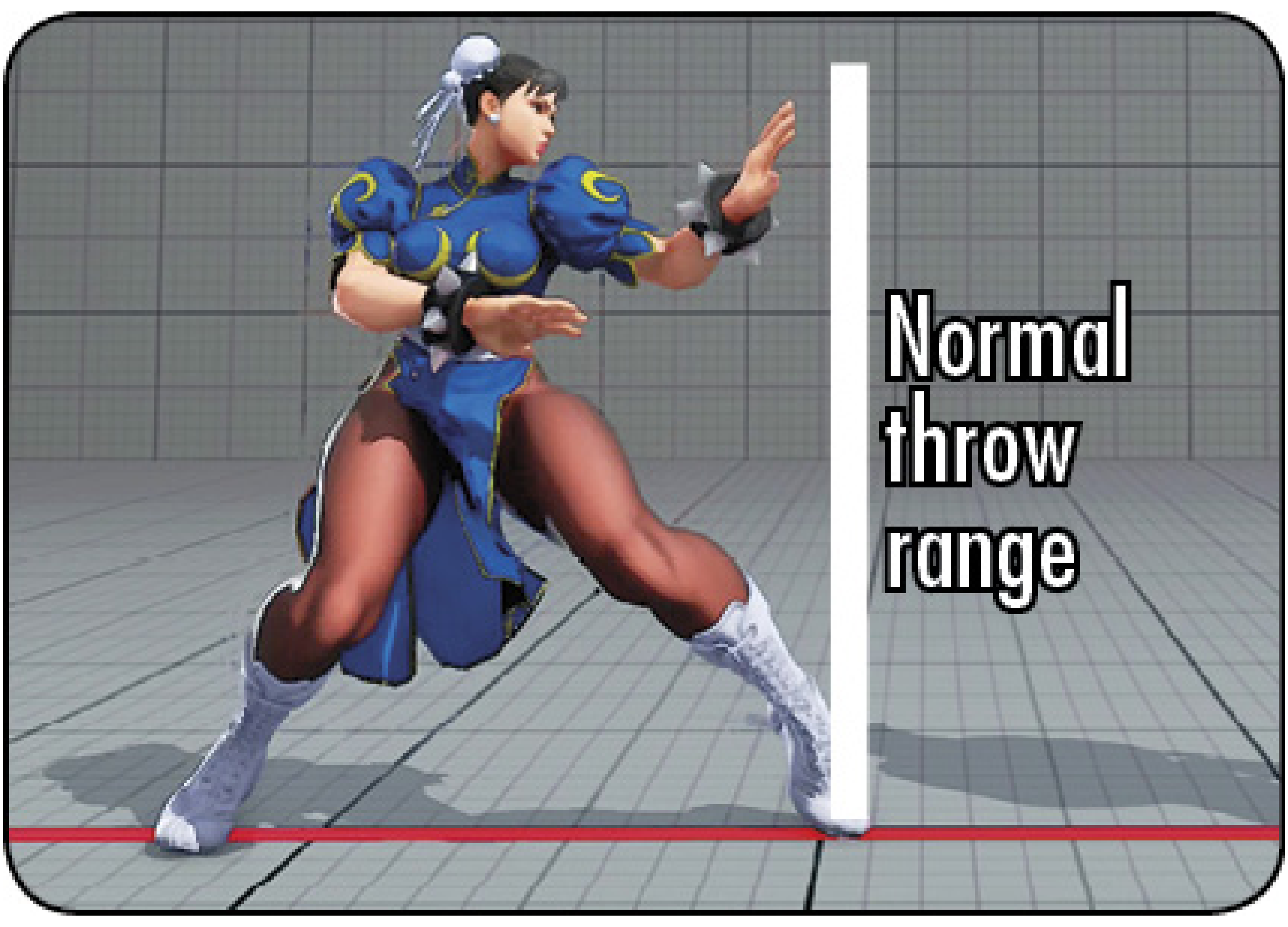


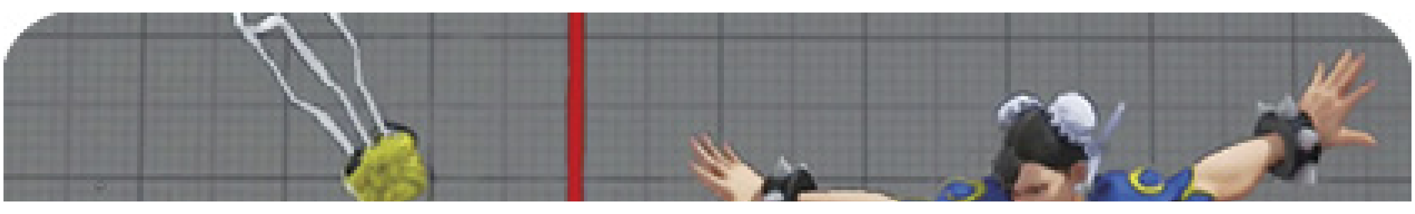


STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	130
STUN	170
METER GAIN	80

Koshuto: Chun-Li's forward throw is a quick takedown, leaving her foe a dash's distance away. As unimpressive as it looks, it's actually one of the better throws in the game in terms of damage (higher end at 130) and advantage. If your opponent uses quick-recovery upon being thrown and you perform an immediate dash-in, you're left at ±0 advantage. This may not seem like a big deal, but in the context of Chun-Li's close-range attacks (like her three-frame crouching LP), Koshuto is excellent relative to other characters' forward throws.

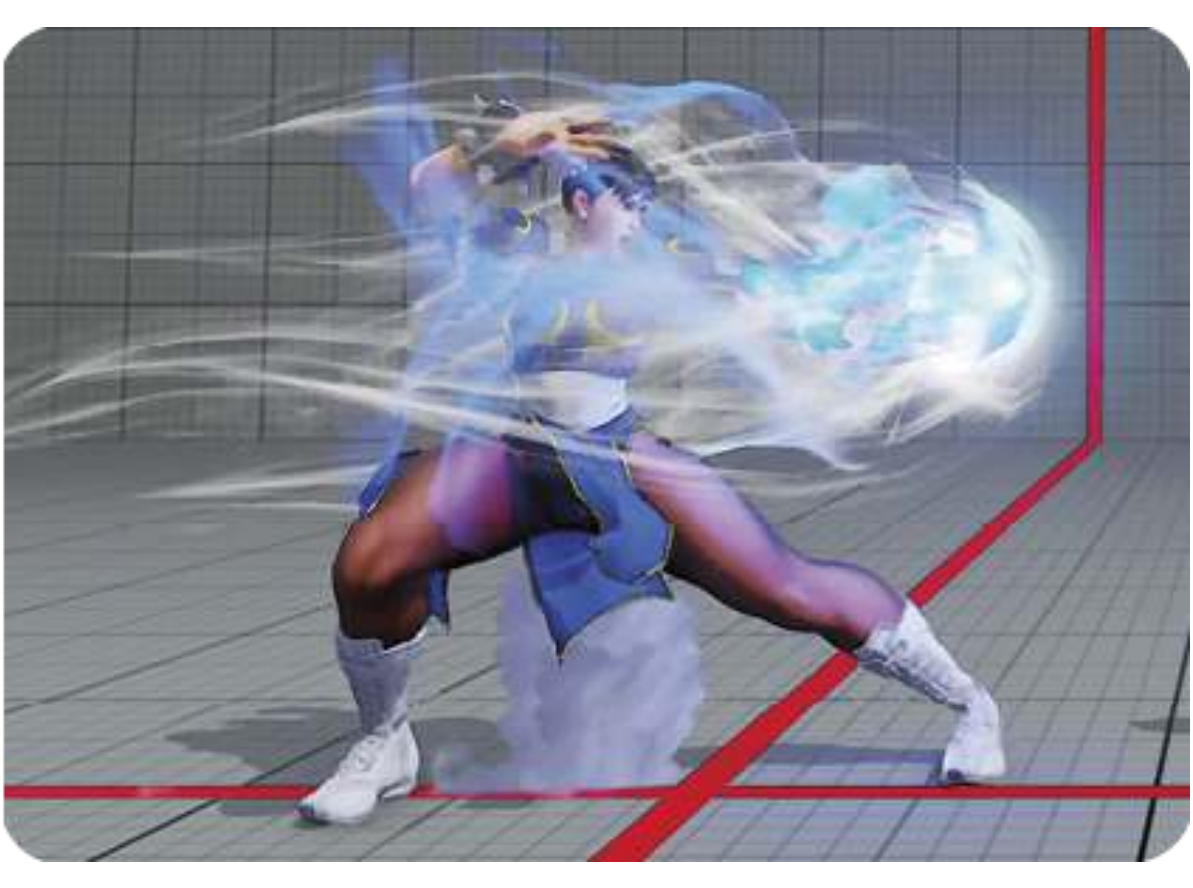
TENSHIN SHUSHU ← + LP + LK

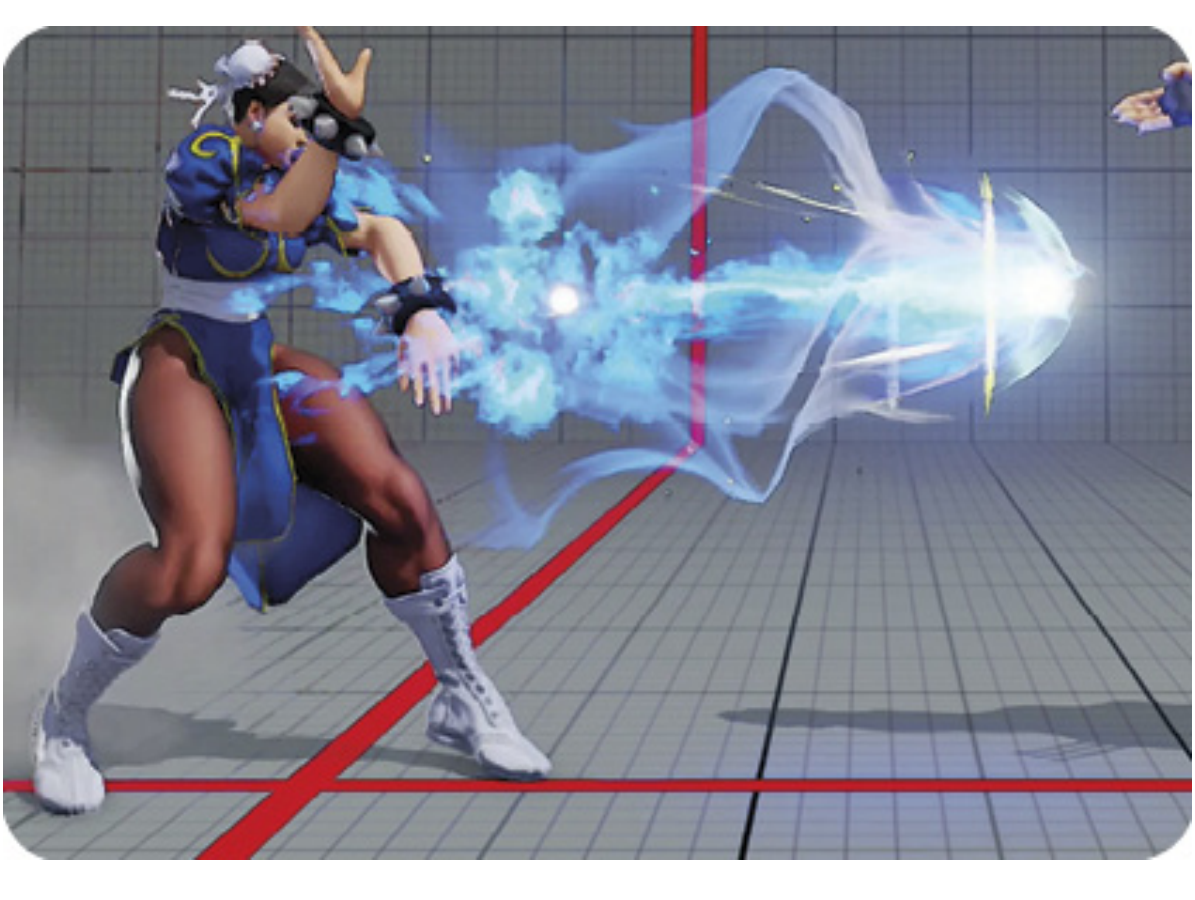




STREET FIGHTER V

LP KIKOKEN CHARGE ← , → + LP



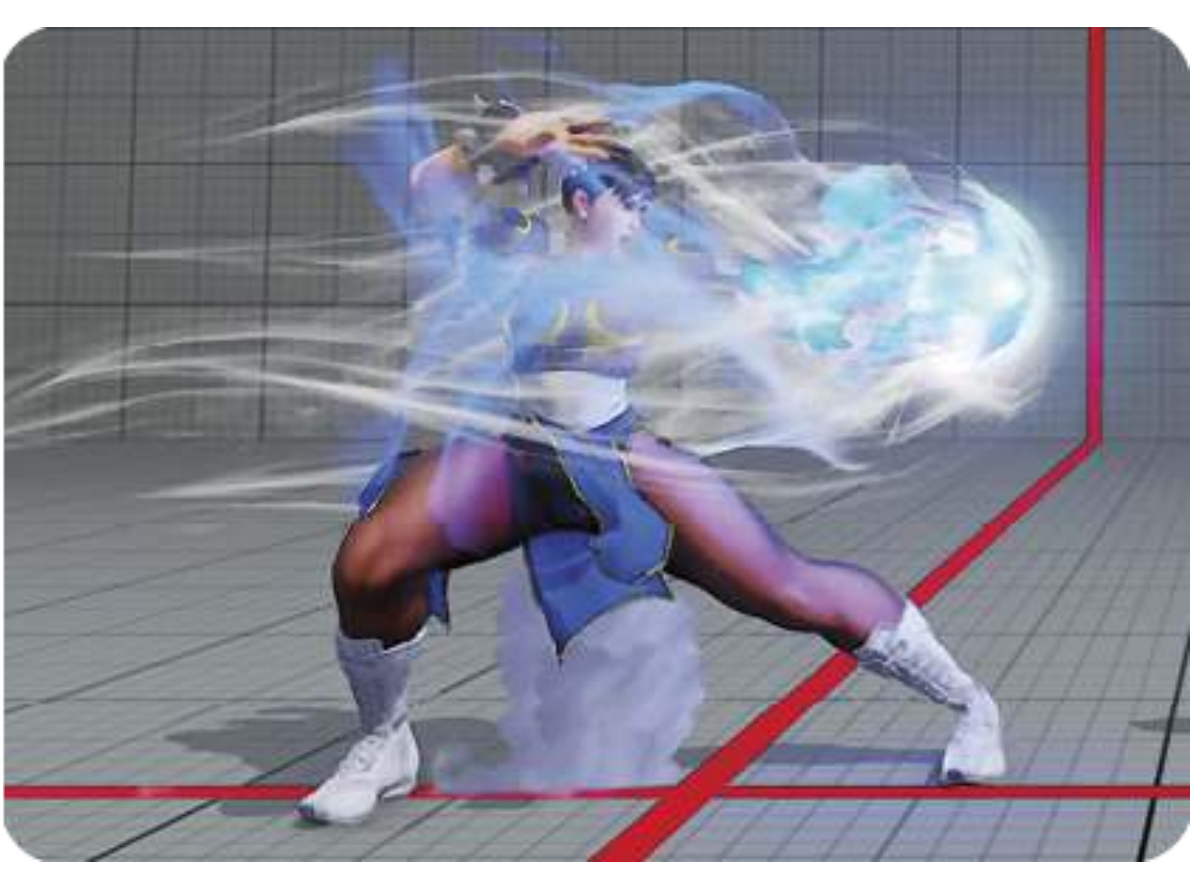


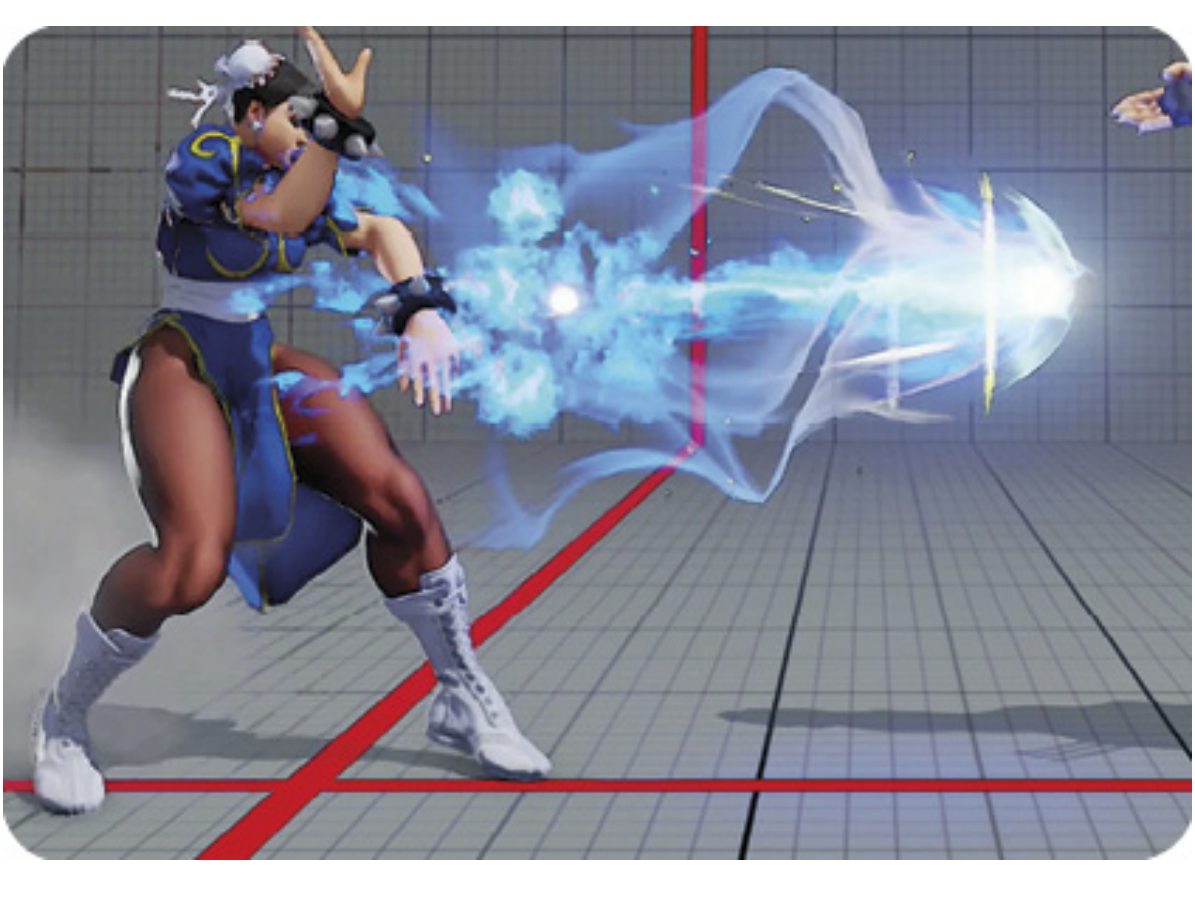
STARTUP	13
ACTIVE	Notes
RECOVERY	32
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-6
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/20/10

NOTES

Requires 50 frames of charge; projectile onscreen for 70 frames

MP KIKOKEN CHARGE ← , → + MP



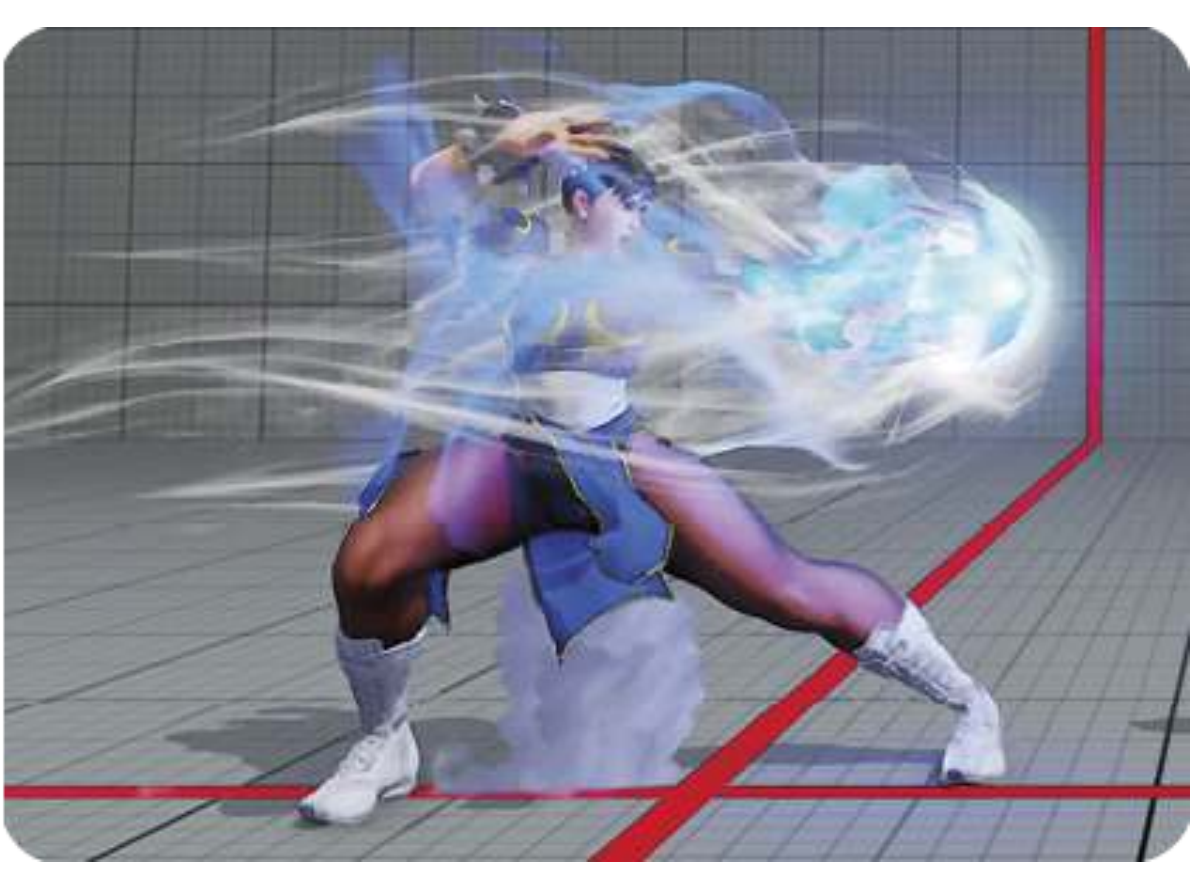


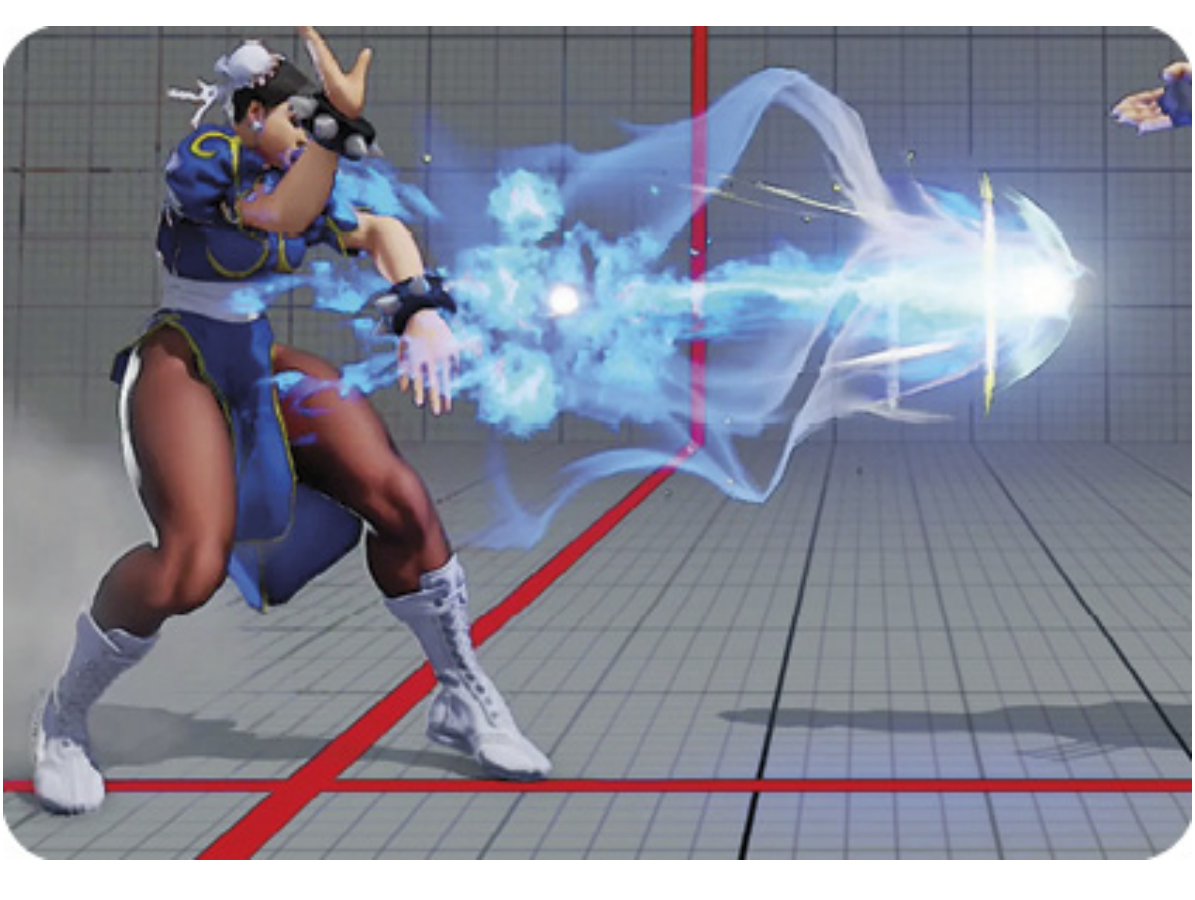
STARTUP	11
ACTIVE	Notes
RECOVERY	32
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-5
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/20/10

NOTES

Requires 50 frames of charge; projectile onscreen for 50 frames

HP KIKOKEN CHARGE ← , → + HP



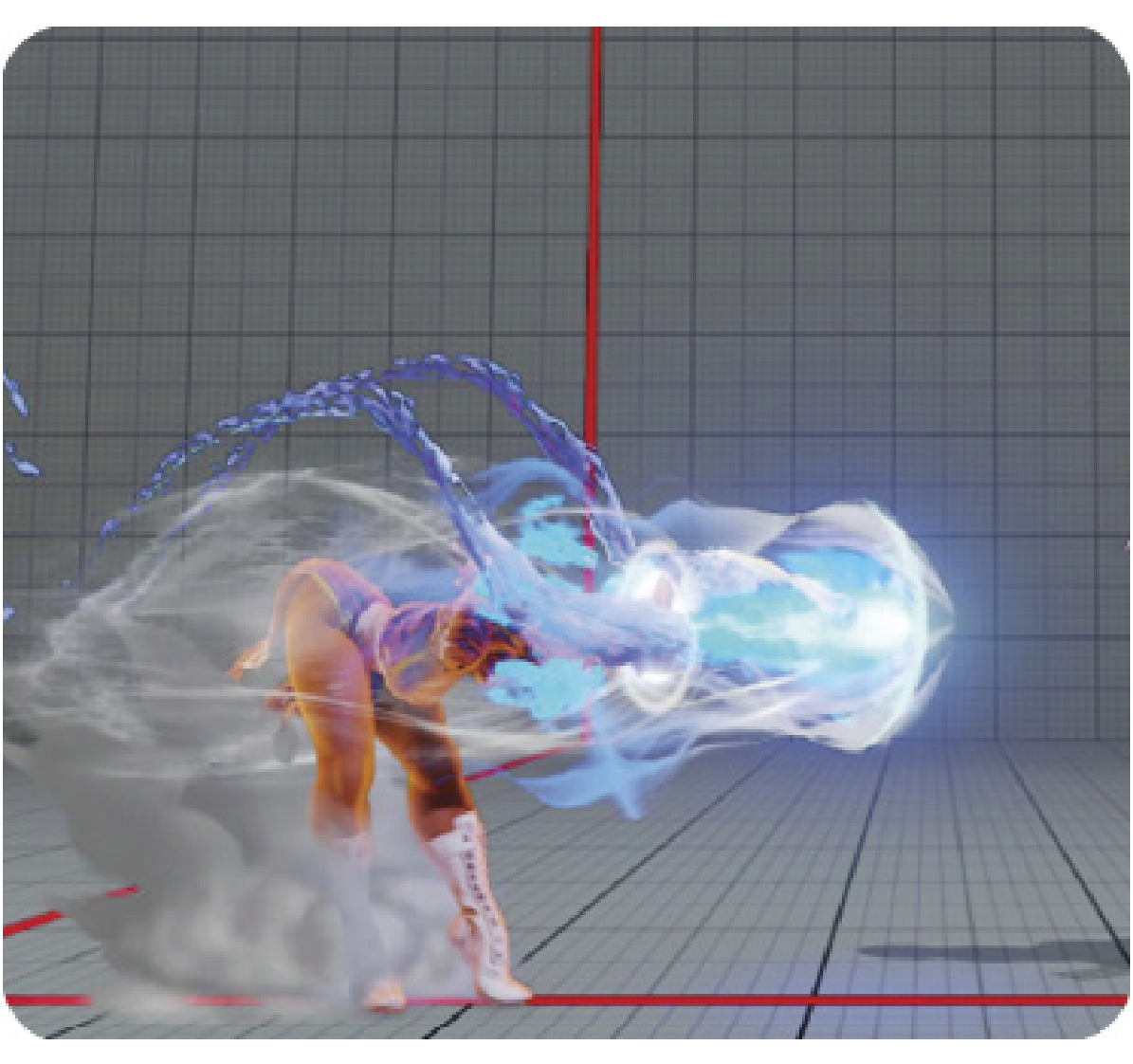


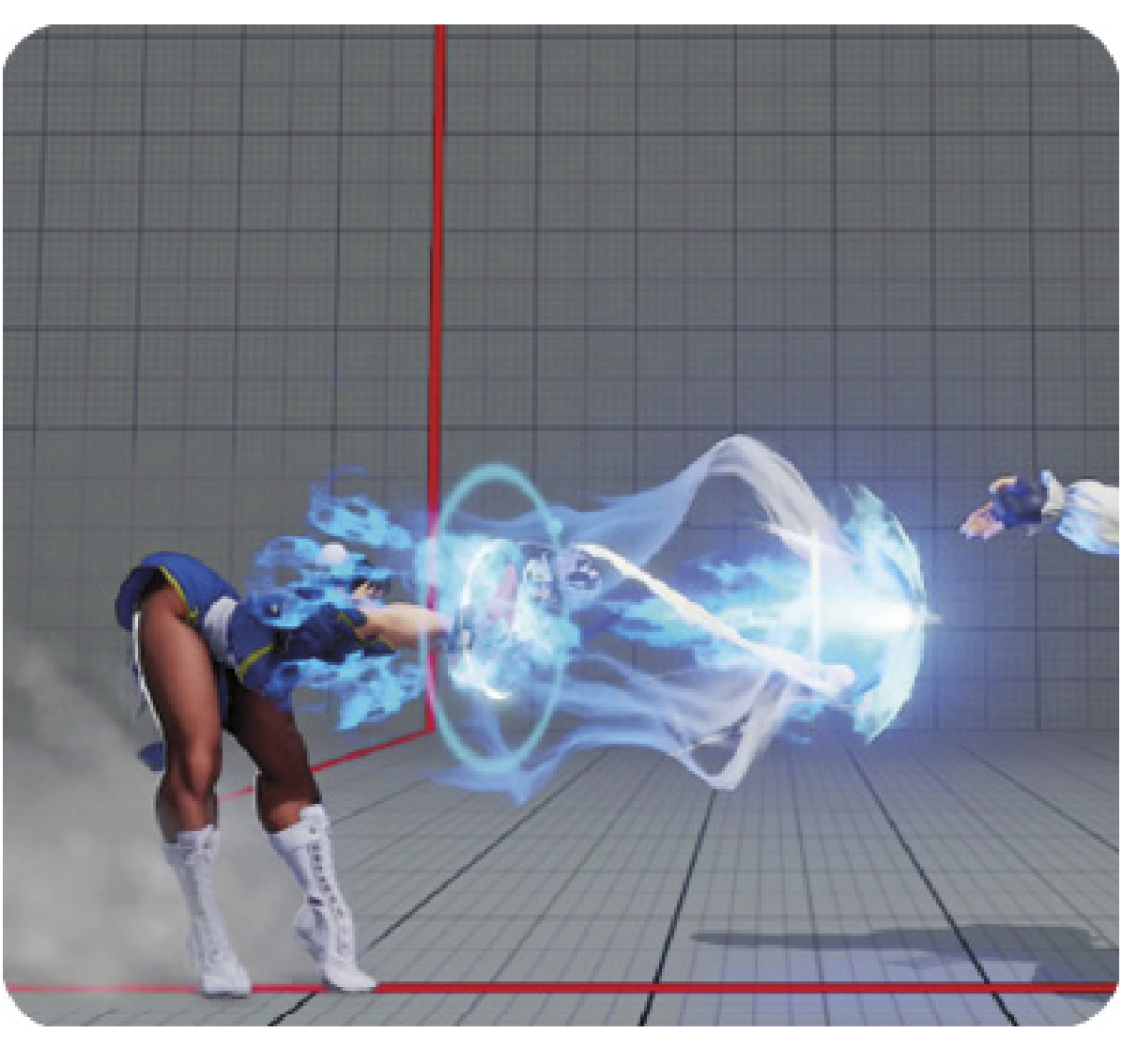
STARTUP	9
ACTIVE	Notes
RECOVERY	32
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-4
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/20/10

NOTES

Requires 50 frames of charge; projectile onscreen for 30 frames

EX KIKOKEN CHARGE ← , → + K K





STARTUP	11
ACTIVE	Notes
RECOVERY	27
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100(40+60)
STUN	100
METER GAIN	-300

NOTES

Requires 50 frames of charge; 61 frames of duration on screen

Kikoken: Kikoken is a duration-limited projectile performed with a back charge of at least 50 frames (5/6ths of a second) followed by → + P. Each version differs in its travel speed, distance, and startup time. LP Kikoken is the slowest but remains active on screen for 70 frames before dissipating; HP Kikoken is the fastest but is active for only 30 frames. HP Kikoken releases on Frame 9 compared to LP Kikoken's release on the 13th frame, a significant difference when it comes to mid-range effectiveness. MP and EX Kikoken start up at 11 frames, with EX Kikoken being a two-hit fireball and traveling the entire screen distance. Additionally, HP Kikoken puts the opponent into extra guardstun compared to LP Kikoken (although they have the same amount of recovery frames). This makes HP Kikoken much safer on block at close distances (-4 compared to -6). Although not totally safe, it's generally better to use HP Kikoken in blockstrings.

An effective strategy when cornering an opponent is to hammer them with HP Kikoken around mid range. The best way to charge for subsequent Kikokens is to use the following input sequence: charge ← for 50 frames, → , ← + HP, whiff either crouching LP or crouching LK, and repeat. This starts the charge for the next Kikoken before you've even thrown the previous one, helping you get out charge specials more rapidly. Once you've mastered this technique, you'll be able to apply potent chip-damage pressure against your opponents.

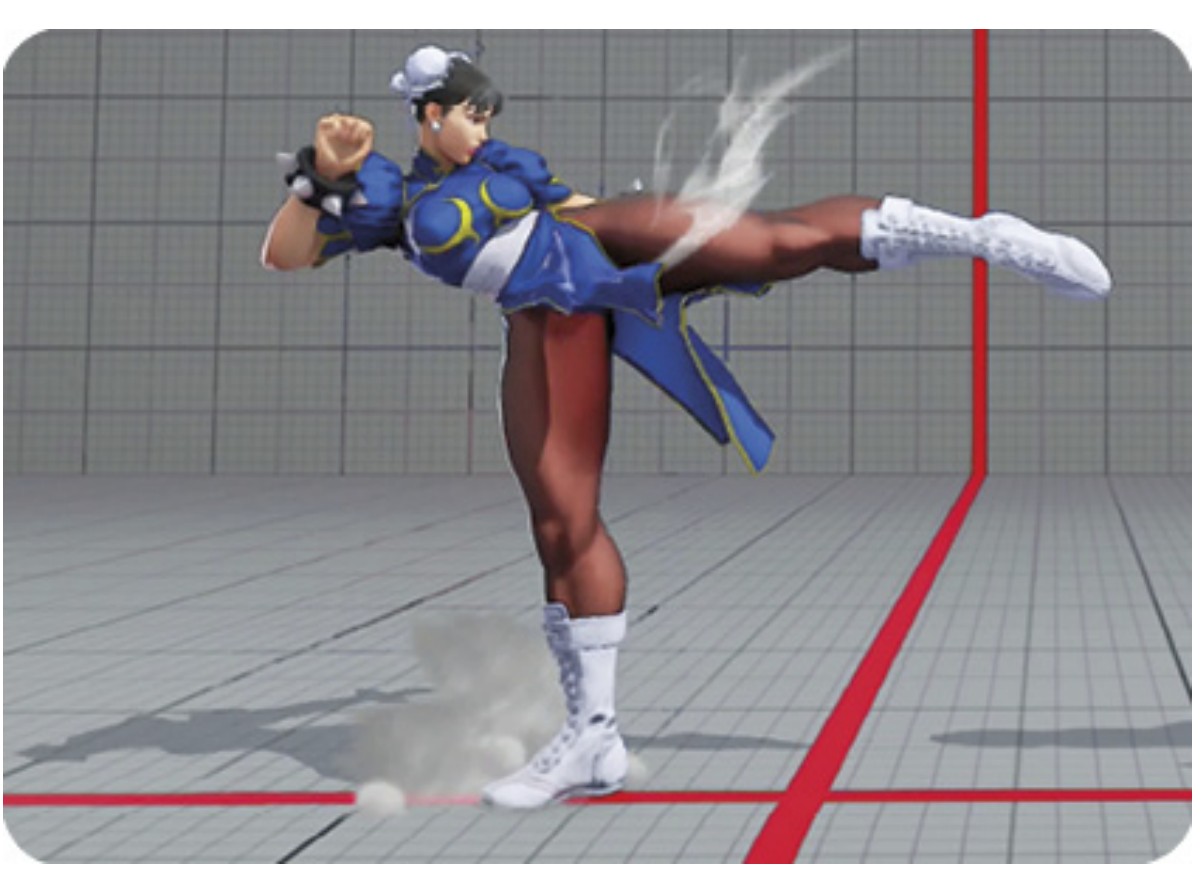
Hyakuretsukyaku: Chun-Li lunges forward into her iconic "lightning legs" attack. Normal versions differ in damage, startup, recovery, and lunge distance. LK Hyakuretsukyaku starts up at a quick four frames, MK at 10, and HK at 14. None of them is safe on block, leaving you at least -8 disadvantage. However, LK lightning legs on hit is +3, so it's possible to link into crouching LP for a combo (see **Combo 10** and **Combo 15**). EX Hyakuretsukyaku is two sets of flurry kicks that knock down on hit and are safe (-2) on block.

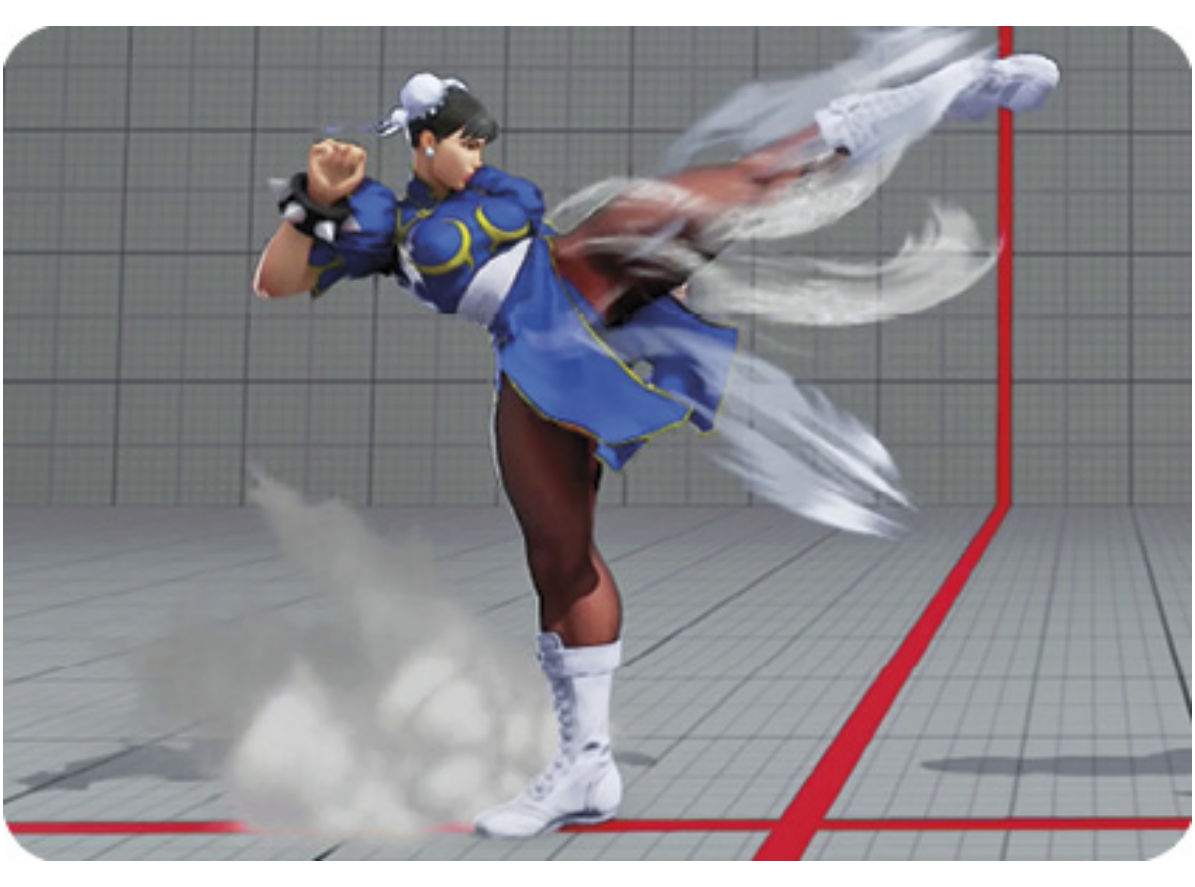
Hyakuretsukyaku will be your next-best finisher in many combos (with Spinning Bird Kick being optimal in combos that allow for enough charge time). It's also useful for simple whiff-punish combos, such as crouching MK ⊠ ⟳ + HK.

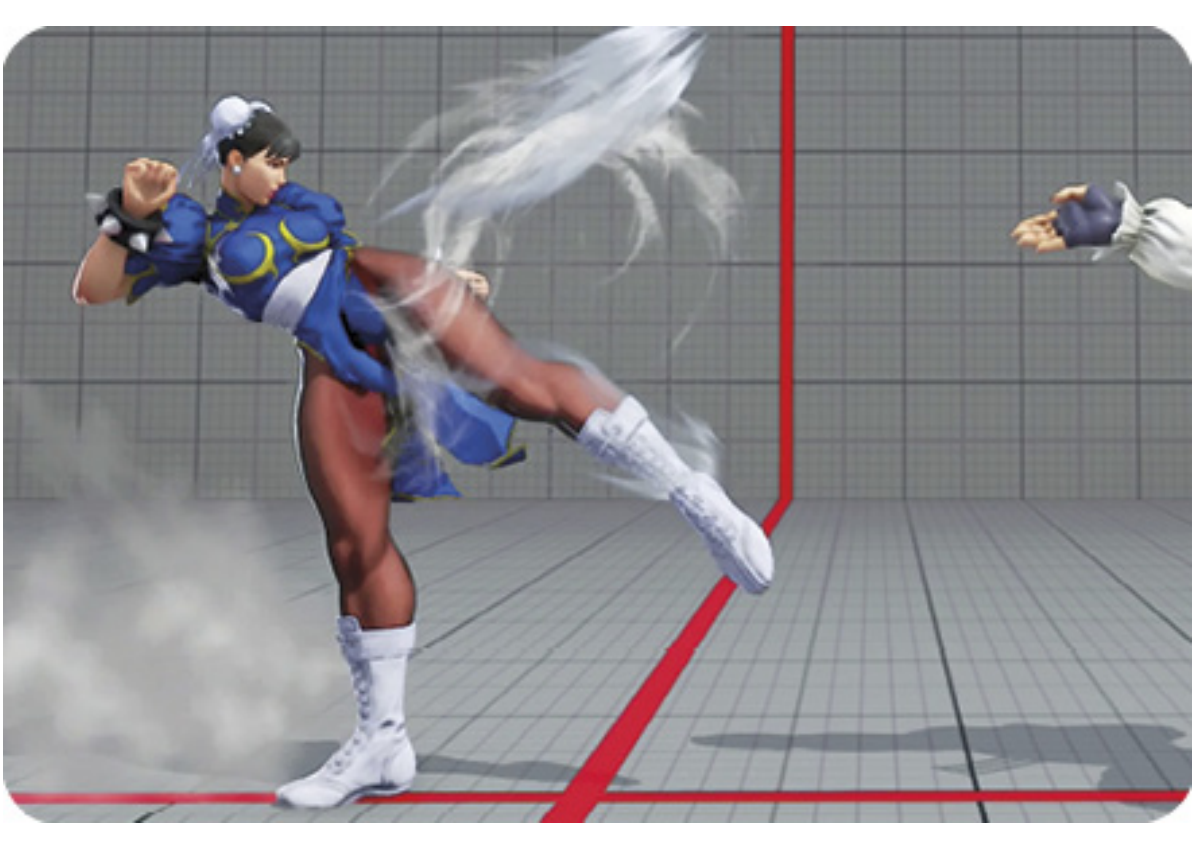
Surprisingly, EX Hyakuretsukyaku is an exceptional low-check tool when canceled from a poke, like crouching MK. Because of how safe it is and the momentum reward of scoring a knockdown if your enemy isn't crouch-blocking, this sequence into EX Hyakuretsukyaku is spammable as long as you have enough EX Gauge to support it.

After connecting with EX Hyakuretsukyaku, you're at enough advantage against a quick-rising opponent to forward dash and go for a meaty ← + HP. If the enemy stays on the floor, you can opt for a "dead body cross-up" using → + HK into a light attack hit-check.

LK HYAKURETSUKYAKU ⟳ + LK





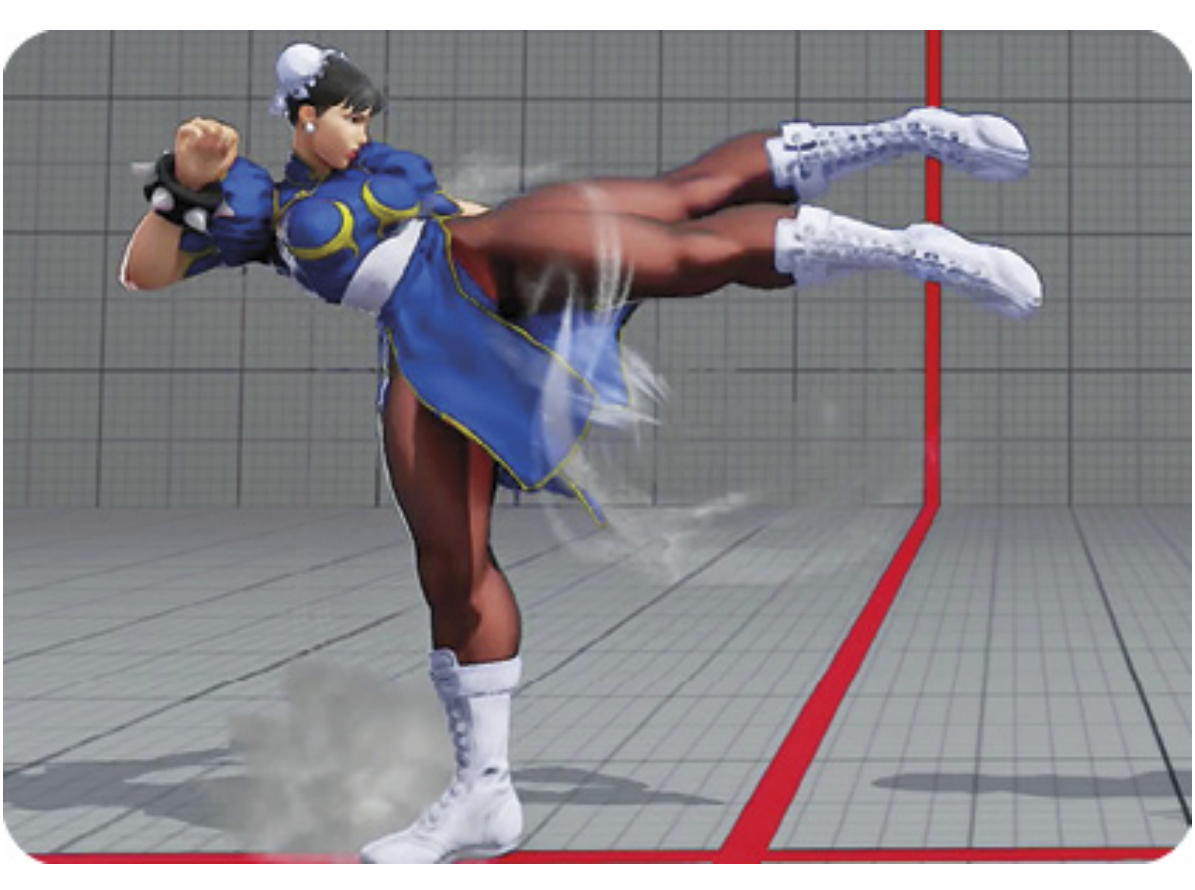


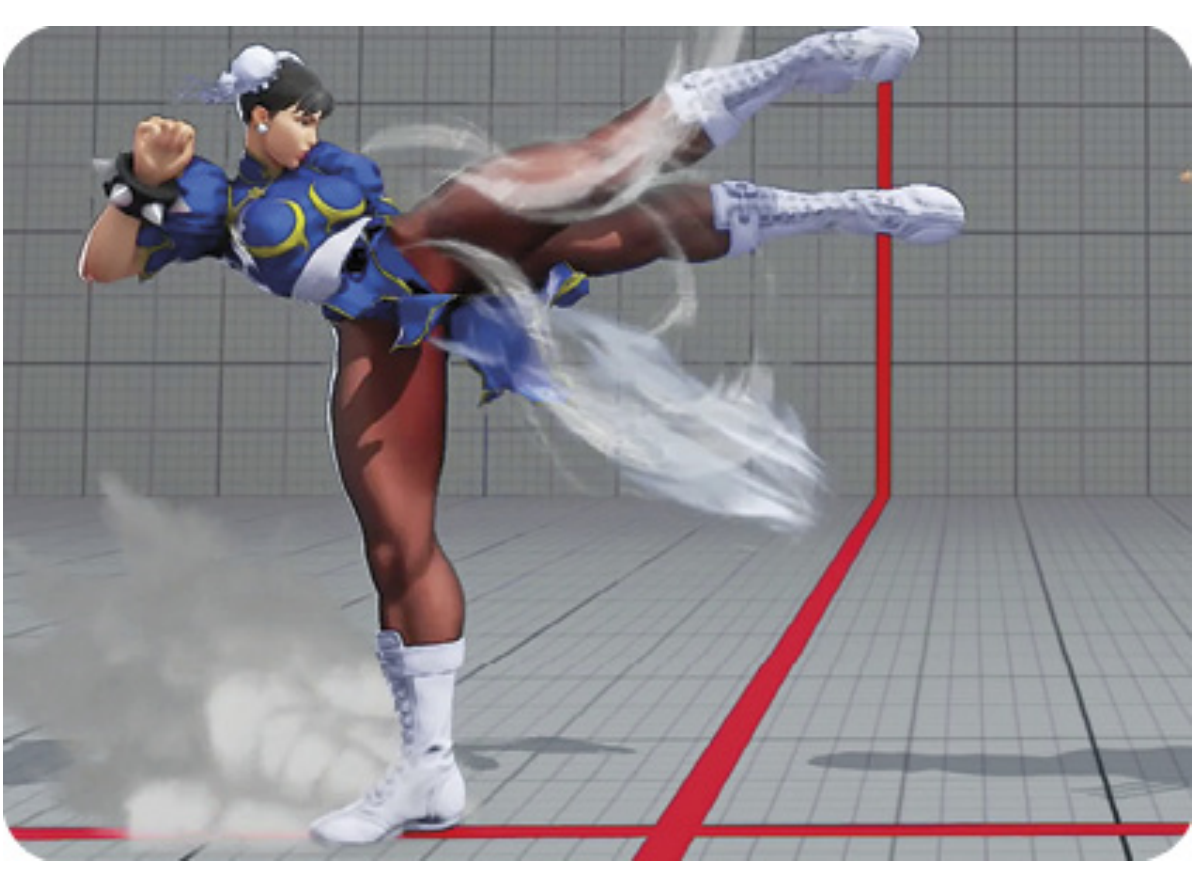
STARTUP	5
ACTIVE	2xn
RECOVERY	20
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-8
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	80(20x4)
STUN	80(20x4)
METER GAIN	10/40/20

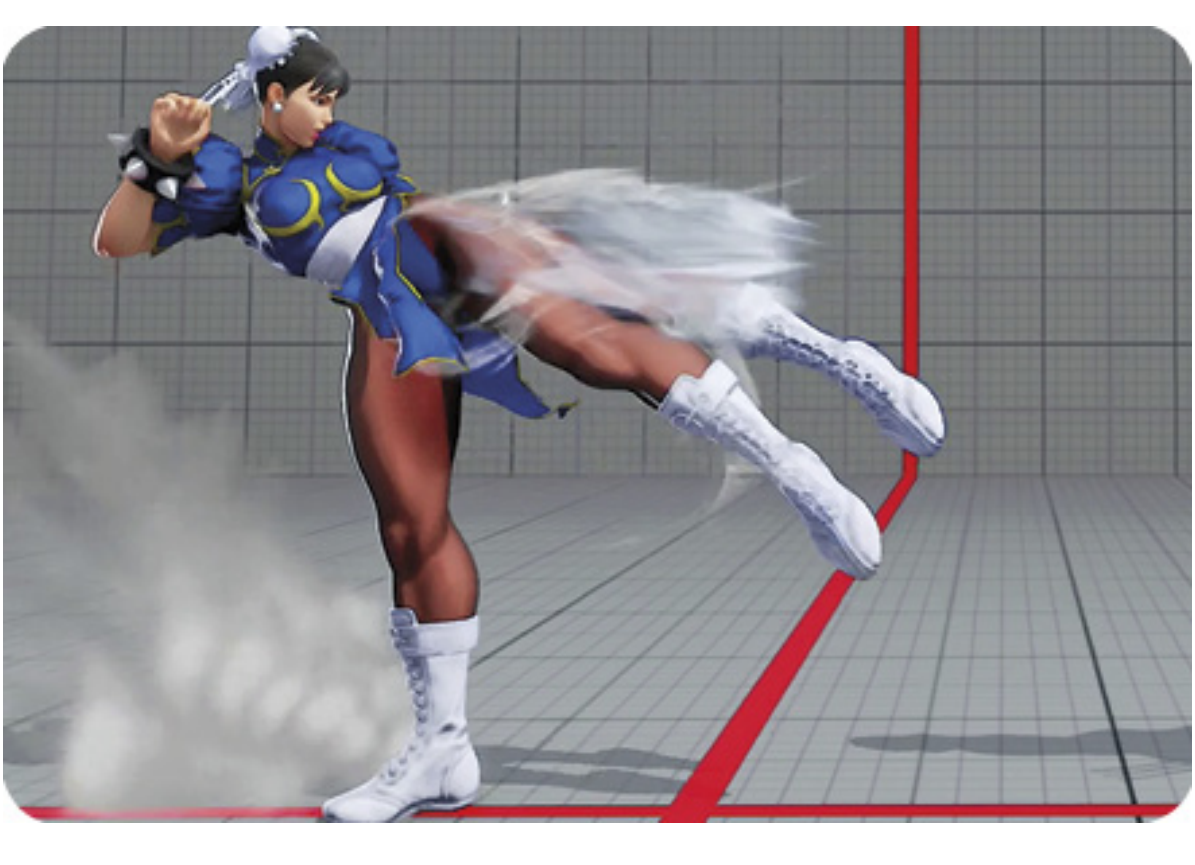
NOTES

CA cancelable on 2nd hit

MK HYAKURETSUKYAKU ⟳ + MK





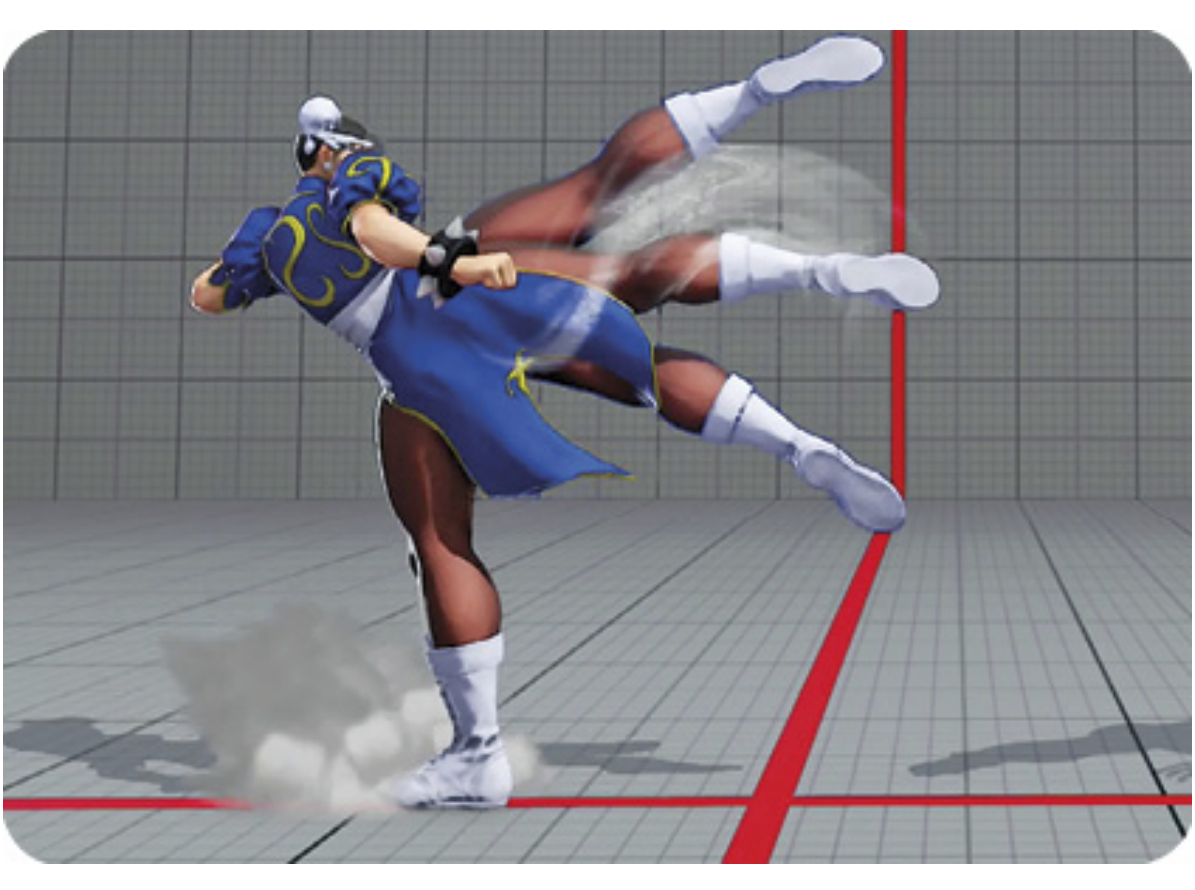


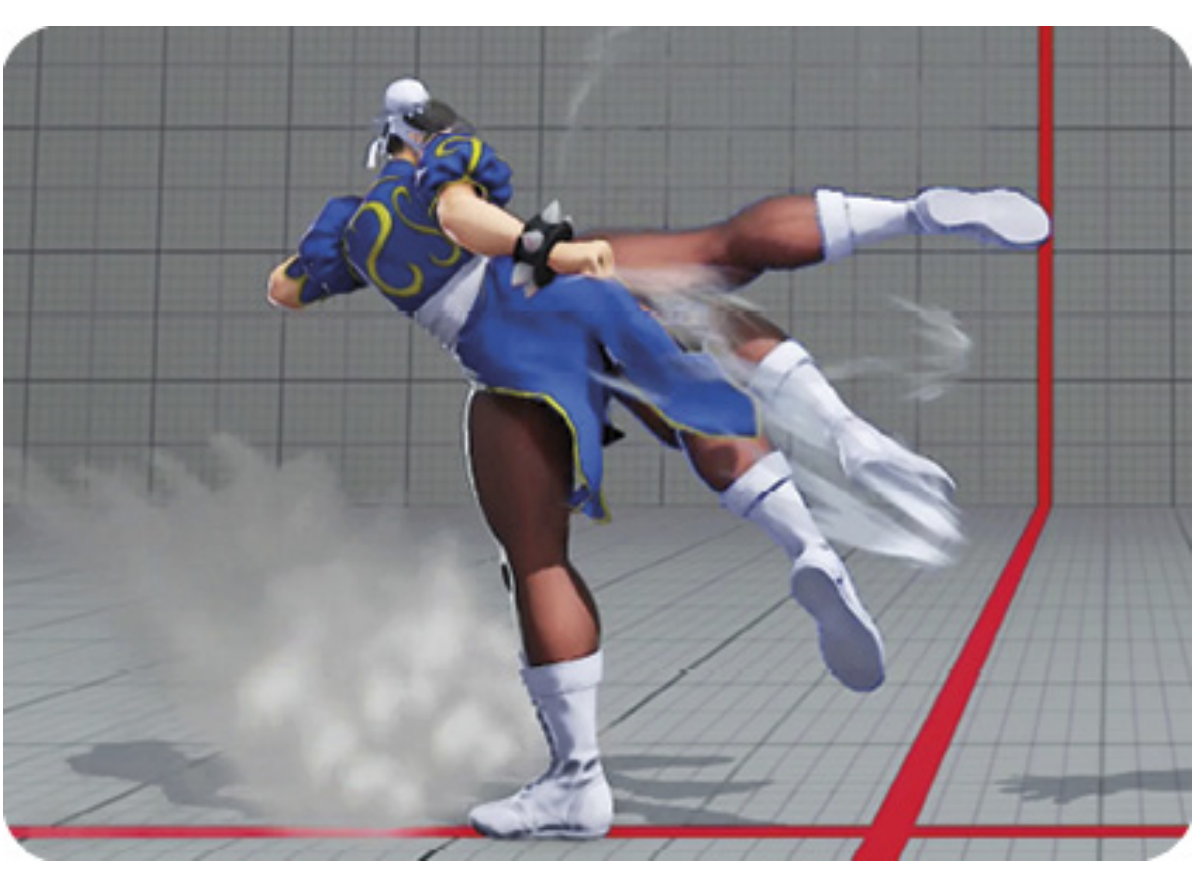
STARTUP	10
ACTIVE	2xn
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-9
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	100(20x5)
STUN	100(20x5)
METER GAIN	10/50/25

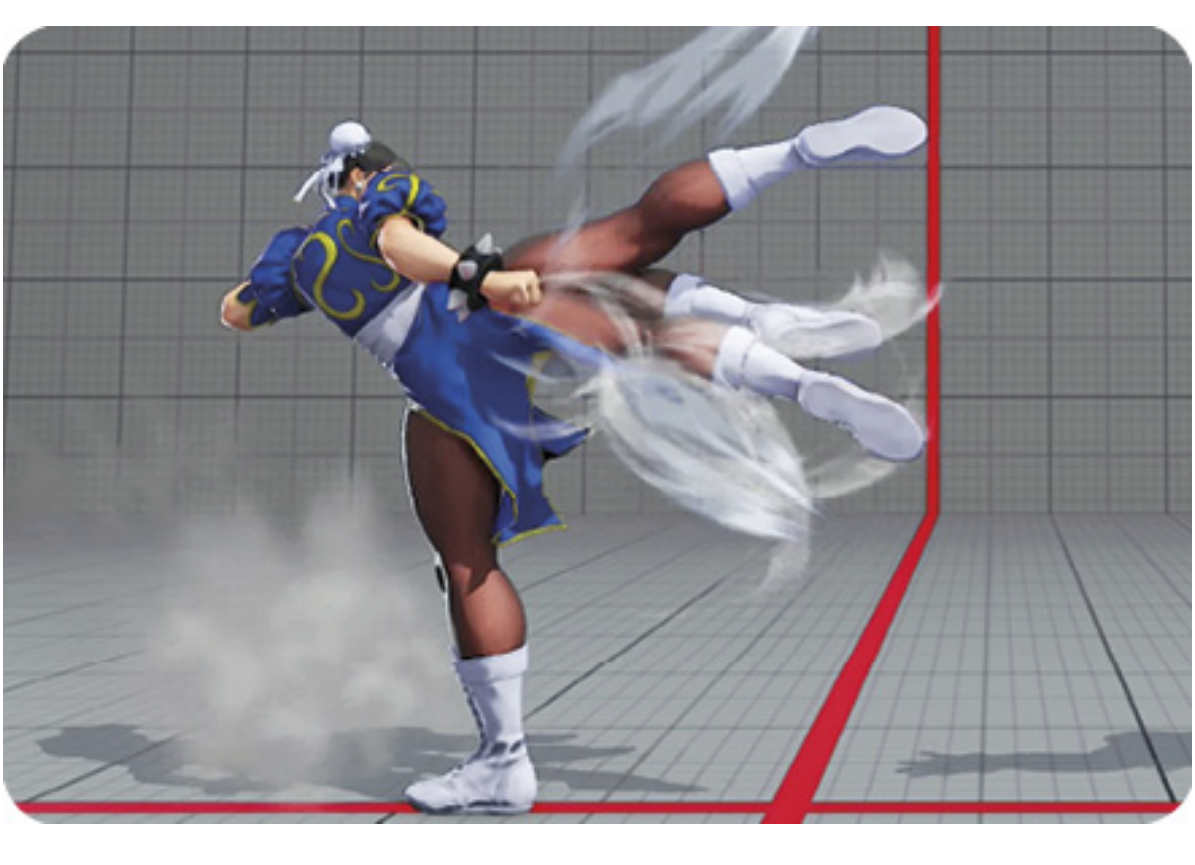
NOTES

CA cancelable on 2nd hit

HK HYAKURETSUKYAKU ⟳ + HK





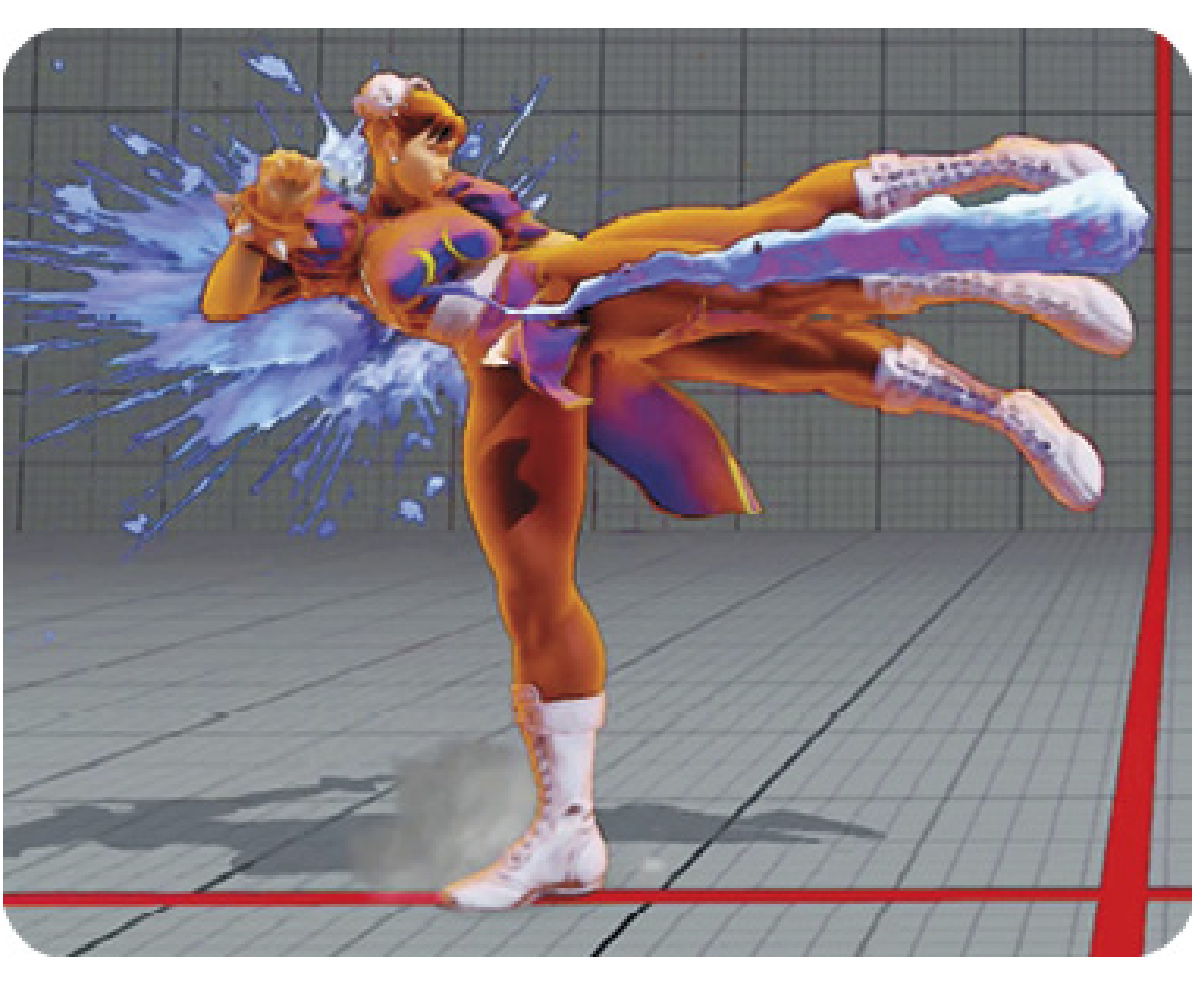


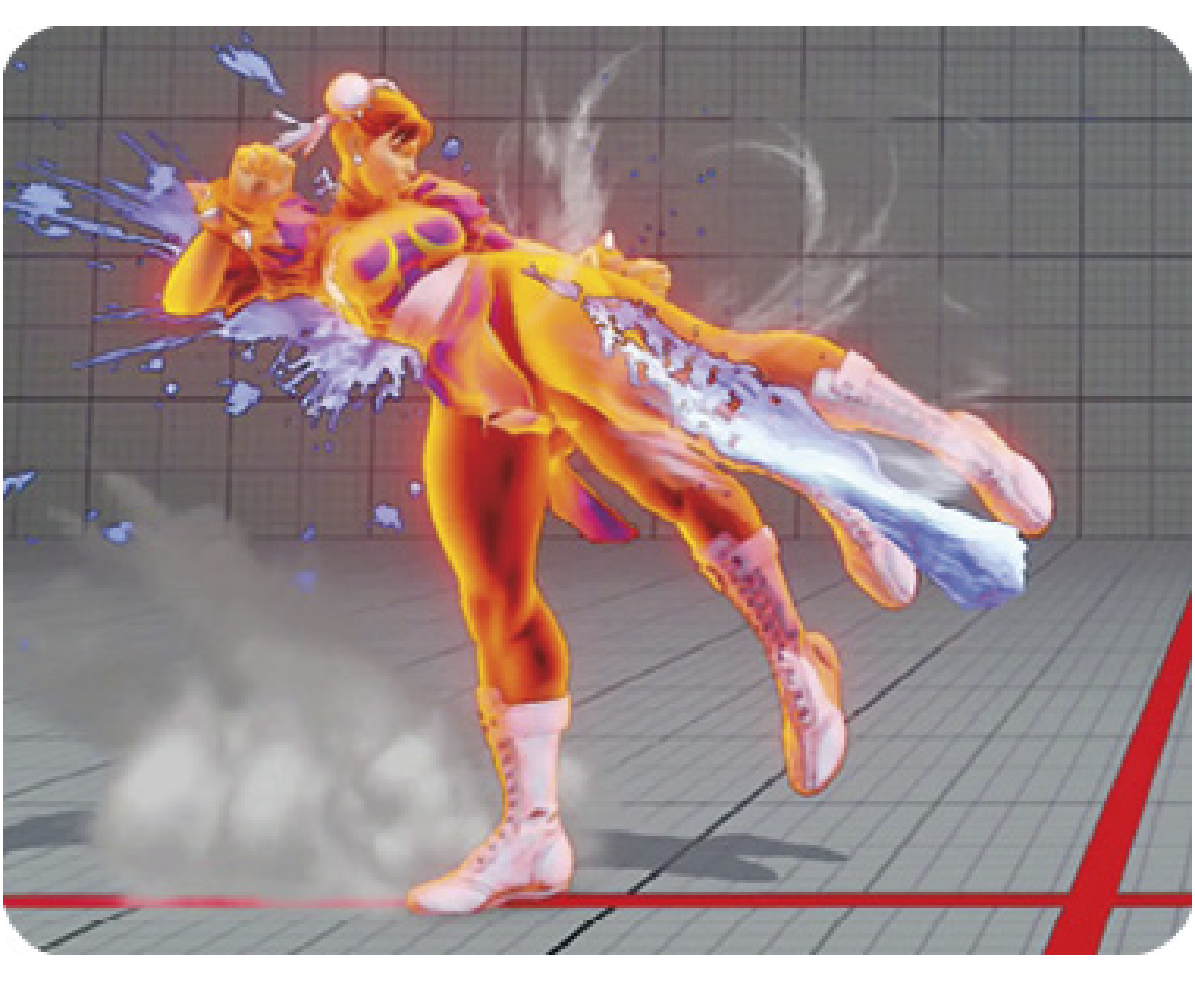
STARTUP	14
ACTIVE	2xn
RECOVERY	20
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-10
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120(20x6)
STUN	120(20x6)
METER GAIN	10/60/30

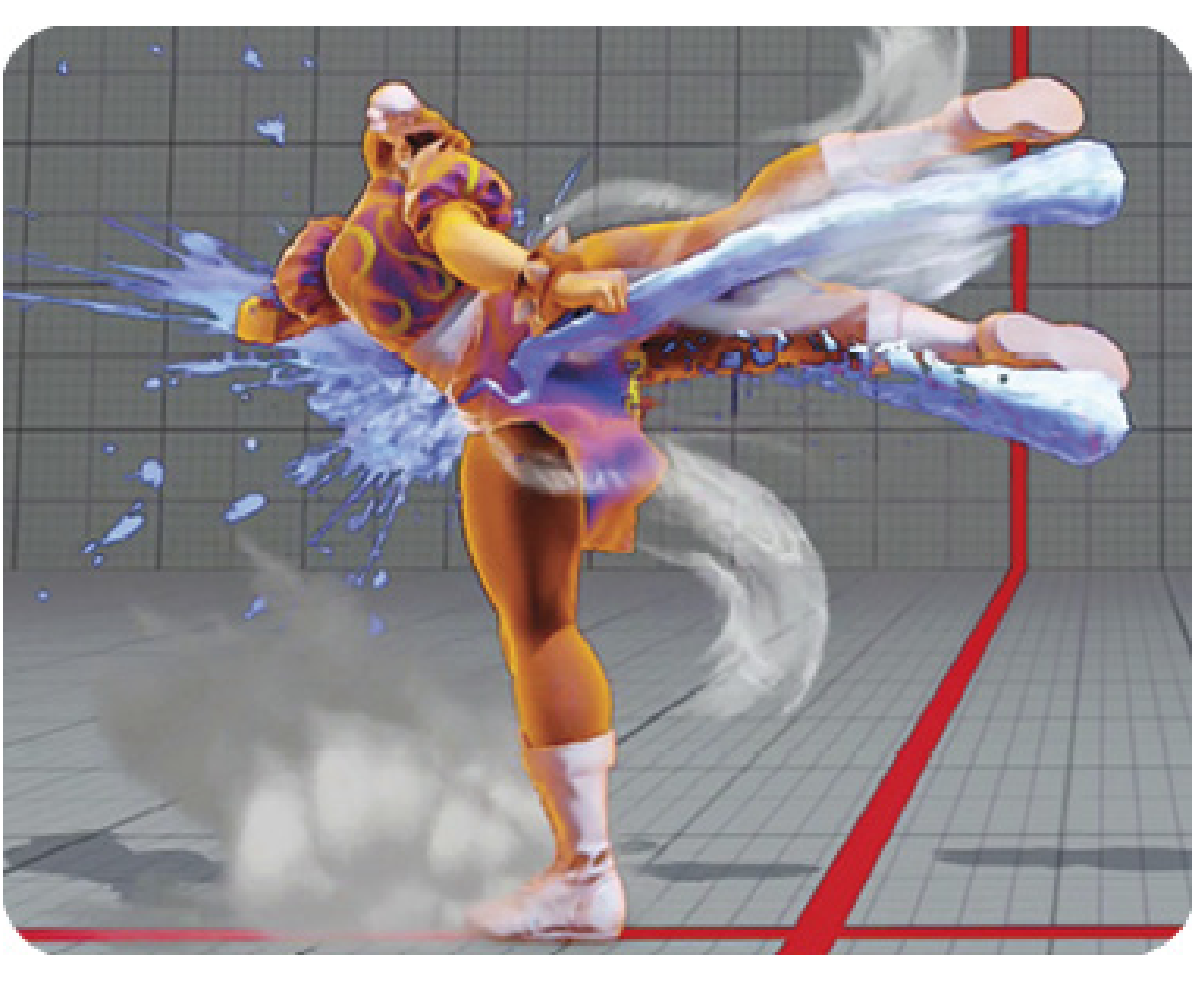
NOTES

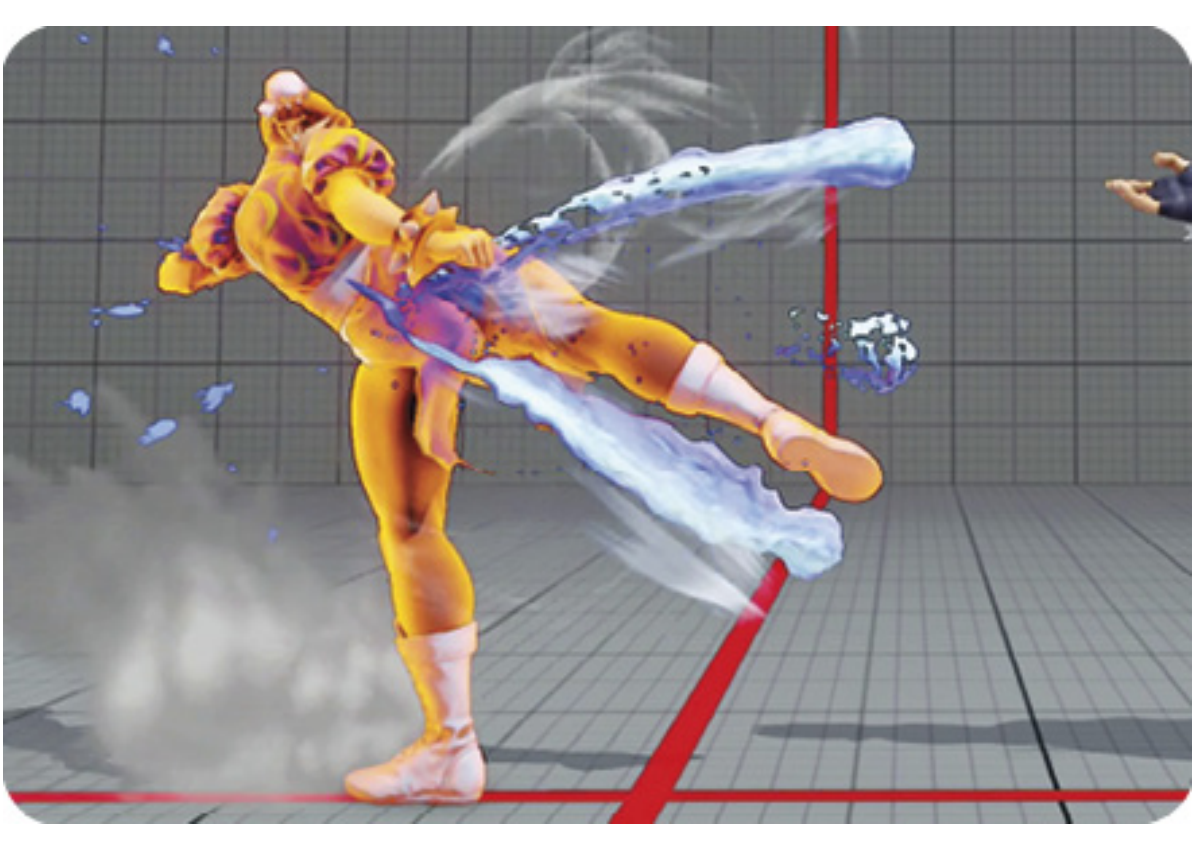
CA cancelable on 2nd hit

EX HYAKURETSUKYAKU ⟳ + K K



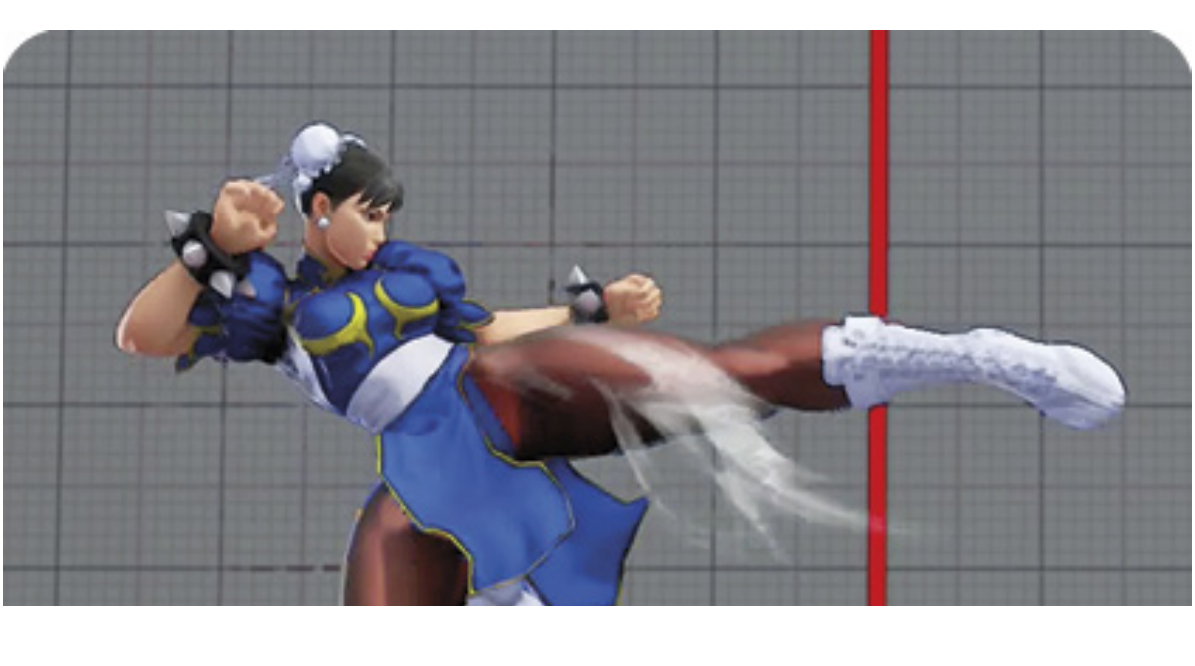






STARTUP	5
ACTIVE	2xn
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VSX HIT	—
VSX GUARD	—
CANCEL	—
DAMAGE	140
STUN	150
METER GAIN	-300

AIR LK HYAKURETSUKYAKU ⟳ + LK WHILE JUMPING



Street Fighter
V

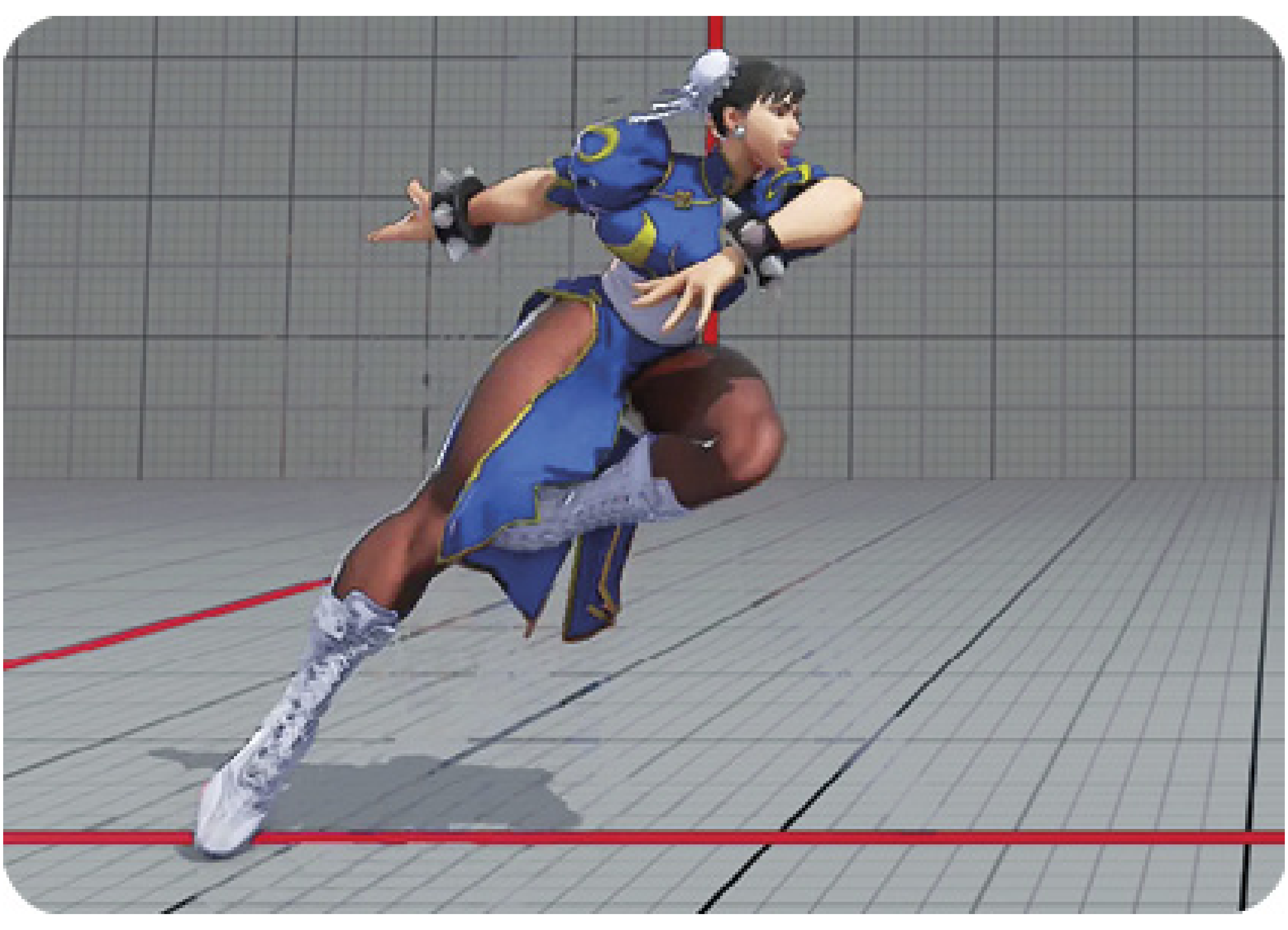
HOYOKUSEN ↓↘→ ↓↘→ + K

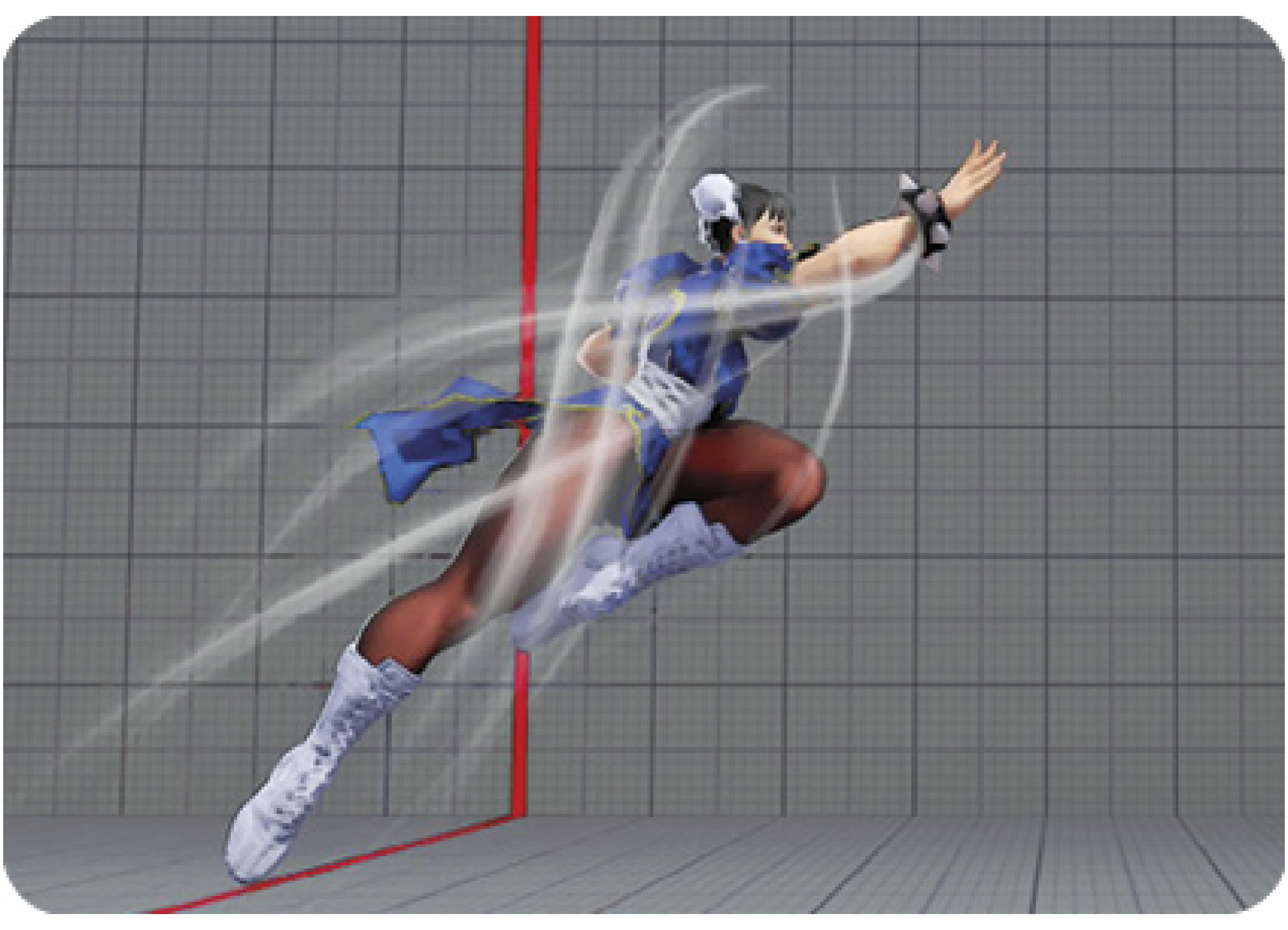
Chun-Li

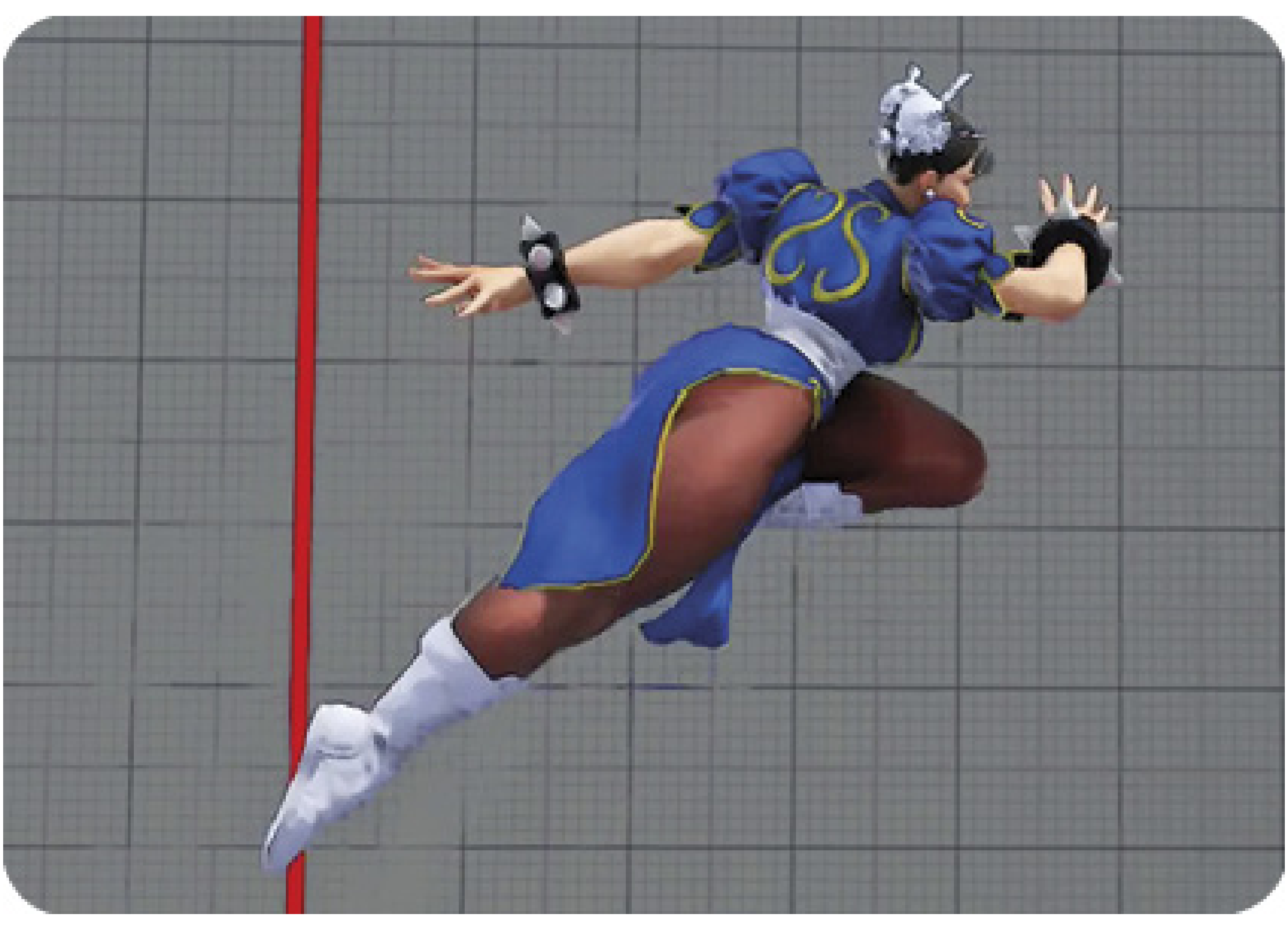
V-System

V-SKILL

RANKYAKU MP + MK







STARTUP	11
ACTIVE	4
RECOVERY	38 + 6 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-24
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	50
METER GAIN	V: 100/50

NOTES

Frames 11-52 airborne

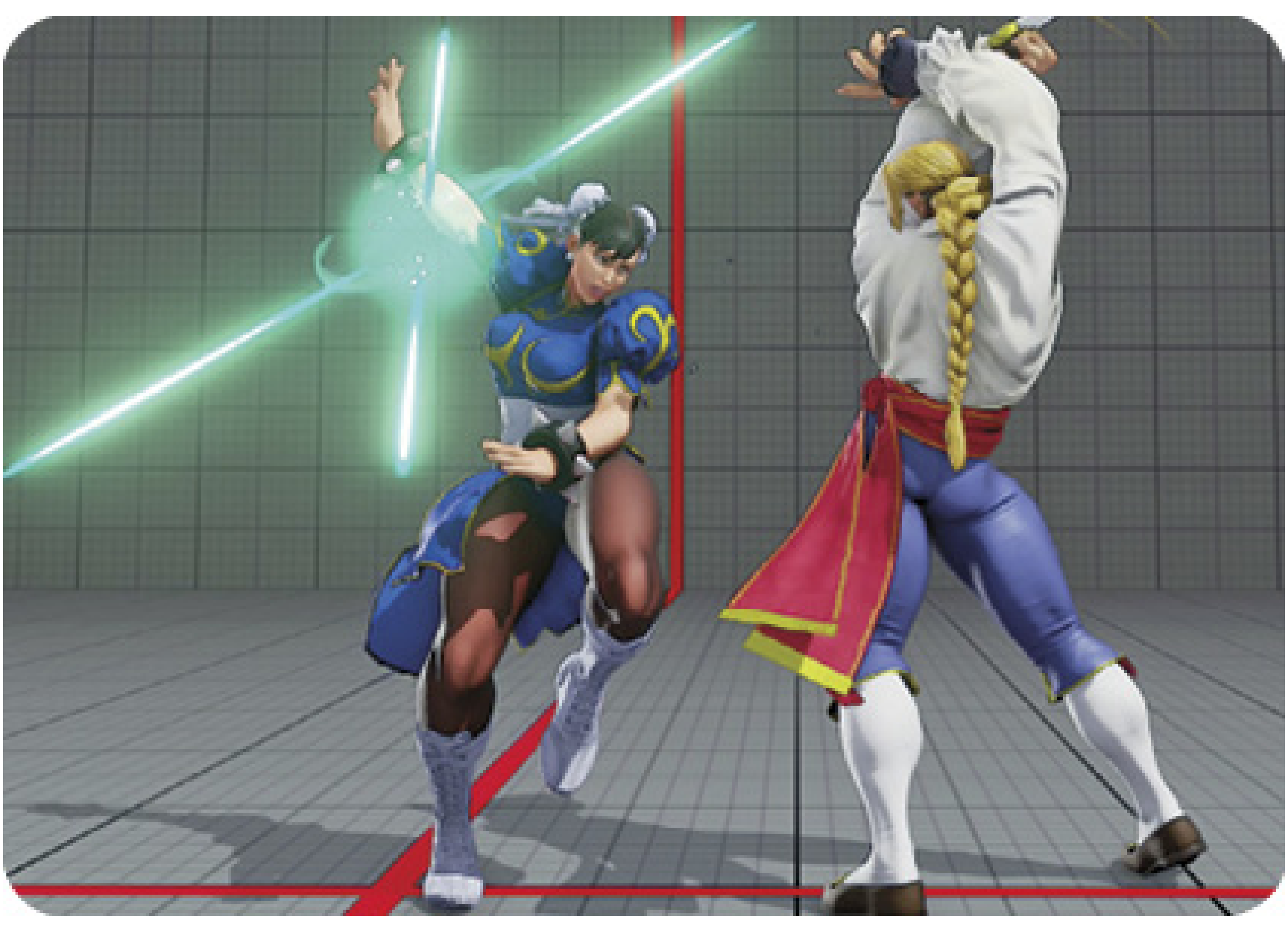
Rankyaku: Chun-Li's V-Skill is a versatile one. This angled jumping swipe attack transitions into a jump state, allowing for a follow-up jumping attack during Chun-Li's descent. The initial arm swipe is rather lackluster due to having a tiny hitbox inside a much larger hurtbox. Its use as an anti-air is limited because it can easily trade with or be interrupted by enemy jump-in attacks. However, if you can manage to time it correctly and hit your opponent out of the air with it, you can deal substantial damage with Chun-Li's follow-up juggle combos (see Combo 16).

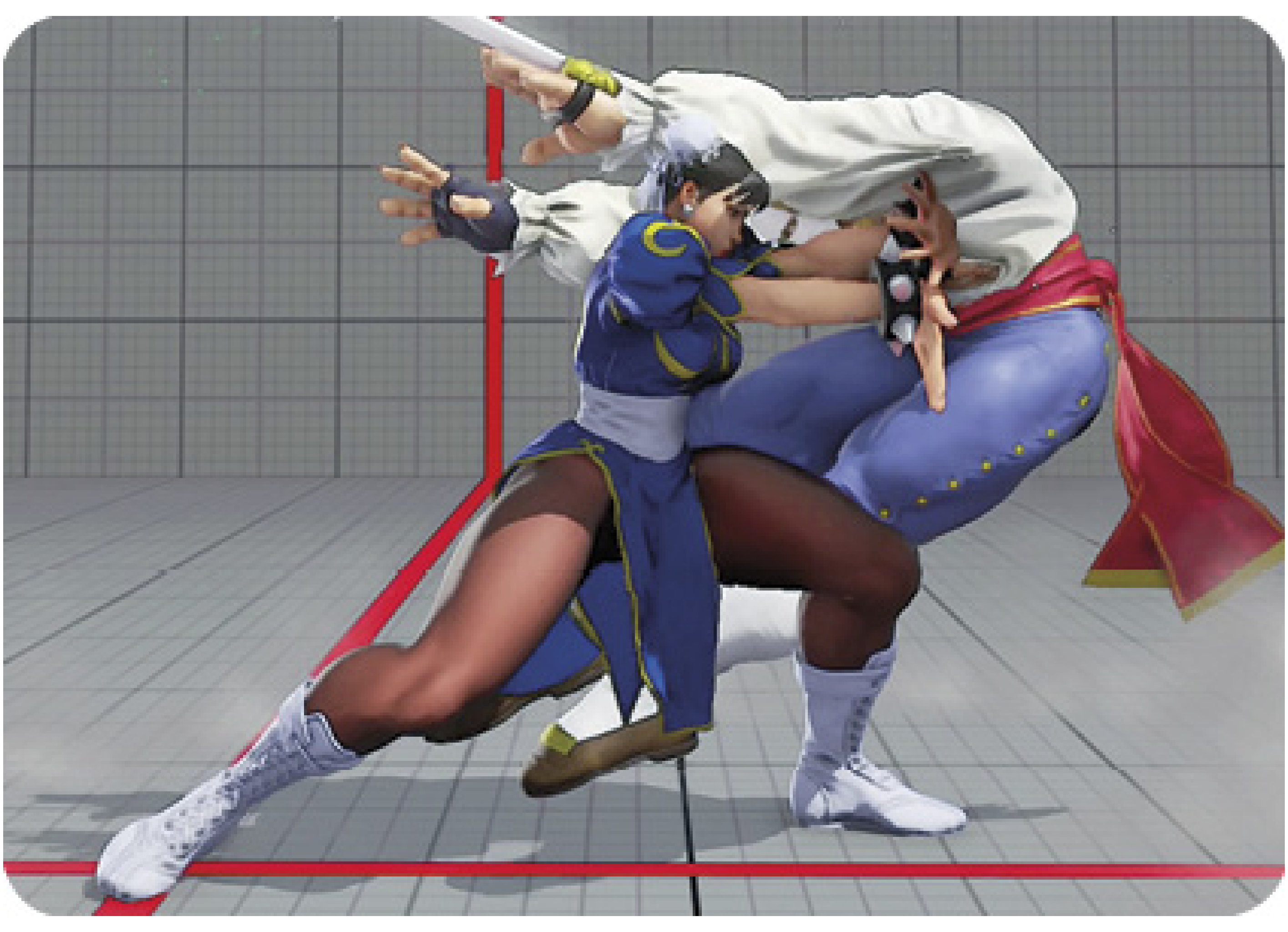
Alternatively, you can use Rankyaku as a sort of "small jump" that allows you to engage the enemy from the air without committing to using a full-height forward jump. It also has a unique momentum shift during the tail end of the jump, affecting the special jump state angles of ↓ + MK head stomp (see the Yosokyaku description for details).

Although its jump height is lower than a normal jump, its speed is roughly the same. For instance, you still must make a good anticipatory guess to jump a projectile for a punish as you would using a normal forward jump.

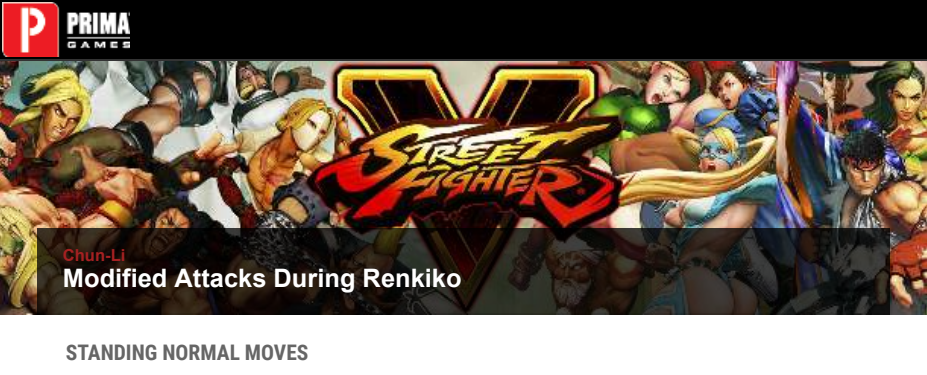
V-REVERSAL

SOHAKKEI → + P P P





STARTUP	10
ACTIVE	2
RECOVERY	20
GUARD LEVEL	HL
ON HIT	1
ON GUARD	±0
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	—



Chun-Li

Modified Attacks During Renkiko

STANDING NORMAL MOVES

STANDING JAB LP

STARTUP	4
ACTIVE	5
RECOVERY	5
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
CANCEL	CH, SP
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING STRONG MP

STARTUP	5
ACTIVE	2
RECOVERY	10
GUARD LEVEL	HL
ON HIT	8
ON GUARD	3
CANCEL	SP
DAMAGE	70
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

STARTUP	11
ACTIVE	4
RECOVERY	14
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

STANDING SHORT LK

STARTUP	4
ACTIVE	4
RECOVERY	6
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-3
CANCEL	SP
DAMAGE	50
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

STARTUP	8
ACTIVE	4
RECOVERY	14
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-2
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK

STARTUP	12
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (spinning knockdown)

CROUCHING NORMAL MOVES

CROUCHING JAB LP WHILE CROUCHING

STARTUP	3
ACTIVE	4
RECOVERY	4
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
CANCEL	CH, SP
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING

STARTUP	10
ACTIVE	9
RECOVERY	18
GUARD LEVEL	L
ON HIT	-2
ON GUARD	-8
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

On 8th frame, low profile and projectile invincible

CROUCHING FIERCE HP WHILE CROUCHING

STARTUP	7
ACTIVE	2(10)2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	SP/x
DAMAGE	65+45(110)
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING

STARTUP	3
ACTIVE	3
RECOVERY	7
GUARD LEVEL	L
ON HIT	3
ON GUARD	-1
CANCEL	CH
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING

STARTUP	6
ACTIVE	2
RECOVERY	13
GUARD LEVEL	L
ON HIT	4
ON GUARD	-2
CANCEL	SP
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Window for canceling into special moves is longer than normal

CROUCHING ROUNDHOUSE HK WHILE CROUCHING

STARTUP	7
ACTIVE	4
RECOVERY	23
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
CANCEL	—
DAMAGE	110
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter knockdown prevents quick recovery

JUMPING NORMAL MOVES

JUMPING JAB LP WHILE JUMPING

STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	50
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

STARTUP	6
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	SP
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

On air-to-air hit, puts opponent into juggle state

JUMPING FIERCE HP WHILE JUMPING

STARTUP	6
ACTIVE	4(2)4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	55x2(110)
STUN	150
METER GAIN	50/25

NOTES

On air-to-air, first hit puts opponent into juggle state

JUMPING SHORT LK WHILE JUMPING

STARTUP	4
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	50
STUN	70
METER GAIN	20/10

JUMPING NORMAL MOVES (CONT.)

JUMPING FORWARD MK WHILE JUMPING

STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING

STARTUP	9
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

NEUTRAL JUMPING ROUNDHOUSE HK WHILE NEUTRAL JUMPING

STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

UNIQUE ATTACKS

TSUITOTSUKEN ← OR → + MP

STARTUP	7
ACTIVE	3
RECOVERY	11
GUARD LEVEL	HL
ON HIT	4
ON GUARD	±0
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

HAKKEI ← + HP

STARTUP	7
ACTIVE	7
RECOVERY	11
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
CANCEL	SP
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

Projectile hitbox

SENENSHU ↘ + MK

STARTUP	26
ACTIVE	2
RECOVERY	16
GUARD LEVEL	H
ON HIT	3
ON GUARD	-2
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	30/15

KAKURAKUKYAKU ↘ + HK

STARTUP	34
ACTIVE	6
RECOVERY	4 + 7 landing
GUARD LEVEL	H
ON HIT	7
ON GUARD	3
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

Airborne on 10th frame

TENKUKYAKU ← + HK

STARTUP	8
ACTIVE	5
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

Forces standing on hit

YOKUSENKYAKU → + HK

STARTUP	18
ACTIVE	5
RECOVERY	13
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-2
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

Airborne on 6th frame

YOSOKYAKU ↓ OR ↘ + MK

STARTUP	5
ACTIVE	4
RECOVERY	4 landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	SP
DAMAGE	50/60/70
STUN	60
METER GAIN	30/15

WALL JUMP ↗ NEAR WALL

STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Earliest possible wall jump at 11th frame

DEVELOPER NOTES

Chun-Li has a variety of kicks and an answer for every situation with them. Be sure to learn which kicks counter the opponent's attacks and learn to do them on command to be the most effective with her.

—Peter Rosas, Associate Producer

SPECIAL MOVES

LP KIKOKEN CHARGE ← , → + LP

STARTUP	13
ACTIVE	140
RECOVERY	32
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-6
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/20/10

NOTES

Requires 50 frames of charge

MP KIKOKEN CHARGE ← , → + MP

STARTUP	11
ACTIVE	100
RECOVERY	32
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-5
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/20/10

NOTES

Requires 50 frames of charge

HP KIKOKEN CHARGE ← , → + HP

STARTUP	9
ACTIVE	60
RECOVERY	32
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-4
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/20/10

NOTES

Requires 50 frames of charge

EX KIKOKEN CHARGE ← , → + K K

STARTUP	11
ACTIVE	—
RECOVERY	27
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
CANCEL	—
DAMAGE	120(50+70)
STUN	100
METER GAIN	-300

NOTES

Requires 50 frames of charge; 61 frames of duration on screen

LK HYAKURETSUKYAKU ↓↘→ + LK

STARTUP	5
ACTIVE	2xn
RECOVERY	20
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-8
CANCEL	CA
DAMAGE	90(20x4+10)
STUN	80(20x4)
METER GAIN	10/40/20

NOTES

CA cancelable on 2nd hit

MK HYAKURETSUKYAKU ↓↘→ + MK

STARTUP	10
ACTIVE	2xn
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-9
CANCEL	CA
DAMAGE	110(20x5+10)
STUN	100(20x5)
METER GAIN	10/50/25

NOTES

CA cancelable on 2nd hit

HK HYAKURETSUKYAKU ↓↘→ + HK

STARTUP	14
ACTIVE	2xn
RECOVERY	20
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-10
CANCEL	CA
DAMAGE	130(20x6+10)
STUN	120(20x6)
METER GAIN	10/60/30

NOTES

CA cancelable on 2nd hit

HK HYAKURETSUKYAKU ↓↘→ + HK

STARTUP	5
ACTIVE	2xn
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	—
DAMAGE	150
STUN	150
METER GAIN	-300

AIR LK HYAKURETSUKYAKU ↓↘→ + LK WHILE JUMPING

STARTUP	7
ACTIVE	2xn
RECOVERY	12 landing
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
CANCEL	—
DAMAGE	20x4+10(90)
STUN	20x4(80)
METER GAIN	15/40/20

AIR MK HYAKURETSUKYAKU ↓↘→ + MK WHILE JUMPING

STARTUP	8
ACTIVE	2xn
RECOVERY	12 landing
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-2
CANCEL	—
DAMAGE	20x5+10(110)
STUN	20x5(100)
METER GAIN	15/50/25

AIR HK HYAKURETSUKYAKU ↓↘→ + HK WHILE JUMPING

STARTUP	7
ACTIVE	2xn
RECOVERY	12 landing
GUARD LEVEL	HL
ON HIT	-4
ON GUARD	-7
CANCEL	—
DAMAGE	20x6+10(130)
STUN	20x6(120)
METER GAIN	15/60/30

AIR EX HYAKURETSUKYAKU ↓↘→ + K K WHILE JUMPING

STARTUP	6
ACTIVE	2xn
RECOVERY	12 landing
GUARD LEVEL	HL
ON HIT	-7
ON GUARD	-10
CANCEL	—
DAMAGE	25x7+10(185)
STUN	30x7(210)
METER GAIN	-300

LK SPINNING BIRD KICK CHARGE ↓ , ↑ + LK

STARTUP	9
ACTIVE	2xn
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	30/50/25

NOTES

Requires 40 frames of charge; airborne on 9th frame; first hit forces standing

MK SPINNING BIRD KICK CHARGE ↓ , ↑ + MK

STARTUP	15
ACTIVE	2xn
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
CANCEL	—
DAMAGE	150
STUN	200
METER GAIN	30/80/35

NOTES

Requires 40 frames of charge; airborne on 15th frame; first hit forces standing

HK SPINNING BIRD KICK CHARGE ↓ , ↑ + HK

STARTUP	22
ACTIVE	2xn
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
CANCEL	—
DAMAGE	170
STUN	200
METER GAIN	30/80/45

NOTES

Requires 40 frames of charge; airborne on 22nd frame; first hit forces standing

EX SPINNING BIRD KICK CHARGE ↓ , ↑ + K K

STARTUP	5
ACTIVE	2xn
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
CANCEL	—
DAMAGE	180
STUN	200
METER GAIN	-300

NOTES

Requires 45 frames of charge; frames 1-8 completely invincible; airborne on 5th frame; rewards counter-hit to opponent if hit during recovery

STREET FIGHTER V

Chun-Li

Overview

PROS

- Dominating hitboxes (usually extending past her hurtbox) on many of her medium and heavy attacks make her an extremely oppressive aggressor from mid range.
- Her powerful V-Trigger requires only two stocks of V-Gauge, lasts 20 seconds, and allows combos from overhead.
- She has a serviceable projectile, especially from mid range.
- A plethora of anti-airs as well as an invincible reversal special (with EX Gauge) cover one of her weaknesses from prequel *SF* games.
- She has a new dive kick-like attack with Air Hyakuretsukyaku.
- EX Hyakuretsukyaku is safe on block.

CONS

- Optimal combos take more technical prowess to use than most other characters' combos.
- Many unique attacks involve a directional input + a button; this can be difficult to manage (you might accidentally input ← + MP when you actually want standing MP, for instance).
- Kikoken requires a relatively high amount of charge time.
- Her V-Skill can be difficult to use properly, especially as an anti-air.

Chun-Li is a high skill cap character with a relatively high skill floor. She can be difficult to use, but if mastered, she is a powerhouse of a character with tools for almost every situation. Her gameplay is a mixed bag of decent zoning capabilities, a commanding mid-range game, and a strong up-close offense.

Your objective is to get within footsie distance in order to exploit Chun-Li's powerful mid-range attacks. Achieve this by:

- Pestering your opponent with LP Kikoken from range, allowing you to close distance
- Using her V-Skill to engage enemies with a low-altitude jumping attack or to punish predictable projectiles
- Closing in using advancing attacks such as crouching MP and → + HK

LONG RANGE

You can play Chun-Li with varying styles. At long range, you can opt to aggressively advance into mid and close range, or you can try for a more defense-oriented projectile zoning game with LP Kikoken before mounting an offense.

Although Kikoken dissipates after a certain duration, it's still an effective asset to Chun-Li's long-range gameplay, particularly LP Kikoken. With its slow travel speed, you can use LP Kikoken as a tool to pave the way for your aggression. If your opponent is playing passively from full screen, throw out LP Kikoken and trail it with a forward dash, or simply follow it with your fast walk speed. Alternatively, you can turtle up and apply repeated chip damage pressure by alternating between LP and MP Kikoken in order to frustrate your enemy while building precious EX Gauge for EX Hyakuretsukyaku. For tips on optimizing charge timings, see the Kikoken description.

Mix it up with your Kikoken timing. If you want to bait out a forward jump, you can condition your opponent with your Kikoken patterns. Then, after completing your 50 frames of charge requirement, instead of firing off Kikoken, press → + LK for a fake-out. It will look like you're charging for Kikoken, and then when you press → + LK, you only get a standing LK, which can signal the enemy to guess-jump at you. Use standing HK (or the appropriate anti-air button depending on Chun-Li's distance from her opponent) to punish the ill-timed jump-in.

You can use your "low jump" V-Skill to engage opponents from long range, as it is usually difficult to anti-air with its low-altitude, triangular trajectory. Use Rankyaku into jumping HP for the most frame advantage since it's a two-hit heavy attack; it has the benefit of hitting the enemy early on (hitting their head or upper body if standing), plus the frame advantage from the second deeper hit. On hit, follow up with **Combo 8** or **Combo 9**.

Against projectiles, you can use crouching MP to slide under and avoid them in cases where you don't have time to charge and execute a Kikoken. The timing can be challenging, though, as you'll want to wait until the incoming fireball is about to hit Chun-Li before you input crouching MP. Slow-moving projectiles such as M. Bison's EX Psycho Blast and F.A.N.G.'s Nishodoku (V-Skill) are unavoidable in this manner and must be dealt with through conventional means. Additionally, you can use crouching MP with a ↘ input, allowing you to charge for Kikoken while advancing forward. If you want to build extra gauge and have charge for Kikoken, use HP Kikoken to trade projectiles since it has the fastest startup of the three normal Kikoken versions.

MID RANGE

Mid range is arguably Chun-Li's strongest range. Most of her far-reaching attacks have relatively dominant hitboxes (reaching past her hurtbox, a rarity in *SFV*), such as standing HP, ← OR → + MP, crouching MP, standing MK, and crouching HK.

Use standing HP from outside of sweep range for a long-distance body blow, dealing 80 points of damage on hit. This gut punch is an outstanding surprise attack that can catch opponents off guard when they walk into its range. It isn't special-cancelable, but it can be V-canceled for a potential combo on hit (see **Combo 7**). Be aware that Chun-Li extends her lower hurtbox significantly during this punch because she lunges forward with her legs, making her more vulnerable to low attacks.

Your next-best poke in terms of range is standing MK. Standing MK features all of the benefits of standing HP while having a less vulnerable lower hurtbox, as Chun-Li lifts her front leg and performs a side heel kick. Like standing HP, you can V-Trigger cancel standing MK for a potential combo or for extra frame advantage on block. Both standing HP and standing MK have a slight hitbox extension past her hurtbox.

When Chun-Li is within range, you can start using crouching MK to check your opponent's crouch-guard. The ideal time to use crouching MK is when you can bait out a whiffed medium or heavy attack from your opponent while playing footsies, then punish their recovery with a quick crouching MK XX HK Hyakuretsukyaku (which is then cancelable into your Critical Art if you have meter). Alternatively, you can burn EX Gauge on crouching MK XX ↓↘→ + K K since EX Hyakuretsukyaku is safe on block for a "free" low-hit check.

If you're up against a more passive player, who's less willing to engage in footsies, you can start applying HP Kikoken pressure from mid range to long range. HP Kikoken starts up relatively quickly, especially for a projectile, and has a reasonably short recovery period. The downside is that it requires charge to execute. However, by using an optimal charge technique (charge ← for 50 frames, →, ← + HP), you can drastically cut down on the gap between subsequent Kikokens. Of course, this technique does make you a bit predictable, as your opponent will notice an obvious rhythm. To compensate, be prepared to fake them out and go for one of Chun-Li's many high-damage anti-air combos when they jump at you (see the anti-air combos in the Combos section of this chapter).

If you've been using a lot of crouching MK attacks, you might feel like you've conditioned your opponent into blocking low more often. You can then start using Senenshu (↘ + MK) for a long-range overhead, dealing a decent 70 points of damage. Senenshu acts as both a reaction-check and as a safe engagement attack into close range (leaving you -2 on block).

Against better crouching attacks, such as Cammy and Ryu's crouching MK, you can opt to use your hop kick (→ + HK) to both crush your opponent's lows and advance safely. Yokusenkyaku is an extremely effective attack, especially against players who lean toward spamming crouching moves. It has a high rate of counter-hits because of its high amount of active frames and priority. Additionally, it can provide up to six frames of advantage (more on counter-hit), potentially linking into crouching MK. If you're sharp enough, you can throw out → + HK followed by crouching LP and keep an eye out for the "Counter" system message. As soon as you've confirmed it, go for **Combo 15a** or **Combo 15b**. Abuse this attack as much as possible against crouchers until they realize they can interrupt you with quick standing mid attacks (like a standing LP or MP).

When you have a fully stocked EX Gauge, ← / → + MP (Tsuitotsuken) becomes your best poke at max footsie range. On counter-hit, you can link into your Critical Art for around 40 percent total damage (see **Combo 14**). Without a full bar, this unique attack is still very effective because of its impressive hitbox, extending far past Chun-Li's hurtbox.

Chun-Li also has a plethora of exceptional mid-range anti-air attacks, all specialized for certain jump angles. If your opponent goes for a close jumping attack or one with a cross-up arc, you can use ← + HK to cleanly beat them, putting them into a forced air recovery. From a bit farther out, you can start using ← + HP with its remarkable five-frame "invincible" palm hitbox (on counter-hit, you get a Crush Counter; see **Combo 19a** and **Combo 19b**). If you don't think you'll have time to fully extend your Hakkei, you can opt for a quick standing LK anti-air instead. Otherwise, if you're prepared, you can go for a forward jump air-to-air jumping MP juggle combo, using one of Chun-Li's many anti-air combos.

CLOSE RANGE

While many of her moves (particularly her medium, heavy, and unique attacks) are catered to fighting at mid range, Chun-Li still maintains an adequate close-range game. Much of it revolves around her forward throw, standing and crouching LP, crouching LK, standing MP, and ← + HP.

If you're engaging into close range from a jumping attack, such as Rankyaku into jumping HP, you can branch to several options depending on your style of play and how you think your foe will react.

One of the safer maneuvers is to go for a low hit-check of walkup crouching LK (always keep a ← or ↘ charge here) XX standing/crouching LP (see **Combo 1**). Note that crouching LP has slightly more pushback effect than standing LP, so you may want to take that into consideration for your follow-up (e.g., use standing LP if you plan on going for a throw follow-up). After your LP is blocked, you're at +2, so you still have slight tempo advantage for another hit-check, such as crouching MK XX → + HP (HP Kikoken).

Guarded crouching MK XX HP Kikoken at this distance is considerably difficult to punish for most characters from a distance (at only -4), so you can be liberal with this sequence, provided you have the charge for it. On hit and if you have a full EX Gauge, you can cancel HP Kikoken into Hoyokusen (Critical Art). In some rare situations, depending on distance and if your opponent is in a standing state, you can link HP Kikoken into EX Hyakuretsukyaku for an incredible link combo (seen in **Combo 20**). In most cases, this sequence will shift Chun-Li safely into mid range.

Your other line of play off of a knockdown or off of huge frame advantage from a jumping attack is to go for a forward throw. Chun-Li's forward throw is exceptional in that its damage clocks in at the higher end (at 130), and it allows for a decent forward dash follow-up against a quick-recovery. The following sequence, for instance, gives you a three-frame jab counter-hit check: throw with LP + LK, buffer → →, then crouching LP (proceed into **Combo 2a** on hit).

When you've instilled the threat of throws to your enemy, you can start using standing MP as a slightly slower frame-trapping attack within throw range. Standing MP is a central part of Chun-Li's throw/counter-hit game, with impressive frame values on hit and block (+6 and +3, respectively). On a normal hit, you can finish with **Combo 2b**; on counter-hit, you can go for something beefier like **Combo 13**.

Alternatively, you can use Hakkei as a frame trap or meaty. For example, after an EX Hyakuretsukyaku knockdown with your opponent quick-rising, you can dash in and then go for ← + HP meaty before the enemy fully recovers. Since Hakkei has five active frames, you can hit with the tail end of its hitbox duration for massive frame advantage. On block, you can reward yourself with up to +6 advantage, allowing for a true blockstring with a follow-up crouching MK. Or, you can use this frame advantage to go for a trickier attack, like a step forward standing MP frame trap.

But Chun-Li's close-range mix-ups don't end there. She also has an instant overhead technique in her arsenal with immediate forward jumping ↗ + MK. This sequence is virtually unblockable on reaction and can be used in a couple of situations. The best use is as a round ender: if you need that last hit to K.O. the enemy, this is an almost-guaranteed way to deal 40 points of damage. Otherwise, you're left in a forward jumping state where you can potentially connect with a cross-up jumping MK or another ↗ + MK. However, if your opponent reacts properly, they can punish Chun-Li while she's still airborne or as she lands by walking underneath her while she's in the special forward jump state.

Last but not least, Chun-Li now has a legitimate dive kick-like setup with instant air LK/MK Hyakuretsukyaku. This opens up a whole new dimension in her close-range offense, especially in conjunction with standing MP and forward throw. Practice using LK/MK Air Hyakuretsukyaku at the lowest possible point, as you'll want to abuse this technique in your close-range and mid-range offense. For instance, you can go for an up-close crouching LP and immediately execute a forward jumping MK Hyakuretsukyaku, crushing any kind of crouching attack or tech-throw attempt and rewarding you with a combo on hit. Otherwise, you're at +1 frame advantage on block. When Chun-Li is flush with her opponent (within the threat range of throws), use neutral jump instant air LK/MK Hyakuretsukyaku. Many players will have a natural inclination to go for a throw-tech in these situations (depending on your timing), and since Chun-Li is jumping, she'll avoid it while nailing them with an Air Hyakuretsukyaku combo (see **Combo 6**).

On defense, Chun-Li can hold her own with her three-frame crouching LP, instant air Hyakuretsukyaku, or EX Spinning Bird Kick. Use a crouching jab to poke your foe, if you think they're going to walk in for a throw attempt after you guard an attack. Alternatively, you can go for a neutral jump instant air Hyakuretsukyaku to avoid throws. This is weak to meaty attacks and quick lows, though, so don't be too predictable with this defensive technique. On your wakeup, you can use EX Spinning Bird Kick as an invincible reversal to blow through any attacks the enemy wants to hit you with (excluding other invincible specials). Just be aware of the reversal punish counter-hit risk on block/whiff.

WITH RENKIKO ACTIVATED

With your V-Trigger activated, your game plan remains roughly the same, but you open up a few options at all ranges (especially mid and close range). At long range, your Kikoken becomes more effective as a zoning tool. All normal versions of the projectile have their on screen duration doubled, essentially traveling twice the distance they normally would.

The improvements to your mid-range and close-range game come from enhanced frame values on the hitstun and damage on most of your moves. From mid range, you can hit your opponent with a combo from an overhead ↘ + MK attack (see **Combo 22**). This combo showcases your new link from crouching LP to crouching MK, as well.

At close range, your low-hitting crouching MK becomes an impressive frame trap tool (like standing MP, except it must be blocked crouching), allowing for a linked crouching LP afterward, as seen in Combo 21.

Although this can be useful depending on the situation, the hitbox of ← + HP (Hakkei) becomes a projectile instead of a normal attack. You can deflect projectiles with a quick ← + HP input instead of using your own Kikoken. Clashing a projectile with Hakkei also makes it special-cancelable. For example, use ← + HP on reaction to Ken's Hadoken, then immediately cancel it into ↓↘→ ↓↘→ + K for a clean Critical Art punish.

It's important to note that although your attacks have additional hitstun advantage, they do not have additional blockstun advantage (see the data in the Modified Attacks During Renkiko section).

In addition to these changes, all of Chun-Li's medium and heavy attacks connecting on airborne opponents will put them in in a juggle state. For instance, an anti-air standing HK during Renkiko rewards you with a juggle combo. For more, see the Combos section.

Chun-Li

Combos

LOW HIT-CHECKS

COMBO 1A

CROUCHING LK » STANDING LP » STANDING LP » ↻ + MK

141 damage, 259 stun

COMBO 1B

WHILE CHARGING ⟲ CROUCHING LK » CROUCHING LP » STANDING LP » ↑ + LK

146 damage, 331 stun

Both of these combos start with a crouching LK to check an opponent's low block. However, Combo 1b is a bit more difficult to pull off because it requires a charge. (You can gain enough charge by dashing in first and starting your charge immediately during your dash duration.) It also requires a slight partition of charge technique—after crouching LP, roll the joystick or gamepad to ← and press LP to get your standing LP, and then finish with ⟲ or ↑ + LK. This may take some practice and getting used to if you aren't accustomed to performing a standing attack canceled into a "flash kick"-type move.

GROUNDED HIT-CHECKS

COMBO 2A

CROUCHING LP ▷ STANDING MP (START CHARGING ⟲) ▷ CROUCHING MK , THEN CANCEL INTO:

↻ ↻ + K

362 damage, 240 stun (requires full EX Gauge)

↻ + K K

212 damage, 345 stun (requires one stock of EX Gauge)

↻ + HK

198 damage, 324 stun

↑ + LK (SEE NOTE BELOW)

198 damage, 382 stun

COMBO 2B

STANDING MP (IMMEDIATELY START CHARGING ⟲) ▷ CROUCHING MK , THEN CANCEL INTO:

↻ ↻ + K

369 damage, 190 stun (requires full EX Gauge)

↻ + K K

217 damage, 310 stun (requires one stock of EX Gauge)

↻ + HK

201 damage, 286 stun

↑ + LK (SEE NOTE BELOW)

201 damage, 350 stun

Combo 2a can be blocked both standing or crouching, but it leads into more potential damage on hit, as it contains two medium-strength normal attacks. It must also be performed flush against the opponent due to standing strong's small range. You can also use this after a forward jumping cross-up MK attack.

Note that for combos involving standing MP ▷ crouching MK canceled into LK Spinning Bird Kick, the crouching MK needs to be canceled late into its cancelable window, or else you won't gather enough charge time to perform LK Spinning Bird Kick.

COMBO 3

CROUCHING LP » CROUCHING LP » ↻ + MK

118 damage, 213 stun

This combo isn't the most impressive in terms of damage, but it's important in that it starts from a three-frame attack, allowing you to punish a wide range of blocked attacks.

COMBO 4A

← + HP ▷ CROUCHING LP , THEN FINISH WITH EITHER:

↻ + K K

220 damage, 333 stun (requires one stock of EX Gauge and opponent crouching)

↻ + MK

188 damage, 293 stun

COMBO 4B

← + HP , THEN CANCEL INTO:

↻ ↻ + K

404 damage, 150 stun (requires full EX Gauge)

↻ + K K

216 damage, 285 stun (requires one stock of EX Gauge)

↻ + HK

198 damage, 258 stun

← + HP is one of your best up-close moves, as it leaves you at +2 on block while giving you enough time to link into crouching LP (against crouching opponents only). Combo 4b is a much more difficult combo to master because it requires extremely fast reactions. It is possible, though, since its hitstop duration and cancel window are relatively lengthy. Additionally, if ← + HP scores a counter-hit, all follow-ups will connect for extra damage.

COMBO 5

→ + HK (START CHARGING ⟲) ▷ CROUCHING LP , THEN CANCEL INTO:

↻ + K K

210 damage, 333 stun (requires one stock of EX Gauge)

↑ + LK

194 damage, 373 stun

↻ + MK

178 damage, 293 stun

The link from → + HK to crouching LP only works if Yokusenkyaku hits after its first active frame (or on counter-hit).

COMBO 6

NEUTRAL OR FORWARD JUMP INTO IMMEDIATE AIR ↻ + MK OR LK (START CHARGING ⟲) ▷ CROUCHING LP ▷ STANDING MP , THEN CANCEL INTO:

↻ + K K

224 damage, 308 stun (requires one stock of EX Gauge)

↑ + MK

227 damage, 343 stun

↻ + MK

196 damage, 273 stun

Off of immediate air ↻ + MK OR LK, you can link into crouching LP for a combo. This is an absurdly powerful strategy, as it emulates a safe dive kick with potential combo-ability and safety from reprisal.

The MK Spinning Bird Kick ender can be rather difficult to execute, requiring precise timing as you go from crouching LP, to a standing MP, quickly canceled into ↑ + MK. Use HK/EX Hyakuretsukyaku if you aren't comfortable with the standing MP » Spinning Bird Kick timing.

Note that damage will vary depending on how many hits of Hyakuretsukyaku connect.

COMBO 7

STANDING HP OR MK (START CHARGING ⟲) » HP + HK ▷ CROUCHING MK , THEN CANCEL INTO:

↻ ↻ + K

376 damage, 150 stun (requires full V-Gauge and EX Gauge)

↑ + MK

236 damage, 370 stun (requires full V-Gauge)

↻ + K K

233 damage, 335 stun (requires full V-Gauge and one stock of EX Gauge)

Off of standing HP or standing MK and with full V-Gauge, you can link into crouching MK from just within max range. Otherwise, use crouching HK to ensure a knockdown.

JUMP-INS

COMBO 8A

FORWARD JUMP HK OR ↘ + HK , CROUCHING HP » HP + HK , MP + MK , JUMPING ↓ + MK » ↓ + MK » ↓ + MK , THEN CANCEL INTO:

JUMPING HP OR HK , ↻ ↻ + K

481 damage, 410 stun (requires full V-Gauge and EX Gauge)

↻ + K K

327 damage, 428 stun (requires full V-Gauge and one stock of EX Gauge)

↻ + HK

307 damage, 401 stun (requires full V-Gauge)

COMBO 8B

FORWARD JUMP HK OR ↘ + HK (START CHARGING ↓), CROUCHING HP » ↑ + HK

272 damage, 400 stun

If you make a good read on your opponent's projectiles or whiffed heavy attacks, you can go for one of these combos off of a forward jumping HK or V-Skill low-jumping HK.

COMBO 9

FORWARD JUMP HP , MP + MK , ↓ + MK » ↓ + MK » ↓ + MK » ↻ + K K

330 damage, 426 stun (requires one stock of EX Gauge)

Like Combo 8, this is a high-damage combo off of a clean jumping HP, which affords you a link into Rankyaku, followed by three head stomps.

COMBO 10

FORWARD JUMP HK , ← + HP » ↻ + LK (START CHARGING ⟲) ▷ CROUCHING LP , THEN FINISH WITH:

↻ + LK » ↻ ↻ + K

455 damage, 422 stun (requires full EX Gauge)

↻ + K K

333 damage, 488 stun (requires one stock of EX Gauge)

↑ + LK

321 damage, 518 stun

A situational (and stylish) combo that you'll rarely get to use, showcasing the ability to link from LK Hyakuretsukyaku. It's worth knowing if you absolutely need to maximize damage output and happen to land a clean jumping HK attack on a crouching enemy. The ← + HP » ↻ + LK ▷ crouching LP portion only works against crouchers (and does not work on Chun-Li at all).

GROUNDED COUNTER-HITS

COMBO 11

COUNTER-HIT STANDING HK , → → , STANDING MP (START CHARGING ⟲) ▷ CROUCHING MK , THEN CANCEL INTO:

↻ ↻ + K

450 damage, 350 stun (requires full EX Gauge)

↑ + LK

286 damage, 492 stun

↻ + HK

286 damage, 434 stun

Primarily used as a reversal punish counter-hit combo because standing HK isn't a practical frame trap tool. After a blocked or whiffed reversal (such as Cammy's Cannon Spike), you're rewarded with roughly 300 points of damage.

COMBO 12

COUNTER-HIT ← + HP , JUGGLE WITH EITHER:

CROUCHING HK

189 damage, 315 stun

↻ + K K

234 damage, 315 stun (requires one stock of EX Gauge)

Off of counter-hit ← + HP against a grounded enemy, you can juggle with a sweep knockdown or EX Hyakuretsukyaku (HK Hyakuretsukyaku if you don't have EX Gauge).

> **DEVELOPER NOTES**
>
> To ensure that the self-proclaimed "strongest woman in the world" felt strong, we made sure that she had a kick for every situation. In addition to that, we also tweaked her hundred kick command to make her much more accessible—pressing kicks five times quickly on command was actually pretty difficult. We didn't stop there. We also increased her overall damage output so that she can hang with the best of them.
>
> **—Peter Rosas, Associate Producer**

COMBO 13

COUNTER-HIT STANDING MP (IMMEDIATELY START CHARGING ⟲) ▷ CROUCHING HP , THEN CANCEL INTO:

↑ + MK

238 damage, 370 stun

↻ + K K

238 damage, 330 stun (requires one stock of EX Gauge)

↻ + HK

222 damage, 306 stun

One of the more advanced combos for Chun-Li, this requires planning and sharp reflexes to pull off on reaction. As soon as you input standing MP, look for the "Counter" system message, and on confirmation, follow through with crouching HP.

COMBO 14

COUNTER-HIT ← OR → + MP ▷ ↻ ↻ + K

386 damage, 120 stun (requires full EX Gauge)

With quick reactions, you can link a counter-hit Tsuitotsuken into your Critical Art for roughly 40 percent damage from past footsie range. The easiest way to practice this link is to set the training mode dummy to "random" guard, with counter-hits also set to "random." Input ← / → + MP while pumping ↻ ↻ —only when you see the "Counter" system message, input any K button.

COMBO 15A

COUNTER-HIT → + HK ▷ STANDING MP » ↻ + LK ▷ CROUCHING LP » ↑ + LK

300 damage, 503 stun

COMBO 15B

COUNTER-HIT → + HK ▷ CROUCHING LP » ↻ + LK ▷ CROUCHING LP » ↑ + LK

264 damage, 476 stun

This is the optimal combo from connecting with a counter-hit Yokusenkyaku. It's easily confirmable since you have up until after the first standing MP (or crouching LP) to check for the "Counter" system message.

ANTI-AIR COMBOS

COMBO 16

ANTI-AIR MP + MK , JUMPING MP , LAND, FORWARD JUMP ↓ + MK » ↓ + MK » ↓ + MK » ↻ + K K

288 damage, 371 stun (requires one stock of EX Gauge)

A devastating anti-air combo that uses only one bar of EX Gauge as resource. The catch to this sequence is that connecting with a clean Rankyaku on an opponent's jumping attack is much more difficult than it looks. Be prepared to input MP + MK immediately as you see your adversary jump forward toward Chun-Li, and then follow up with an air jumping MP as Chun-Li falls from Rankyaku. Finally, jump forward and hit ↓ + MK as early as possible.

COMBO 17

AIR-TO-AIR FORWARD JUMPING MP , THEN CANCEL INTO EITHER:

↻ + K K

221 damage, 289 stun (requires one stock of EX Gauge)

↻ + HK

150 damage, 190 stun

If you're anticipating a jumping attack from your enemy, you can meet them in the air for a couple hundred points of damage with this air-to-air juggle combo.

ANTI-AIR COUNTER-HITS

COMBO 18A

COUNTER-HIT ANTI-AIR STANDING HK , THEN JUGGLE WITH:

↻ ↻ + K

422 damage, 180 stun (requires full stock of EX Gauge)

↻ + K K

234 damage, 315 stun (requires one stock of EX Gauge)

STANDING HK

189 damage, 315 stun

COMBO 18B

COUNTER-HIT ANTI-AIR STANDING HK » HP + HK , THEN EITHER:

JUGGLE WITH ← + HP , ↻ + K K

293 damage, 405 stun (requires full V-Gauge and one stock of EX Gauge)

JUGGLE WITH FORWARD JUMP ↓ + MK » ↓ + MK » ↓ + MK » ↻ + K K

329 damage, 411 stun (requires full V-Gauge and one stock of EX Gauge)

Standing HK is one of your best ranged anti-air attacks; if you happen to land a counter-hit, you can easily confirm it into more damage with these juggles. The Renkiko follow-up combos listed under Combo 18b may require some distance assessment and adjustments.

COMBO 19A

COUNTER-HIT ANTI-AIR ← + HP , THEN JUGGLE WITH:

↻ + HK

216 damage, 288 stun

CROUCHING HK

189 damage, 315 stun

STANDING HK

189 damage, 315 stun

COMBO 19B

COUNTER-HIT ANTI-AIR ← + HP » HP + HK , → → , THEN FINISH WITH EITHER:

← + HP » ↻ + K K

293 damage, 405 stun (requires full V-Gauge and one stock of EX Gauge)

← + HP » ↻ + HK

279 damage, 384 stun (requires full V-Gauge)

← + HP OR STANDING MP , CROUCHING HK

259 damage, 405 stun (requires full V-Gauge)

These combos are similar to Combo 18, except you'll be using ← + HP as anti-air from a different range.

V-TRIGGER AND SITUATIONAL

COMBO 20

WITH 50 FRAMES OF ← CHARGE, CROUCHING MK » → + HP ▷ INTO EITHER:

↻ + K K

216 damage, 310 stun (requires one stock of EX Gauge)

↻ + ↻ + K

368 damage, 190 stun

This combo linking into EX Hyakuretsukyaku has a distance and standing state requirement. Chun-Li needs to be far enough away for the HP Kikoken to afford you enough advantage to link into EX Hyakuretsukyaku. For the Critical Art ender, you can either simply Critical Art-cancel the Kikoken, or you can link it since you're at +5 or +6.

COMBO 21

(RENKIKO ACTIVE) (START CHARGING ⟲) CROUCHING MK ▷ CROUCHING LP ▷ CROUCHING MK , THEN FINISH BY CANCELING INTO EITHER:

↑ + MK

243 damage, 383 stun

↻ + HK

226 damage, 327 stun

One of a variety of mix-ups that leads into a full combo. Chun-Li must be close to her opponent for the full sequence to connect.

COMBO 22

(RENKIKO ACTIVE) ↘ + MK (START CHARGING ⟲) ▷ CROUCHING LP ▷ CROUCHING MK , THEN CANCEL INTO EITHER:

↑ + MK

263 damage, 383 stun

↻ + HK

246 damage, 327 stun

An overhead combo that works only in Renkiko mode, as you get increased frame advantage on certain attacks.

COMBO 23

(RENKIKO ACTIVE) → + HK (START CHARGING ⟲) ▷ CROUCHING LP ▷ CROUCHING MK , THEN CANCEL INTO EITHER:

↑ + MK

273 damage, 433 stun

↻ + HK

256 damage, 377 stun

When Renkiko is active, → + HK links into crouching LP, making Chun-Li's best mid-range poke even better.

COMBO 24

(RENKIKO ACTIVE) ANTI-AIR STANDING HK , THEN:

↻ ↻ + K

414 damage, 150 stun (requires full EX Gauge)

↻ + K K

235 damage, 285 stun (requires one stock of EX Gauge)

STANDING HK

191 damage, 285 stun

↻ + HK

190 damage, 240 stun

With Renkiko active, Chun-Li can juggle foes without the stipulation of a counter-hit on her standing HK.

COMBO 25A

(RENKIKO ACTIVE) MEATY → + HK (START CHARGING ←) ▷ ← + HP ▷ CROUCHING MK » → + HP » ↻ ↻ + HK

469 damage, 435 stun (requires full EX Gauge)

COMBO 25B

(RENKIKO ACTIVE WITH OPPONENT CORNERED) MEATY → + HK (START CHARGING ←) ▷ ← + HP ▷ CROUCHING MK » → + HP ▷ ↻ + K K

361 damage, 525 stun (requires one stock of EX Gauge)

A mega-stylish (and semi-situational) combo during Renkiko involving a meaty → + HK attack. This can be set up with an air throw immediately followed by → + HK, but it also requires the opponent to quick-rise. If your target gets hit (or buffers an input, rewarding you a counter-hit) on their recovery, you're at least +9, enabling a link into ← + HP.

COMBO 26

COUNTER-HIT ANTI-AIR STANDING HK » HP + HK , MP + MK , FALLING JUMPING MK , FORWARD JUMP ↓ + MK » ↓ + MK » ↓ + MK , FALLING JUMPING HK , ↻ ↻ + K

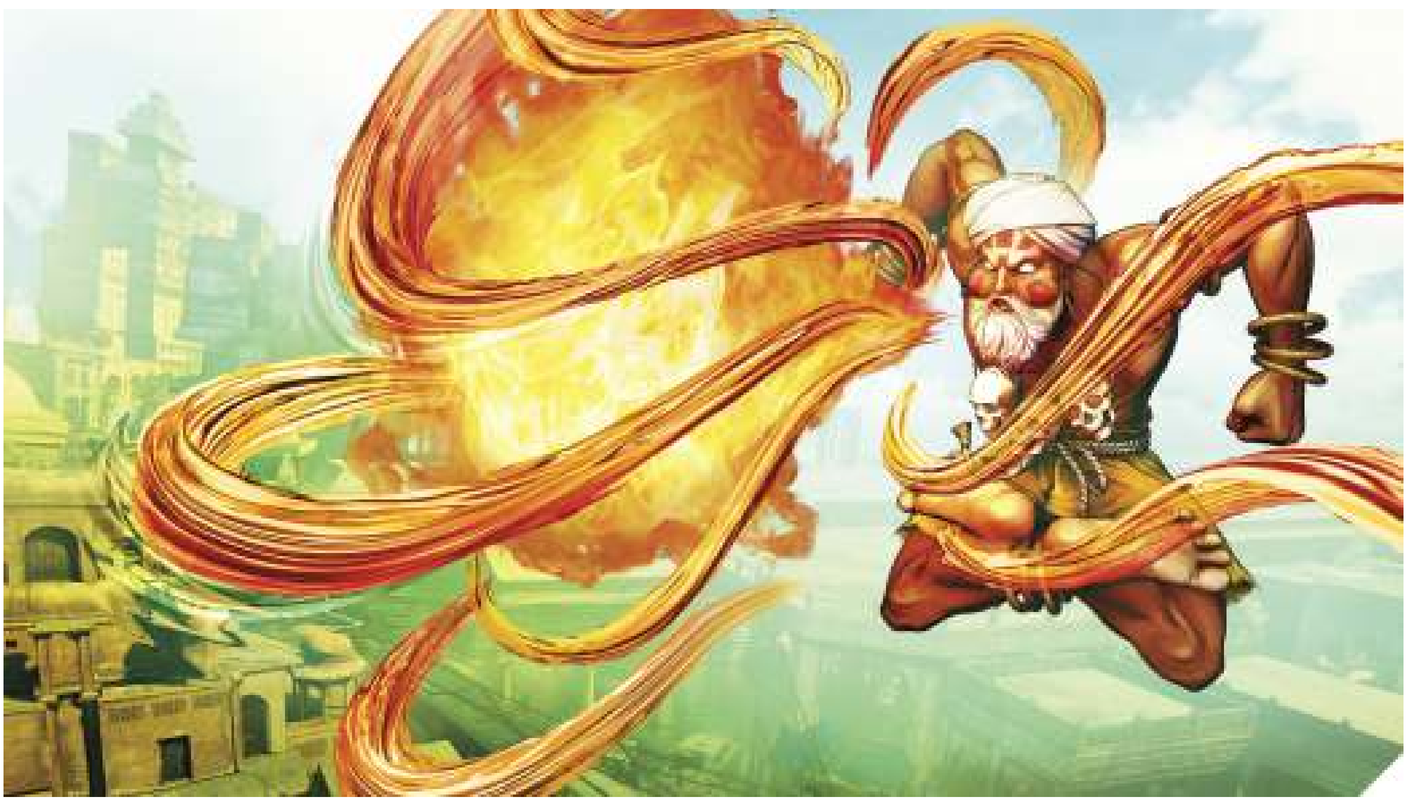
493 damage, 425 stun (requires full V-Gauge and EX Gauge)

The most damage that Chun-Li can output with the use of all of your resources. It has a strict spacing requirement in order for the V-Skill attack to juggle, along with a steep mechanical skill requirement. Go for this combo if you're feeling confident.

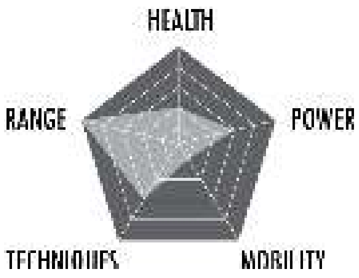
Dhalsim

Bio

FLAME THAT LIGHTS THE WAY

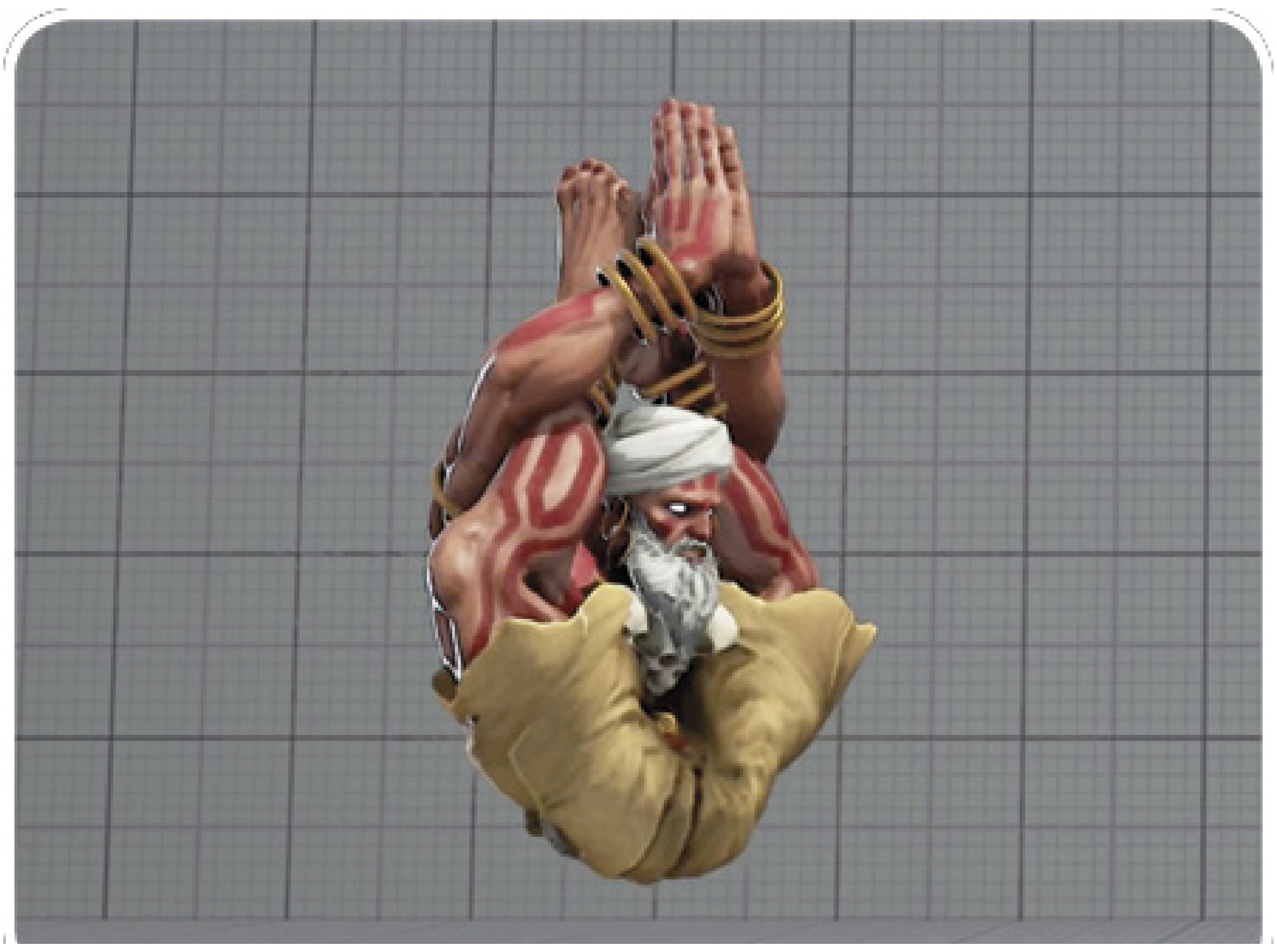


CHARACTER ATTRIBUTES



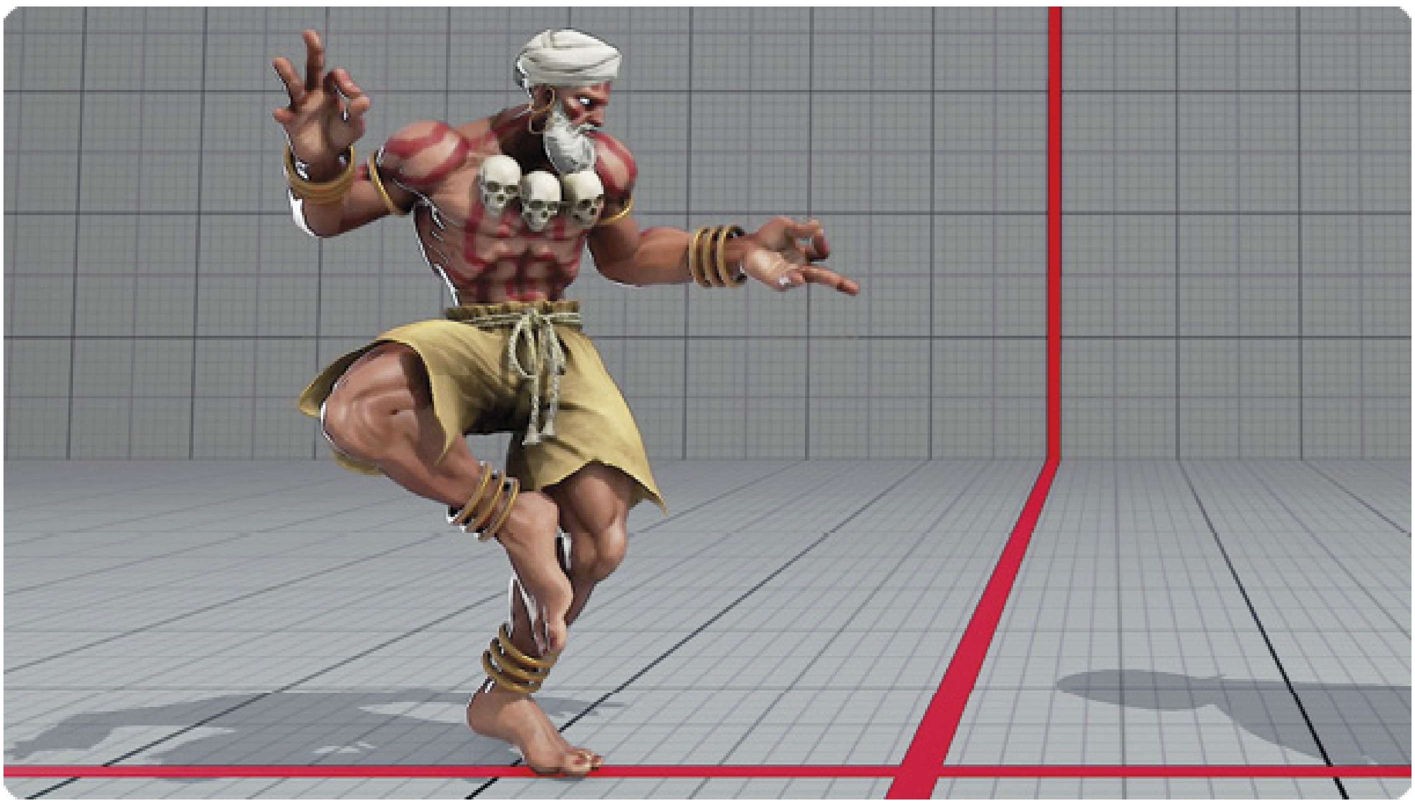
APPEARANCES
Street Fighter II (1991)
Street Fighter Alpha 2 (1996)
X-Men vs. Street Fighter (1996)
Street Fighter EX (1996)
Marvel Super Heroes vs. Street Fighter (1997)
Street Fighter Alpha 3 (1998)
Street Fighter EX2 (1998)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
SNK vs. Capcom: SVC Chaos (2003)
Street Fighter IV (2008)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

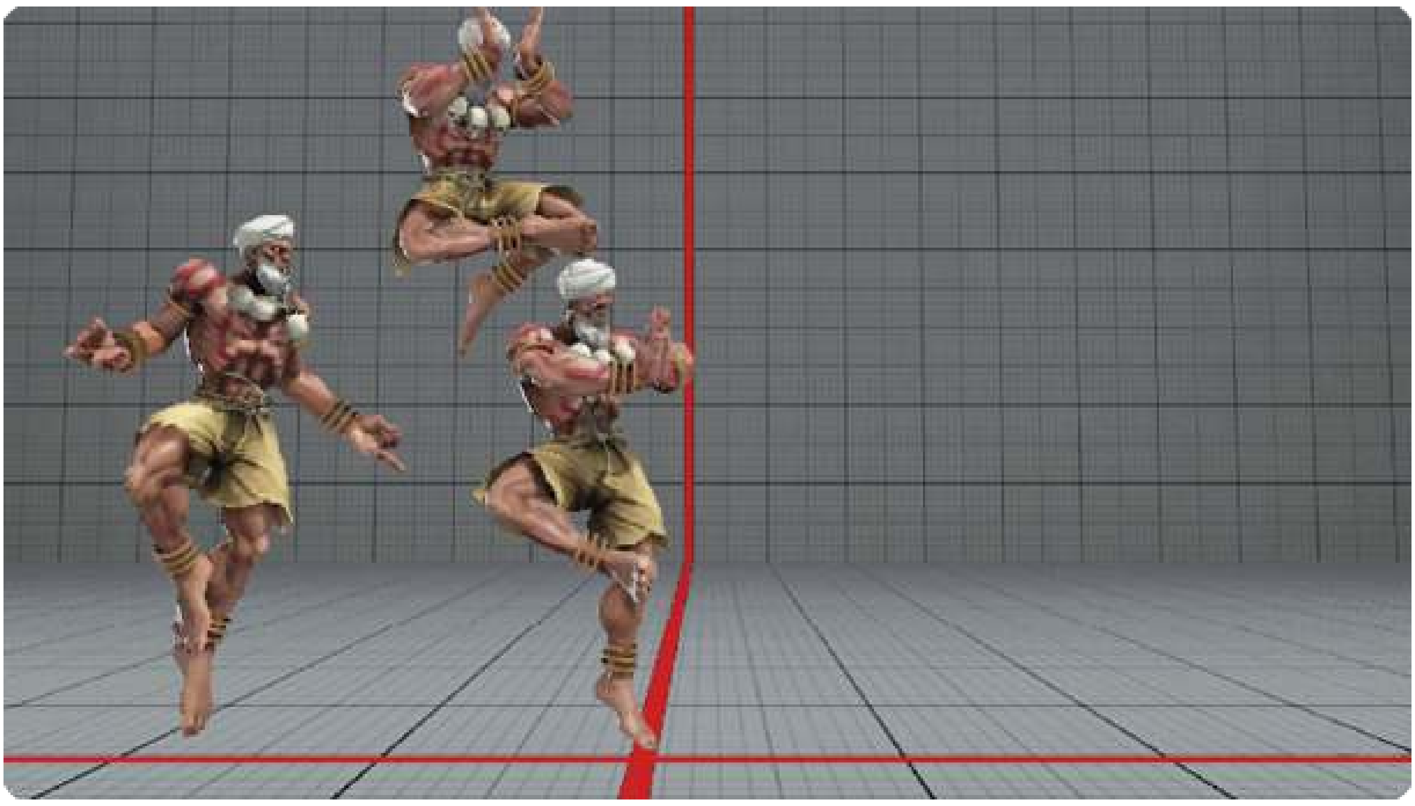
COSTUMES



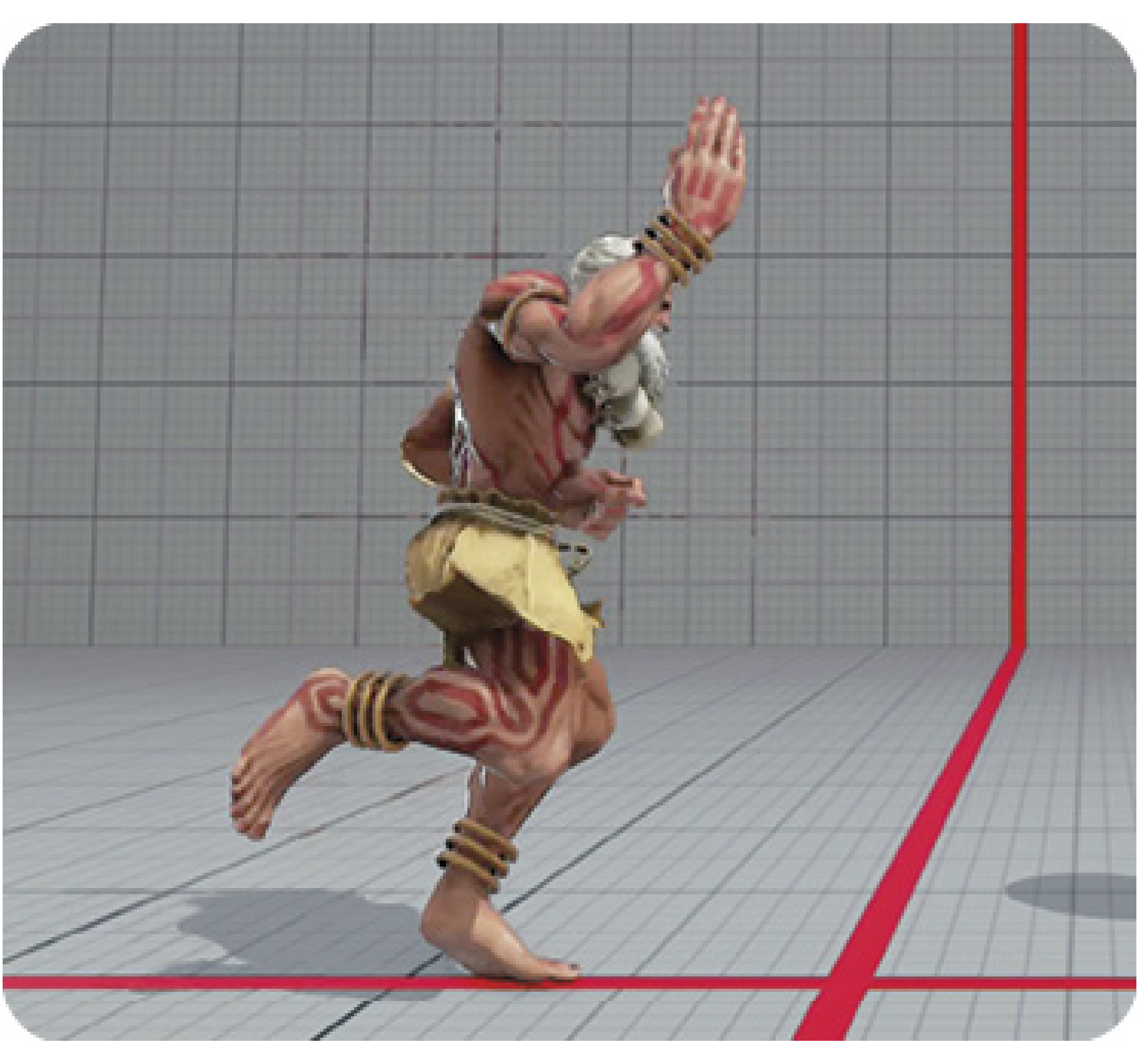
Dhalsim

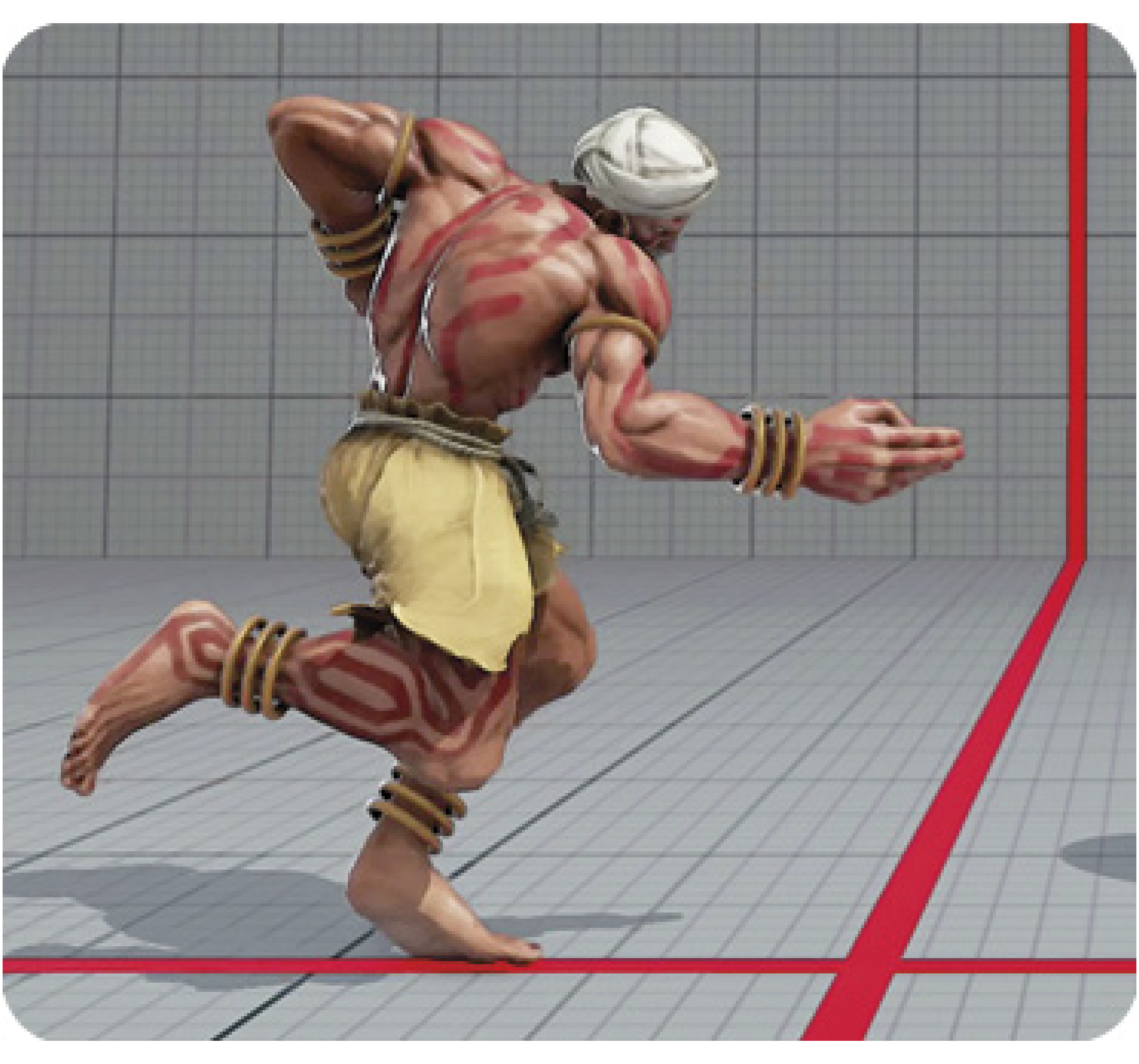
Data





STANDING JAB LP



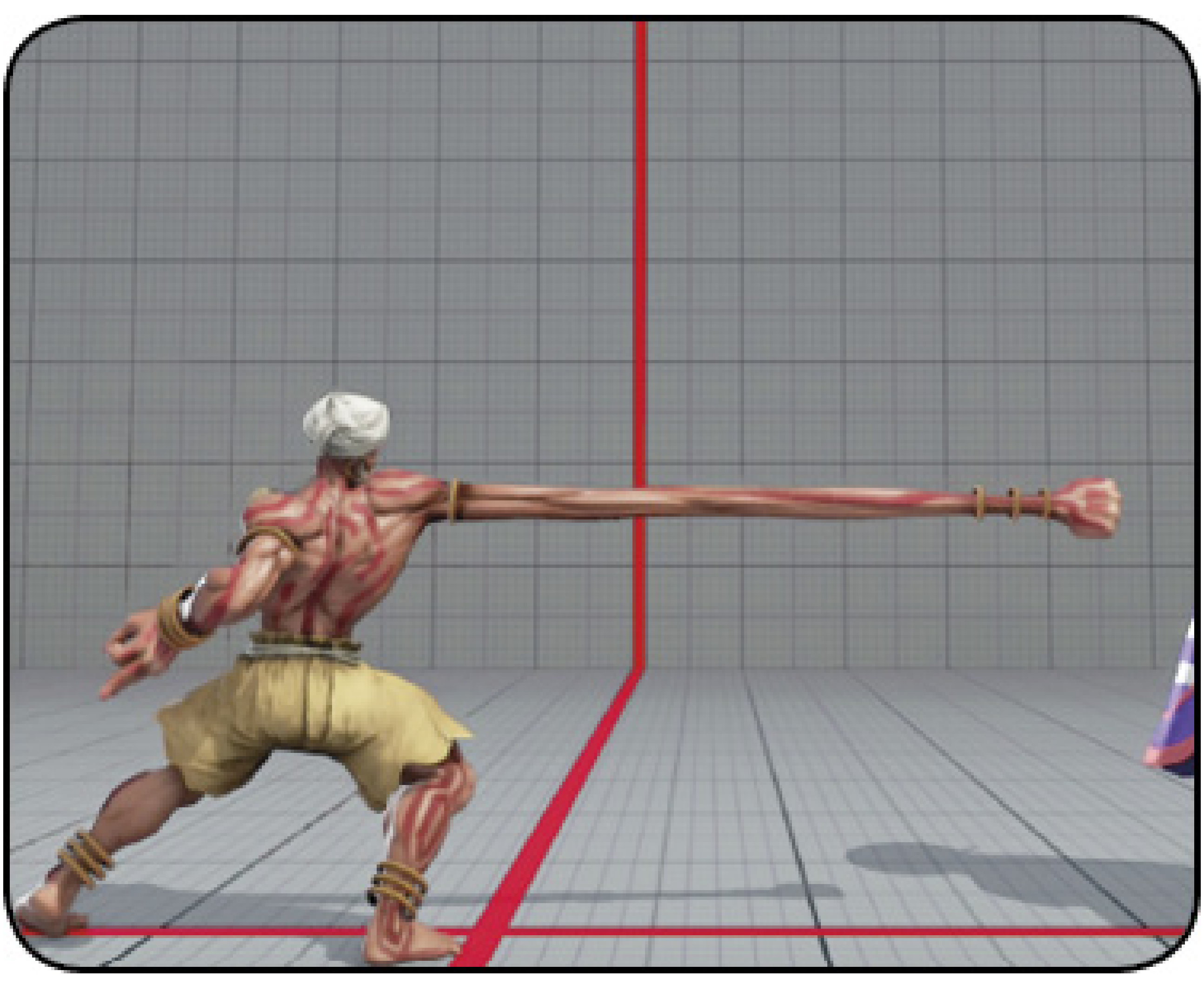


STARTUP	Air: 3, ground: 4
ACTIVE	3
RECOVERY	8
GUARD LEVEL	HL
ON HIT	5
ON GUARD	3
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

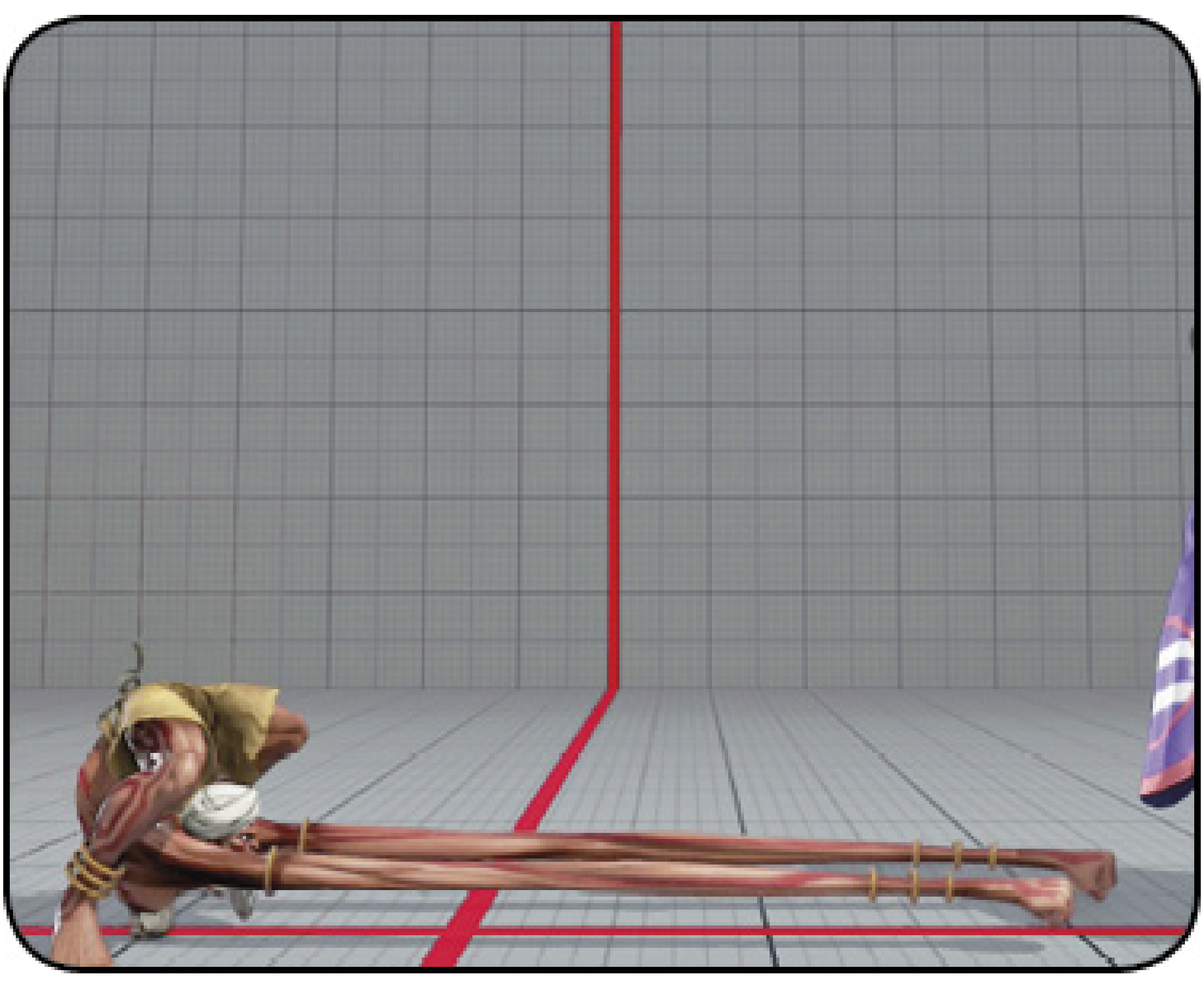
First active frame will not hit grounded opponent

STANDING STRONG MP



STARTUP	12
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-4
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

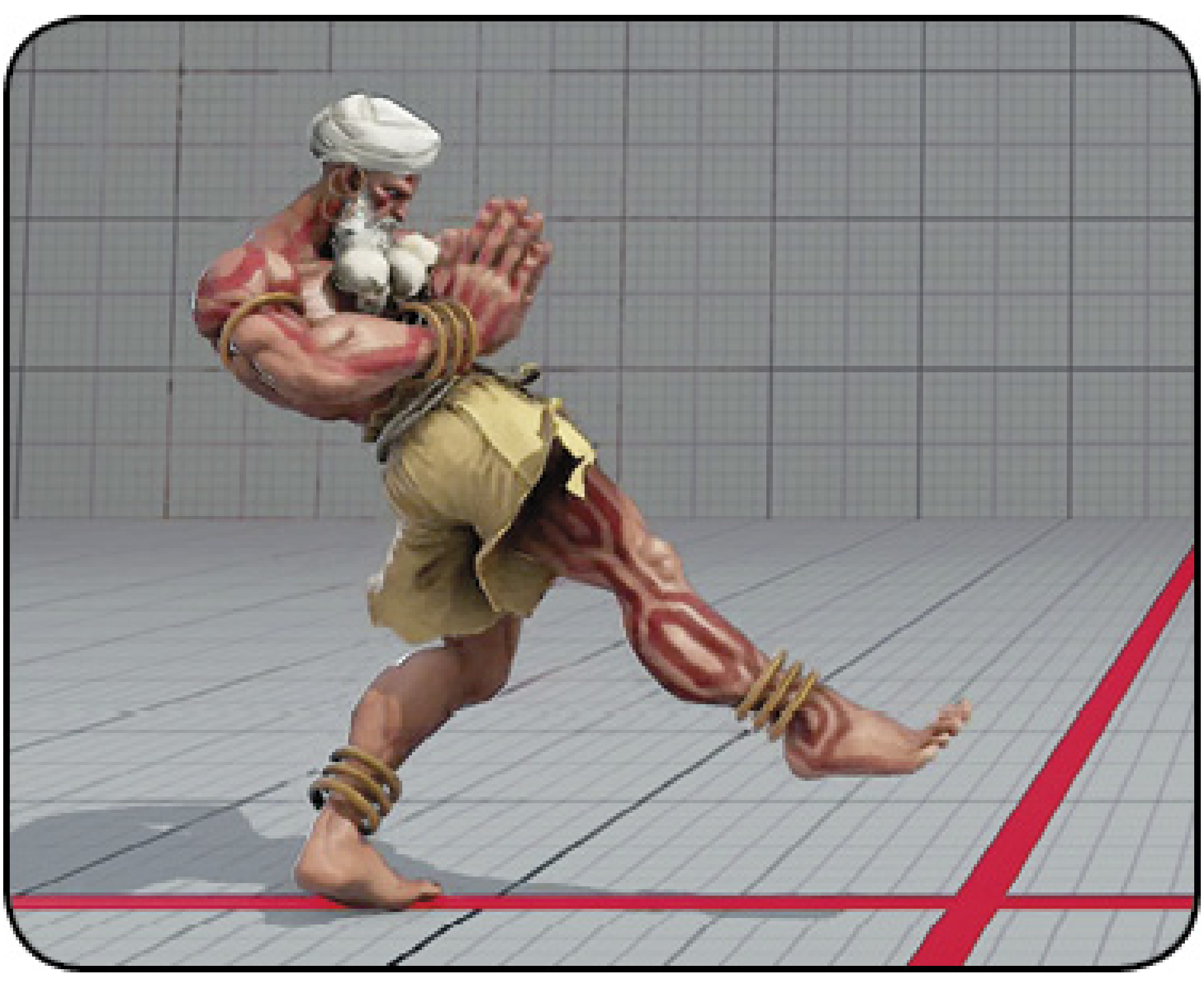


STARTUP	20
ACTIVE	3
RECOVERY	22
GUARD LEVEL	L
ON HIT	-3
ON GUARD	-6
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

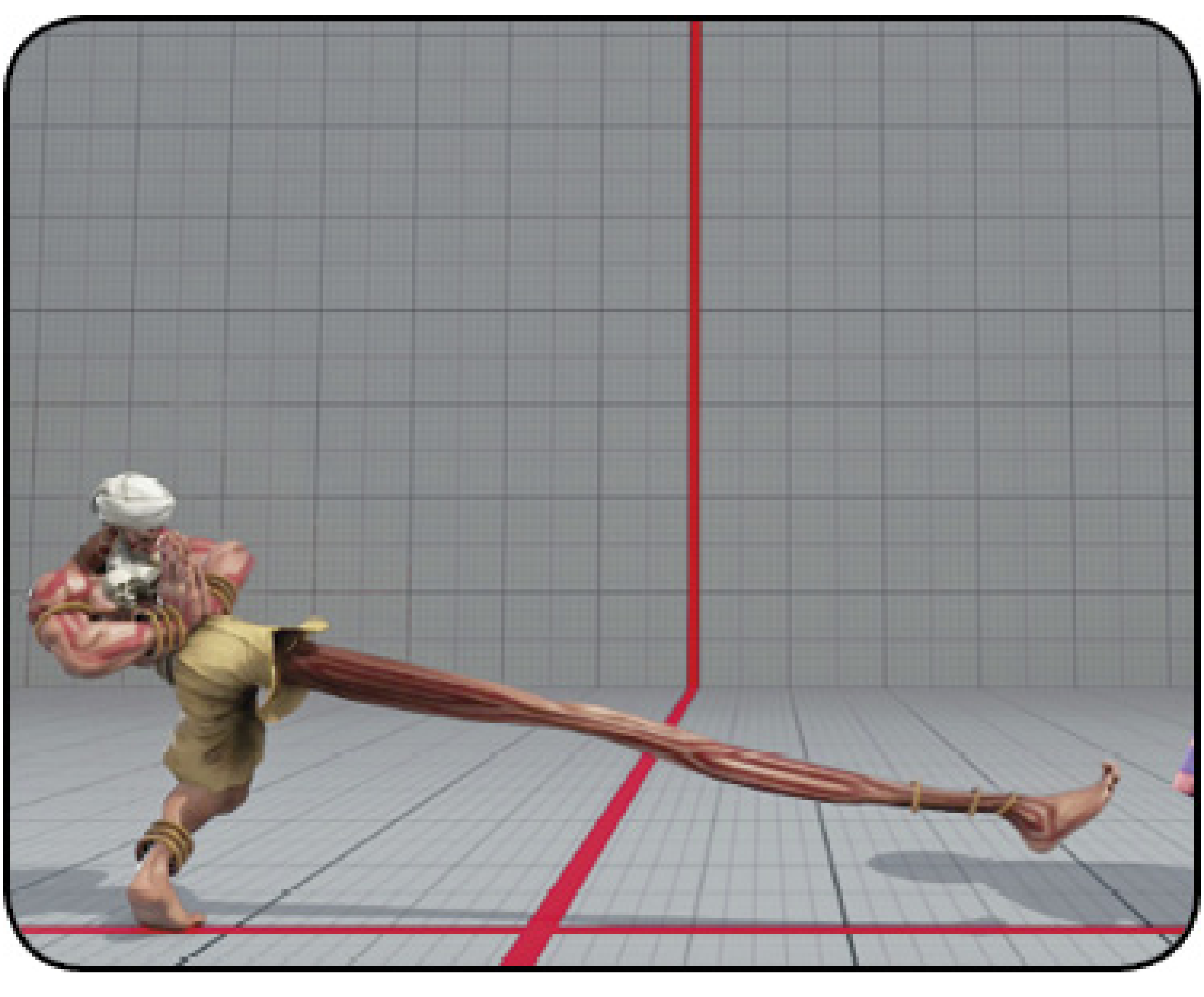
Will not hit airborne opponents; frames 17-33 upper-body projectile invincible

STANDING SHORT LK



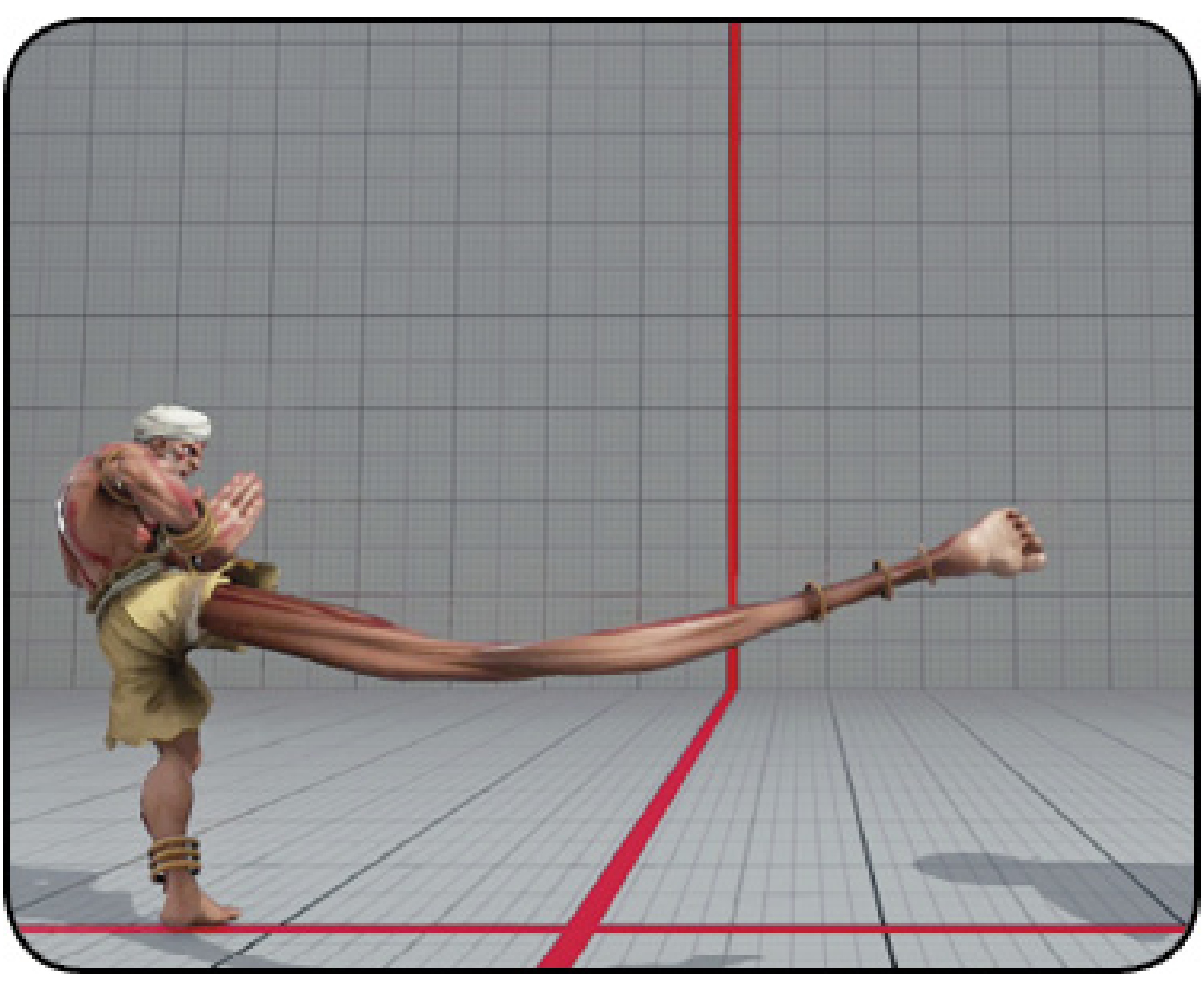
STARTUP	5
ACTIVE	3
RECOVERY	7
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
CANCEL	SP, V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

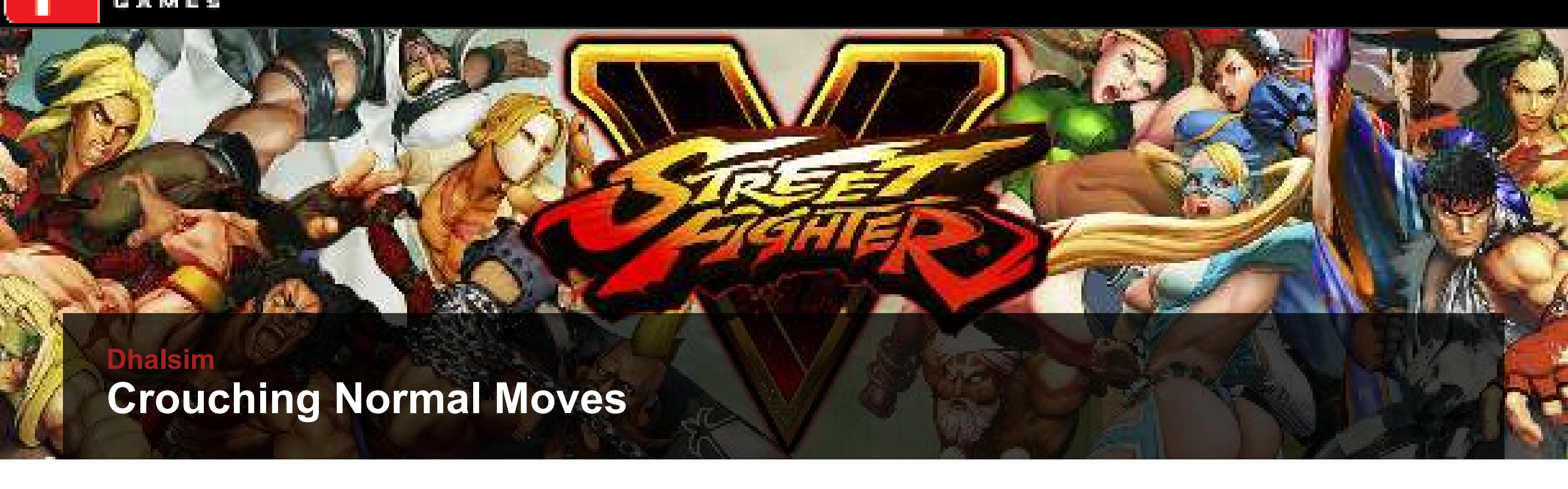


STARTUP	10
ACTIVE	2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-4
CANCEL	V
DAMAGE	50
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK



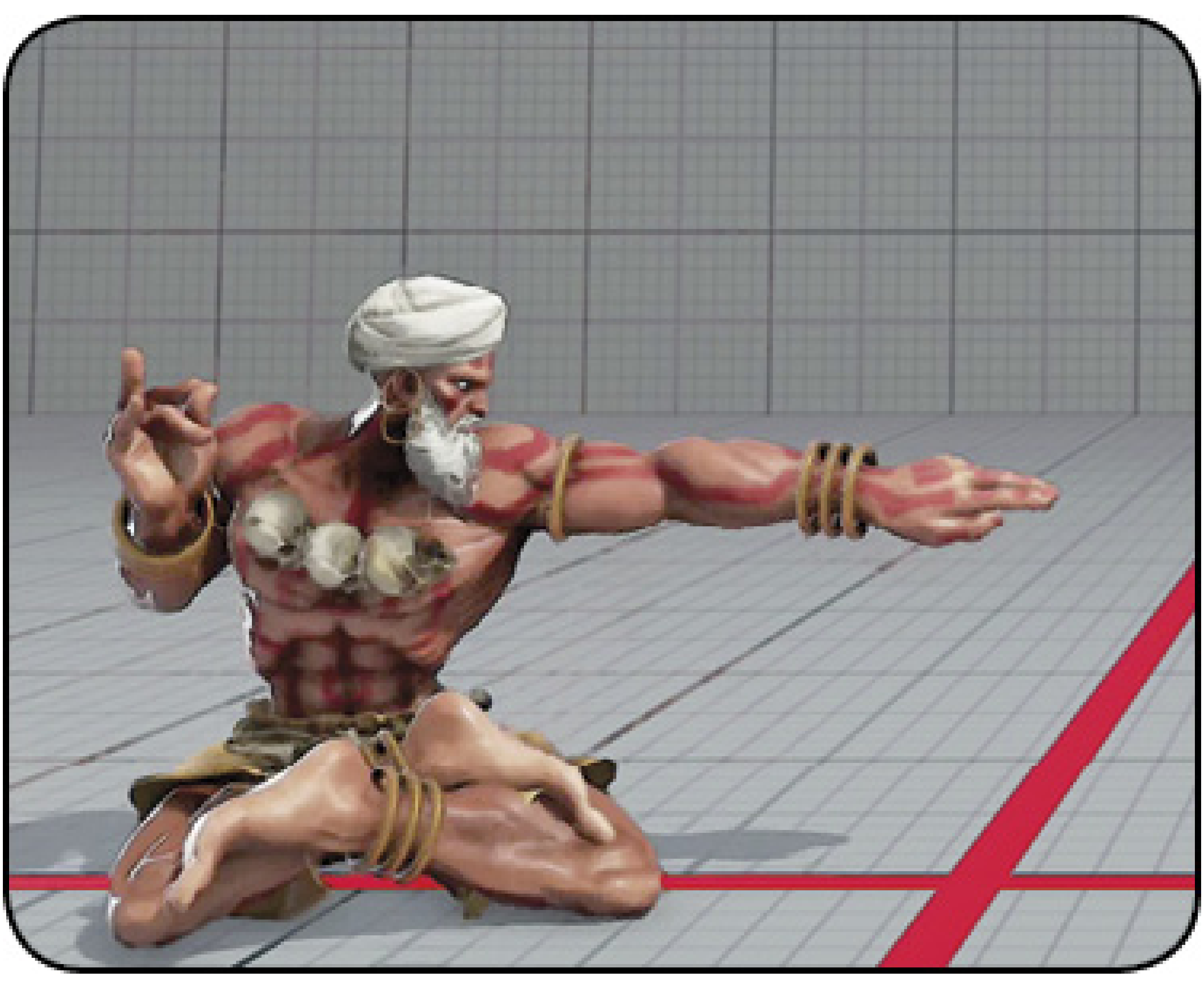
STARTUP	16
ACTIVE	2



Dhalsim

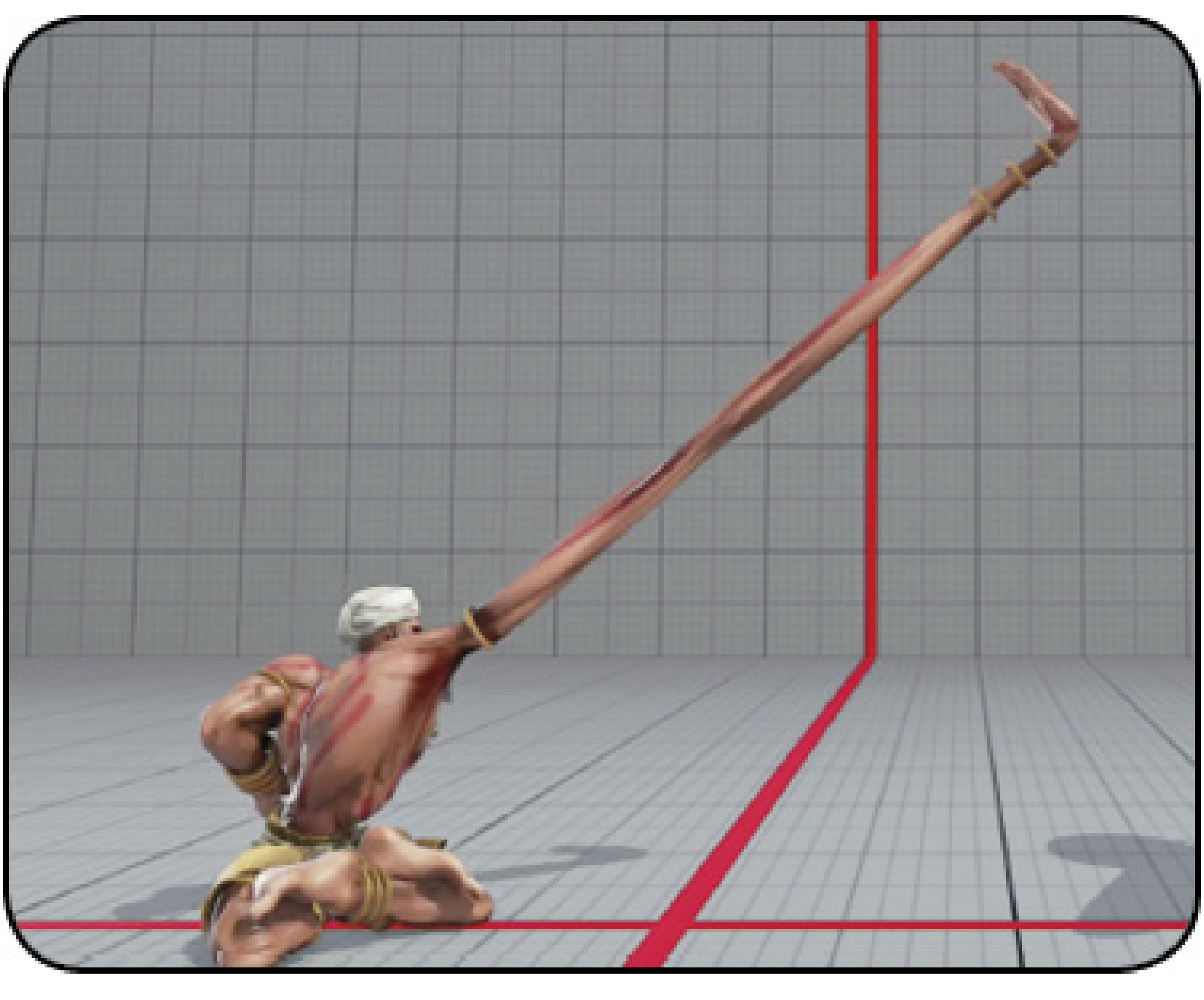
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING

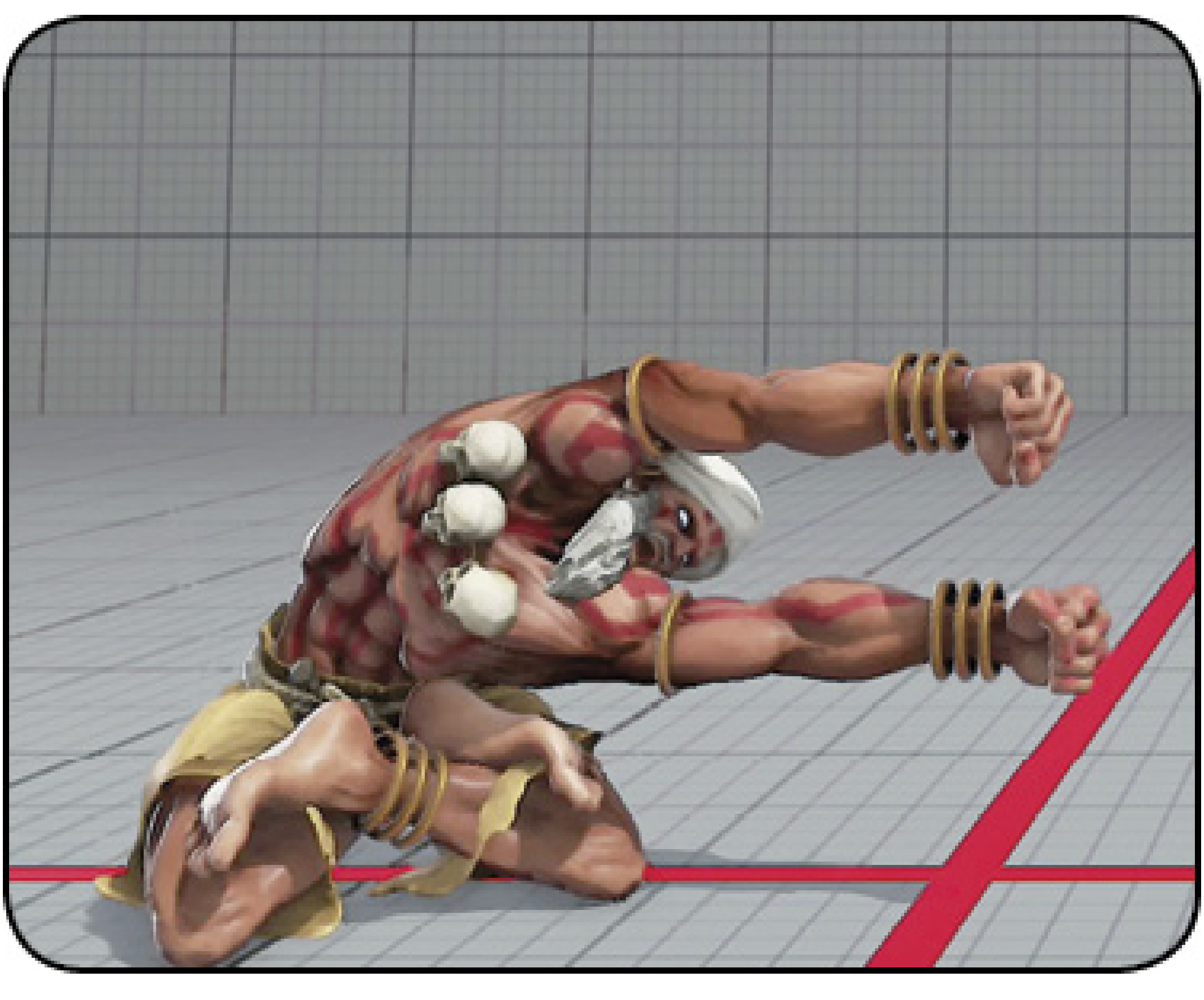


STARTUP	8
ACTIVE	4
RECOVERY	19
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-3
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

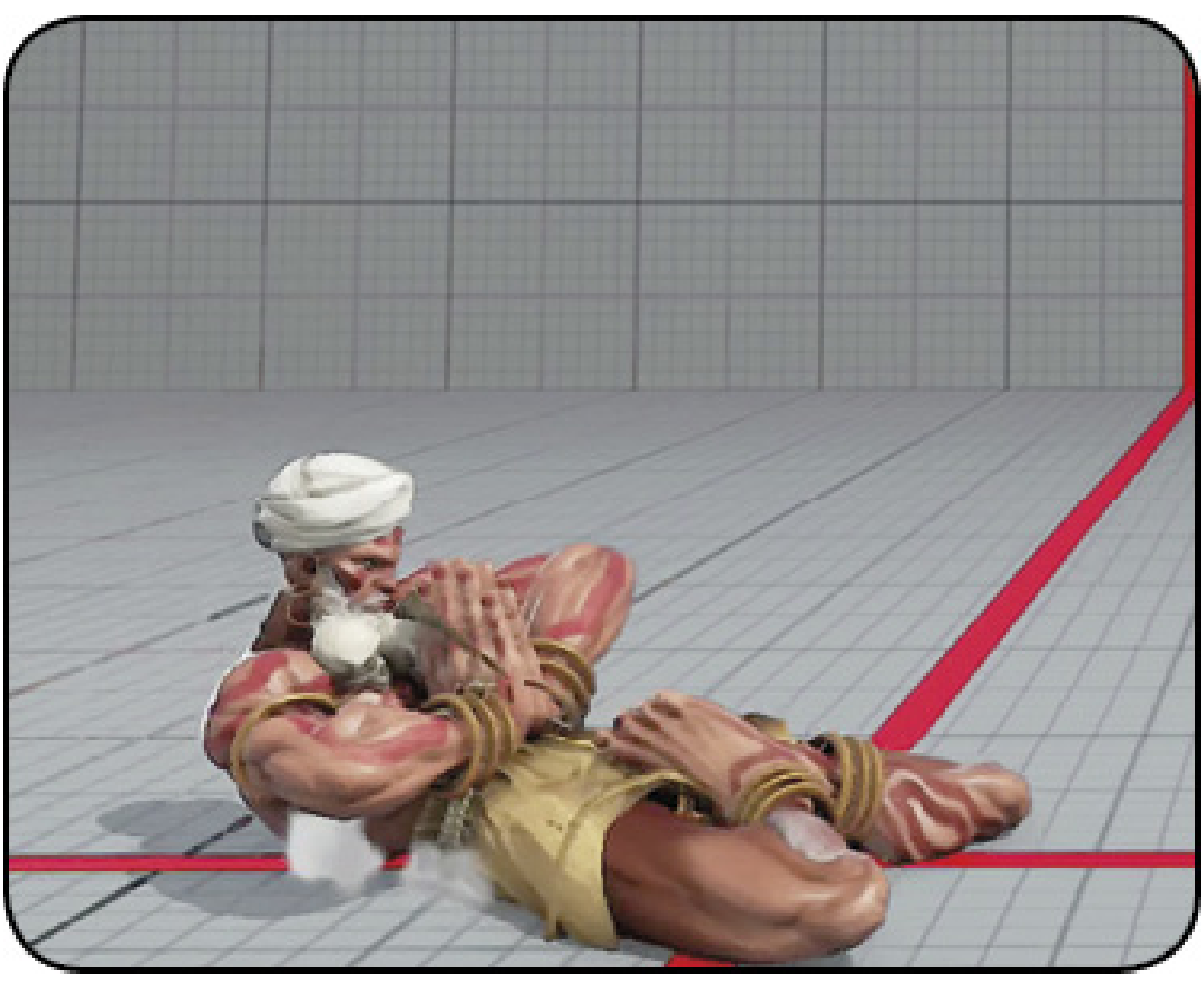
Does not hit crouching opponents

CROUCHING FIERCE HP WHILE CROUCHING



STARTUP	8
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	7
ON GUARD	3
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING

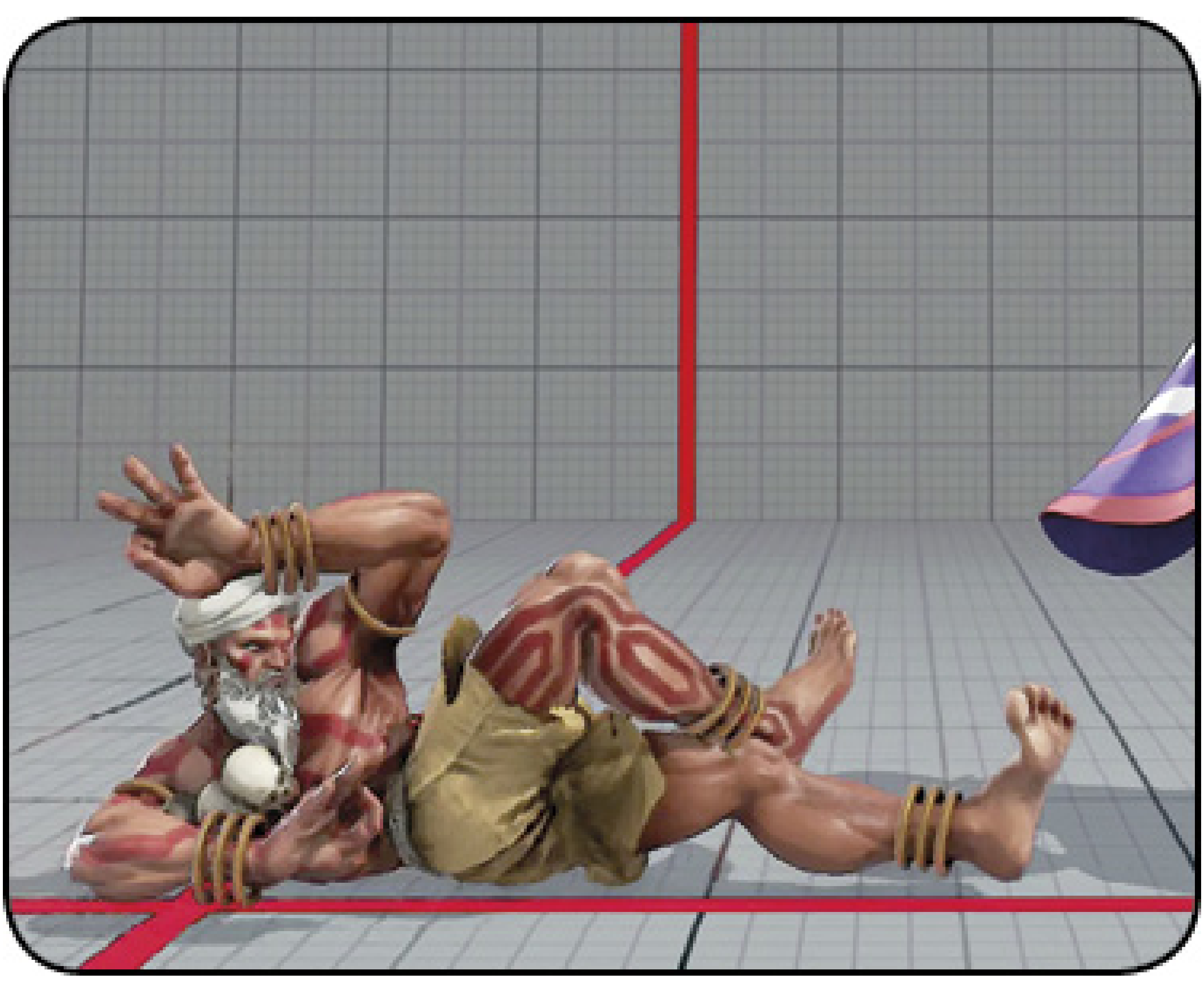


STARTUP	4
ACTIVE	6
RECOVERY	14
GUARD LEVEL	L
ON HIT	-4
ON GUARD	-7
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

NOTES

Frames 5-16 go under conventional projectiles; ±0 on hit/-3 on guard if only last active frame connects

CROUCHING FORWARD MK WHILE CROUCHING

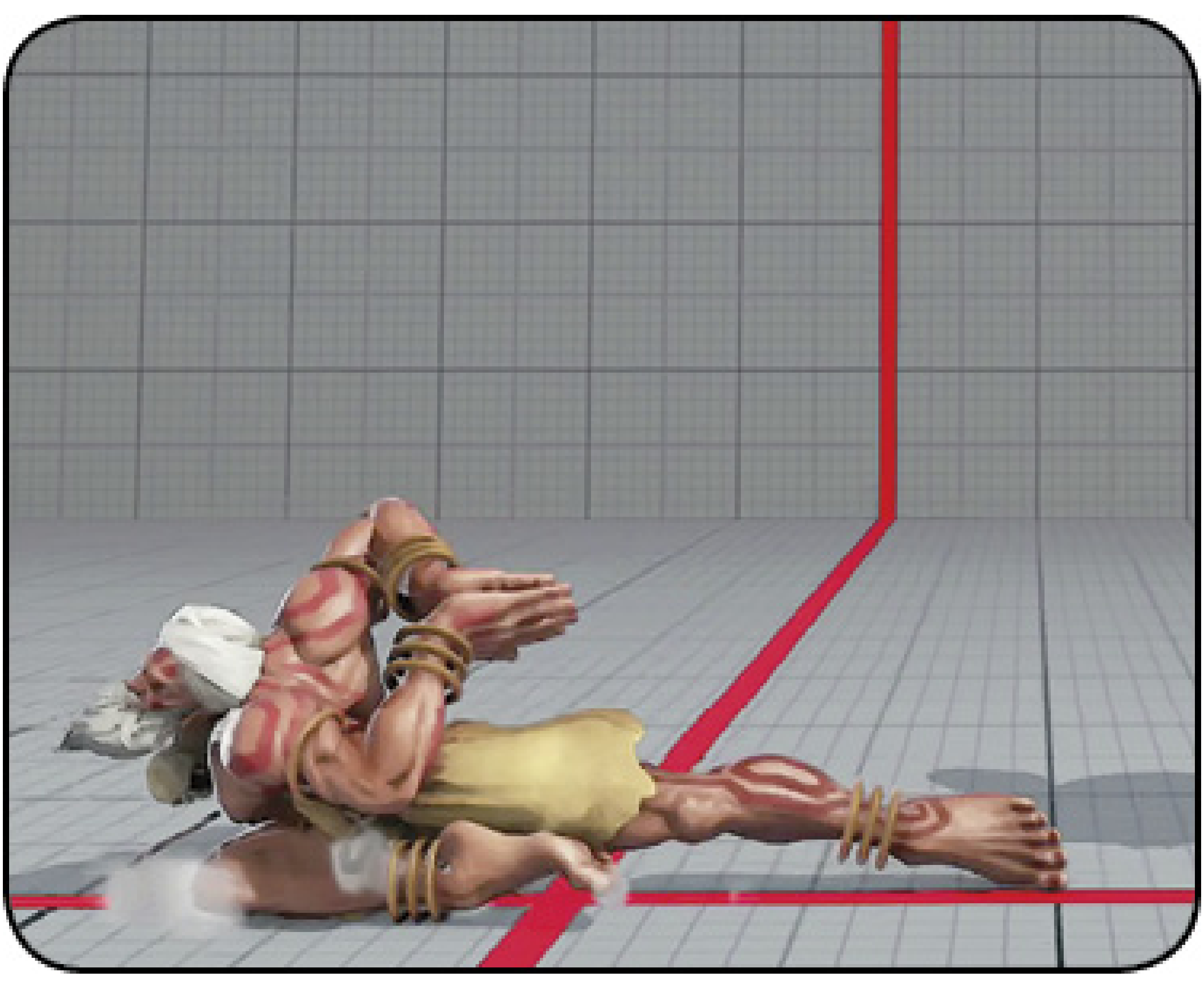


STARTUP	7
ACTIVE	11
RECOVERY	12
GUARD LEVEL	L
ON HIT	-3
ON GUARD	-8
CANCEL	V
DAMAGE	50
STUN	100
METER GAIN	30/15

NOTES

Frames 4-20 go under conventional projectiles; +7 on hit/+2 on guard if only last active frame connects

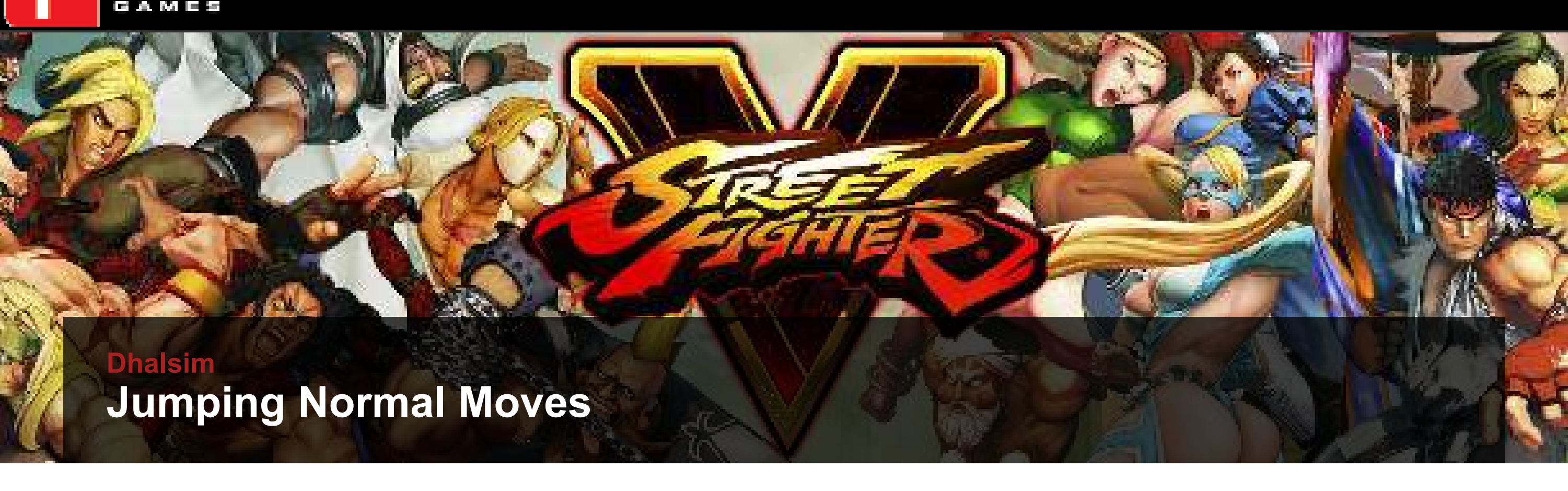
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	12
ACTIVE	16
RECOVERY	19
GUARD LEVEL	L
ON HIT	D
ON GUARD	-20
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

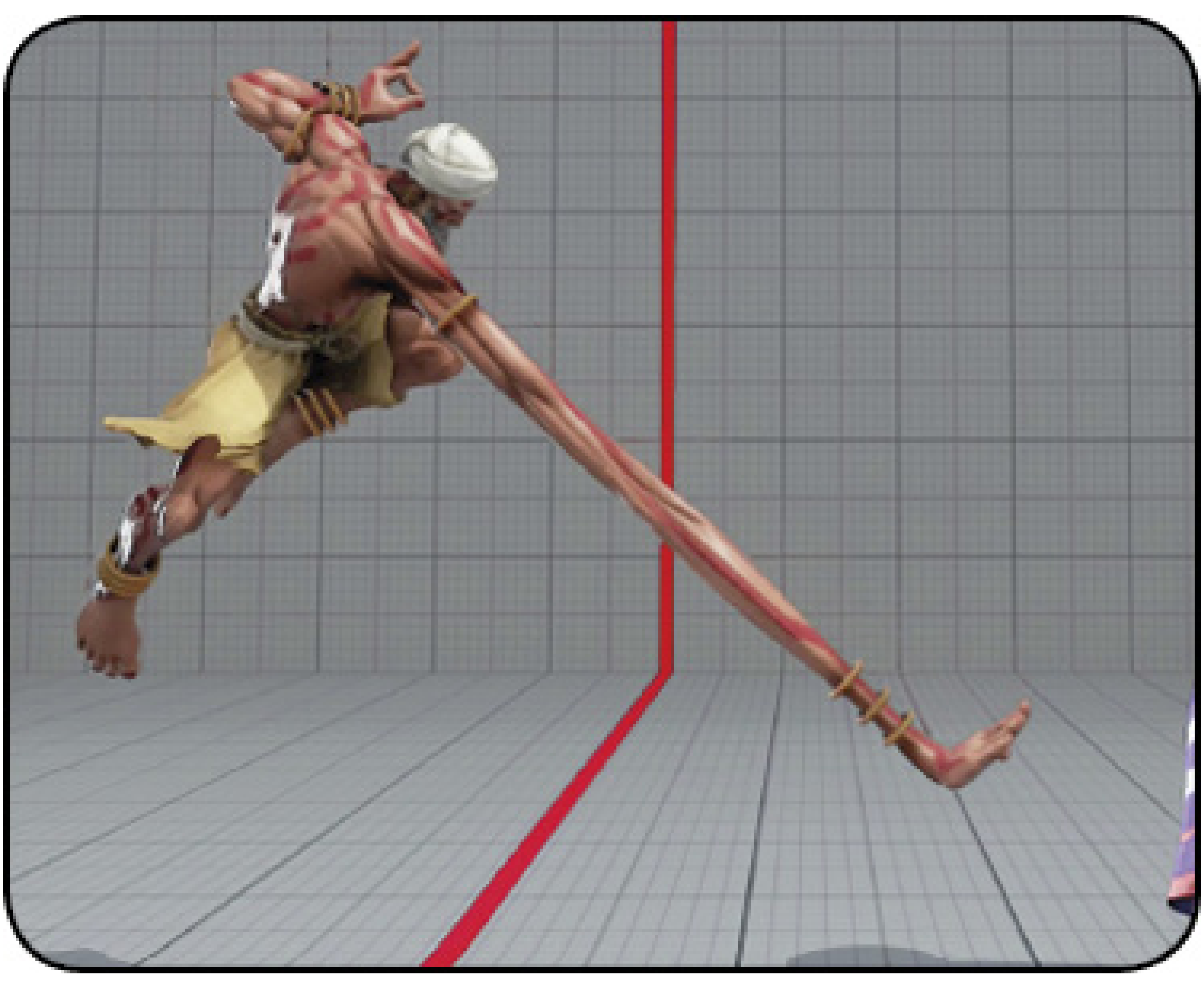
Frames 5-33 go under conventional projectiles; -5 on guard if only last active frame connects; counter-hit: Crush Counter knockdown prevents quick recovery, +150 V-Gauge



Dhalsim

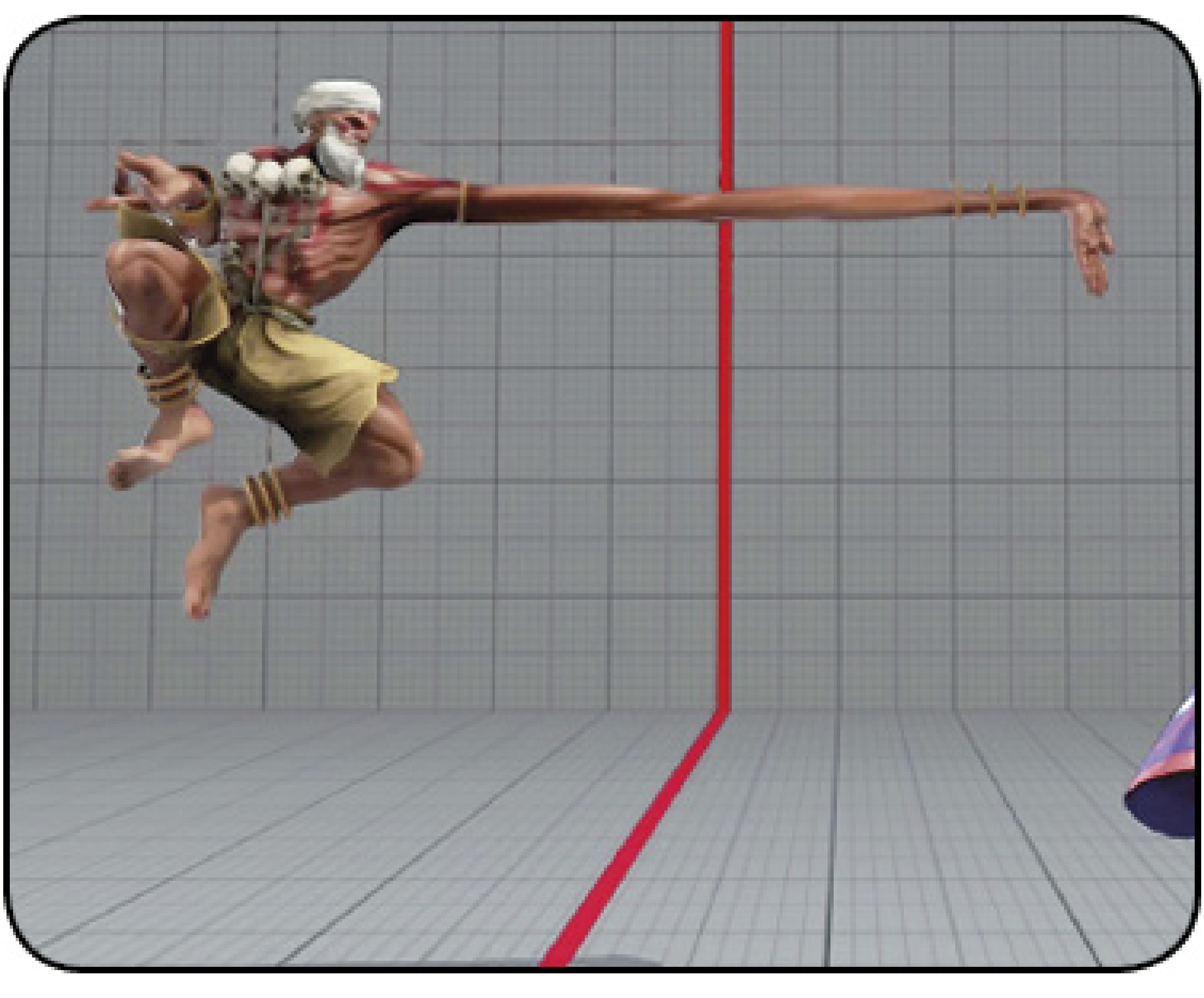
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

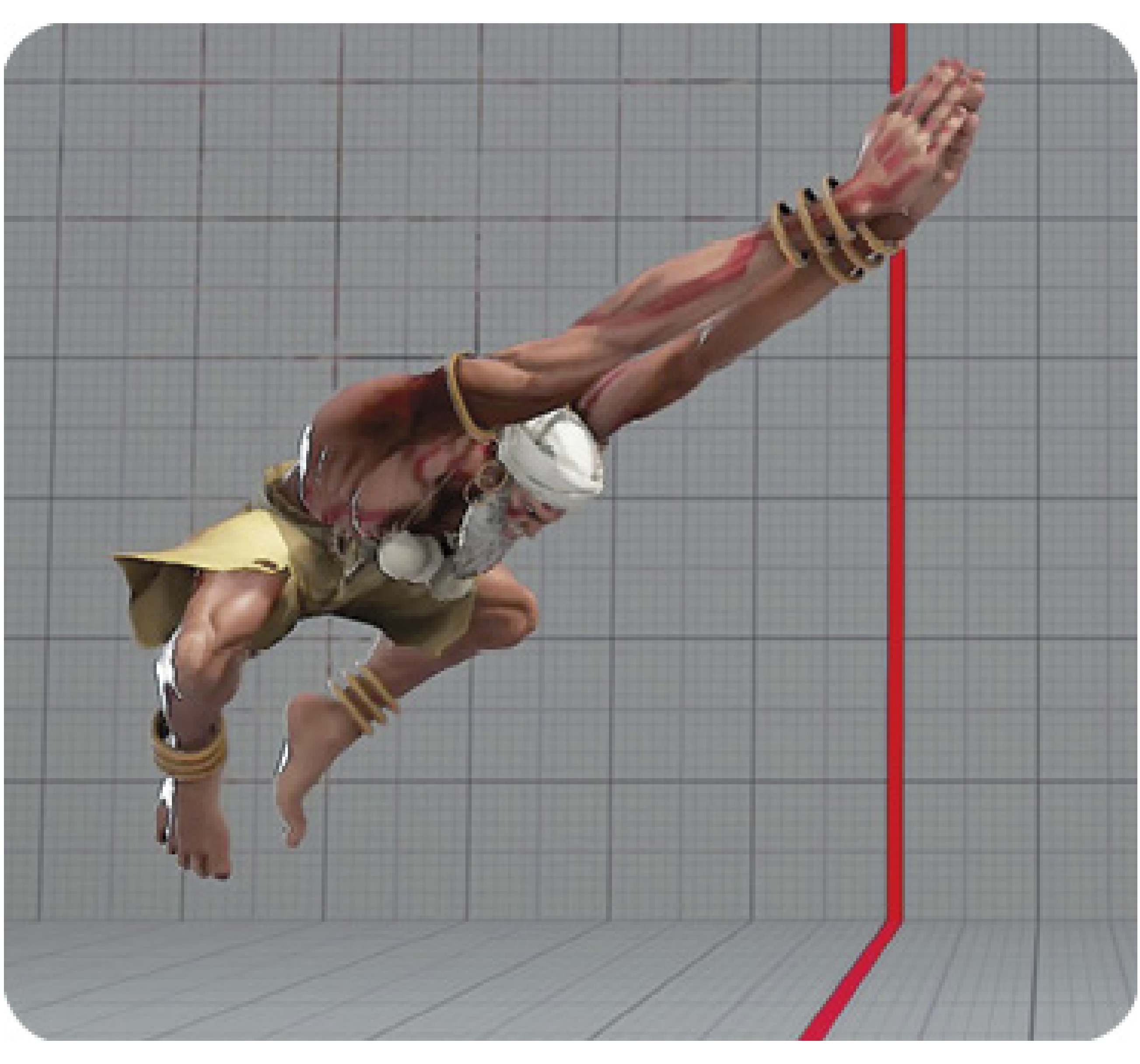


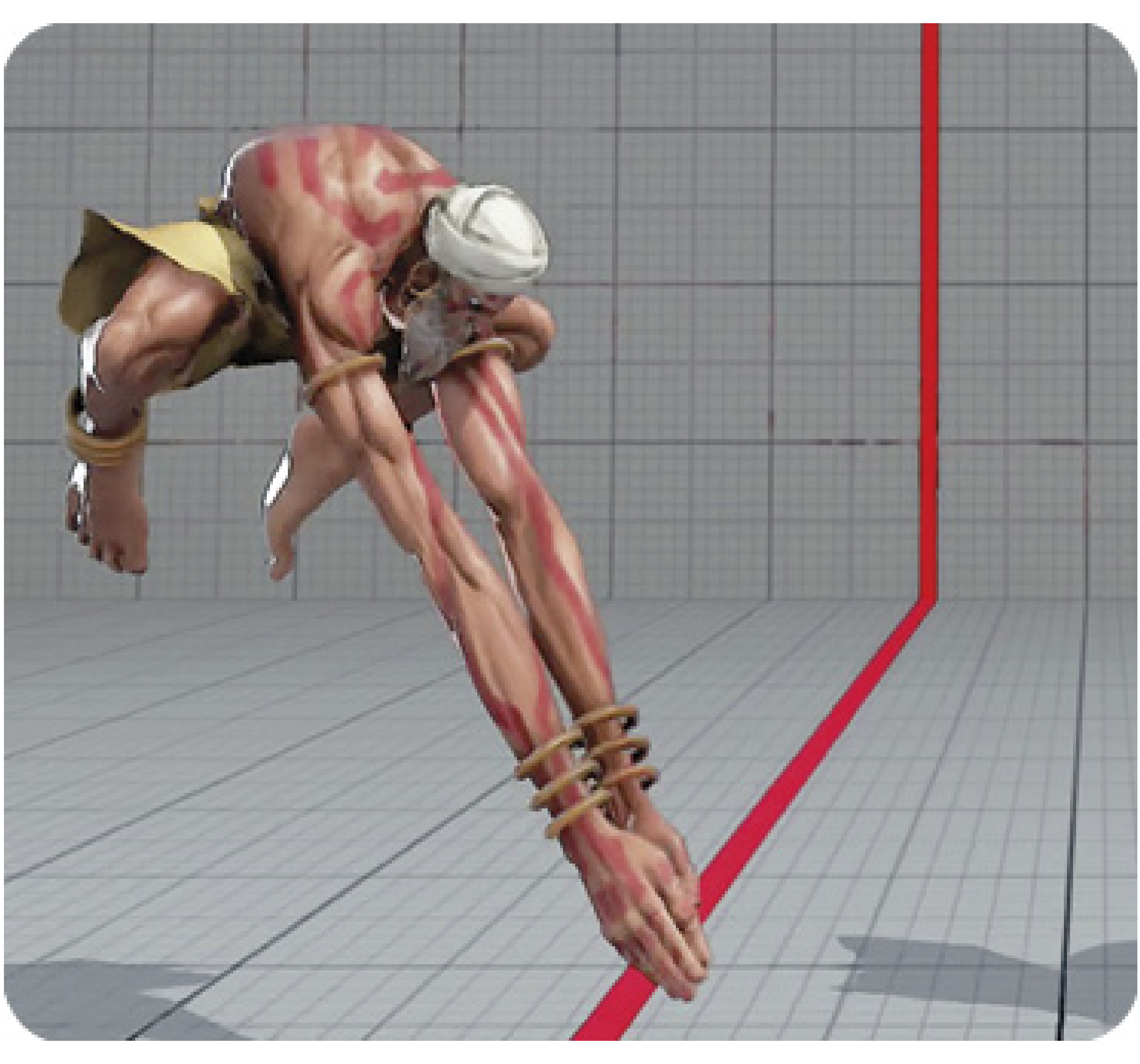
STARTUP	6
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

Will not hit grounded opponents

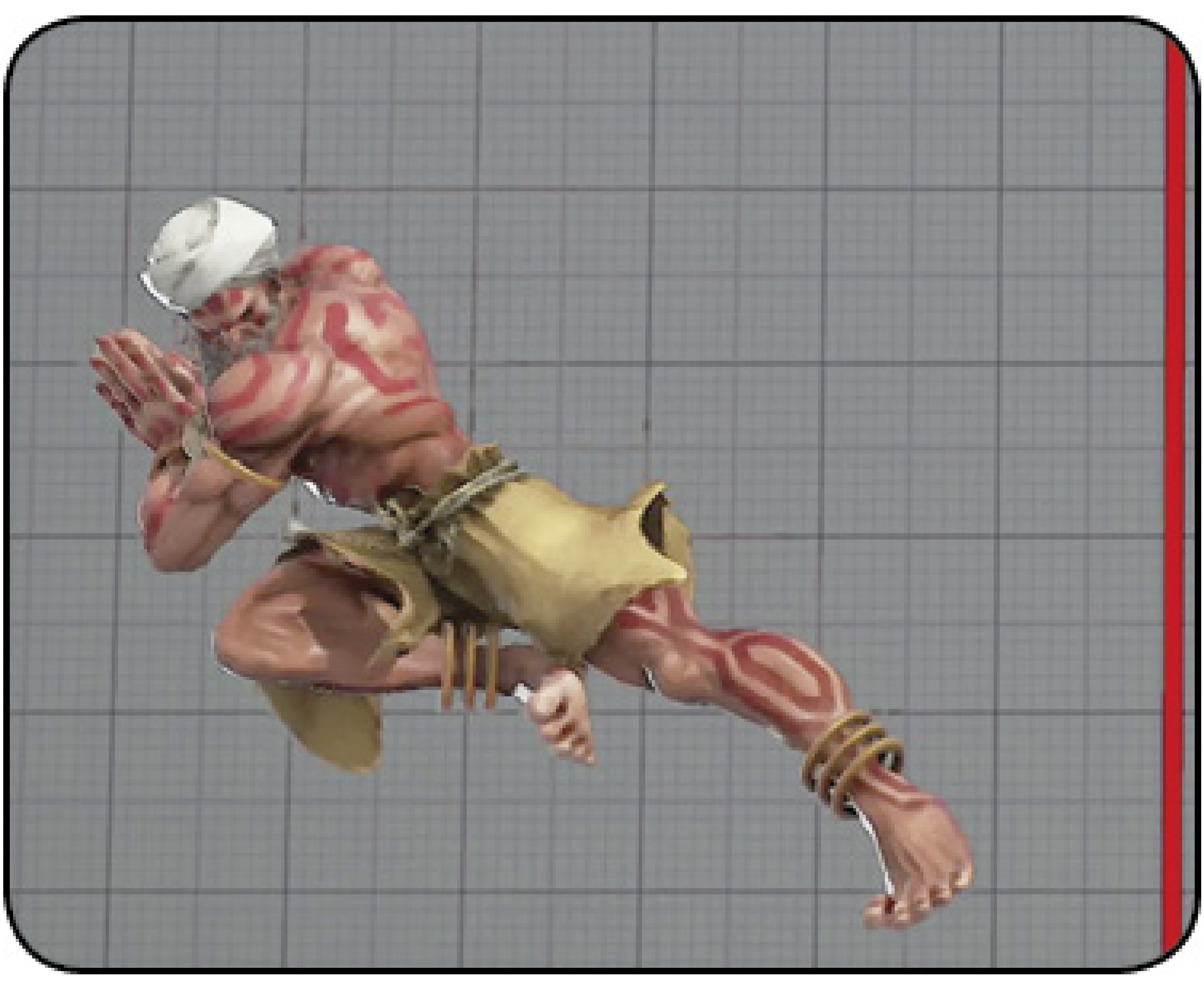
JUMPING FIERCE HP WHILE JUMPING





STARTUP	7
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

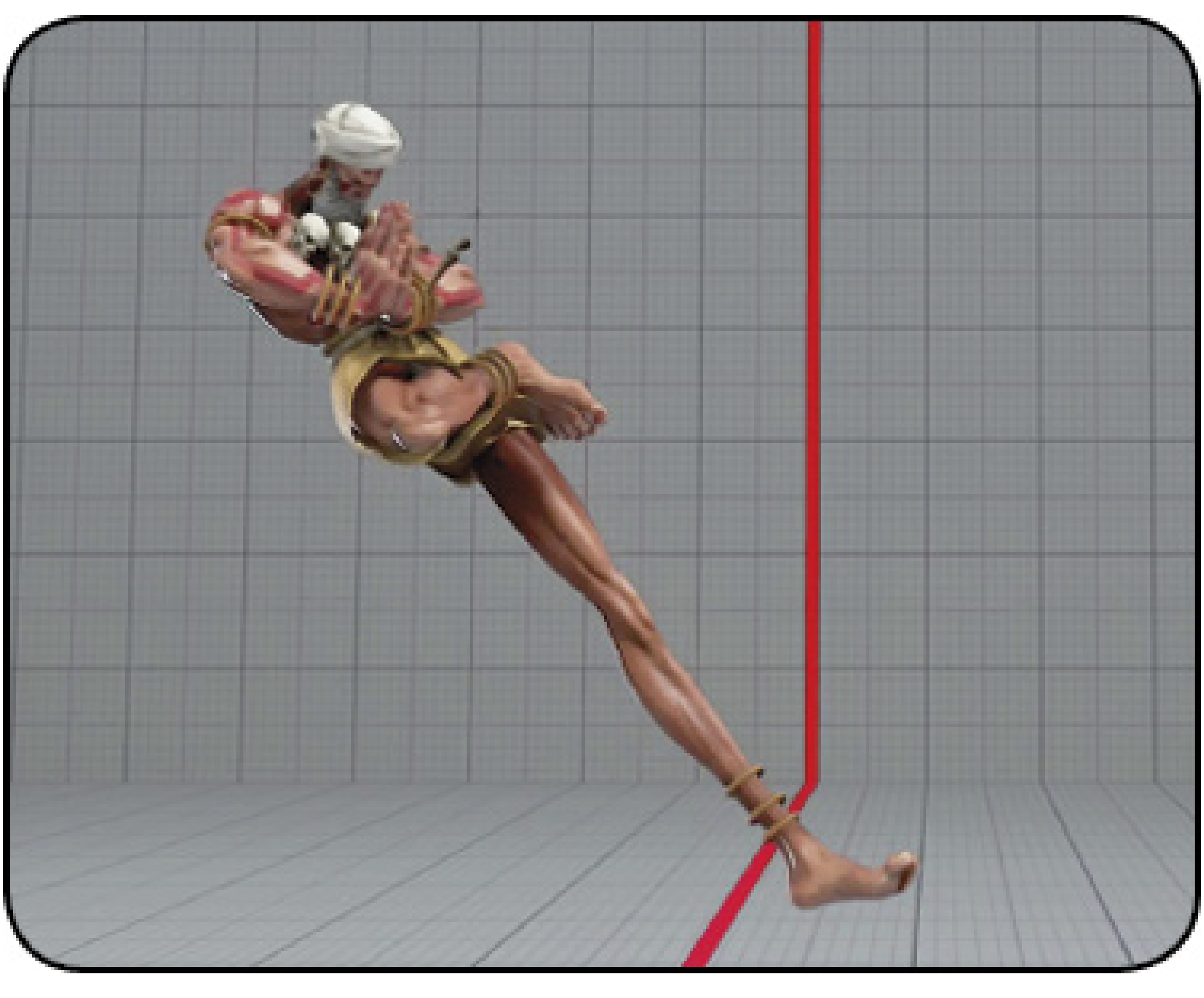


STARTUP	4
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

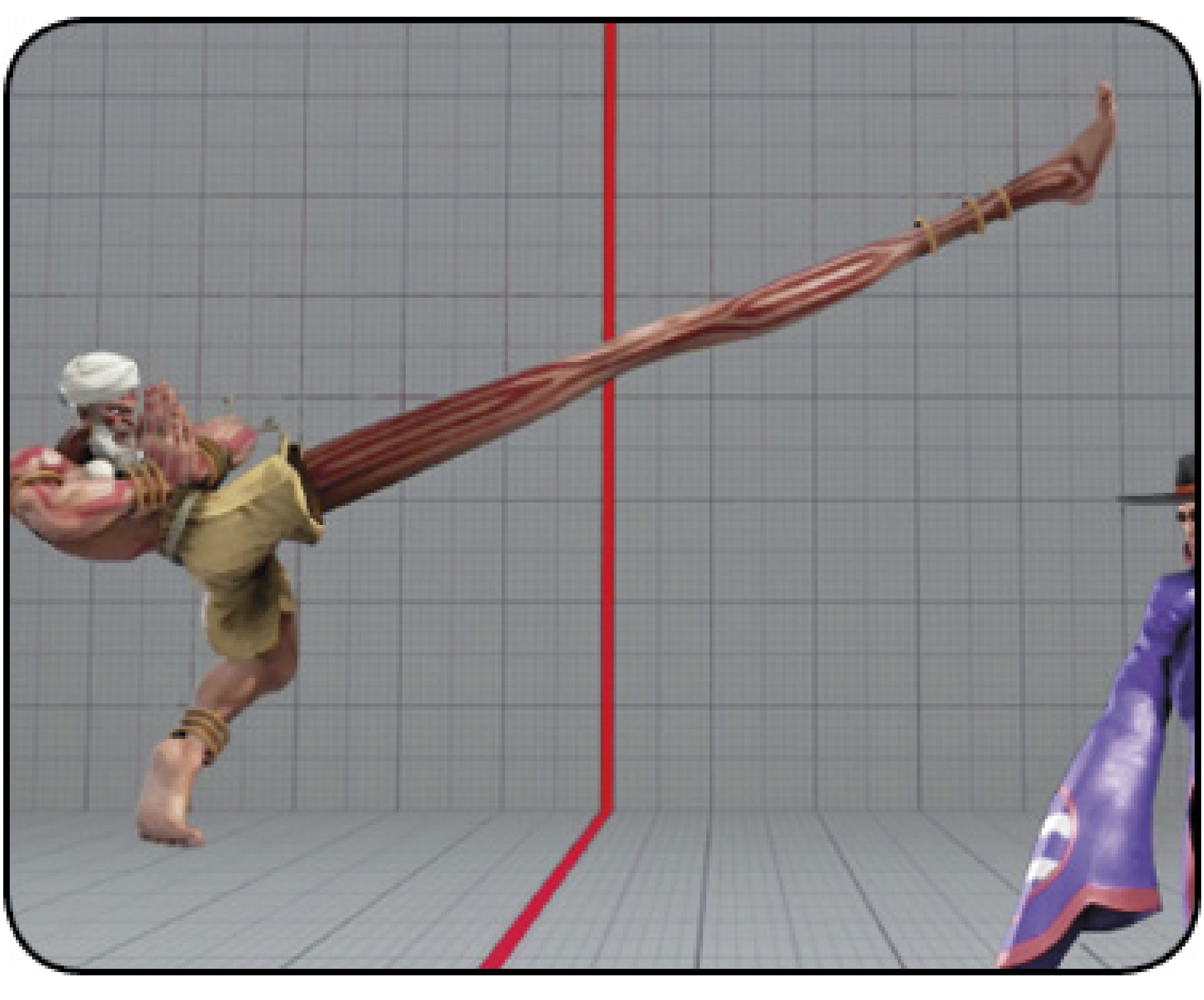
Cross-up

JUMPING FORWARD MK WHILE JUMPING

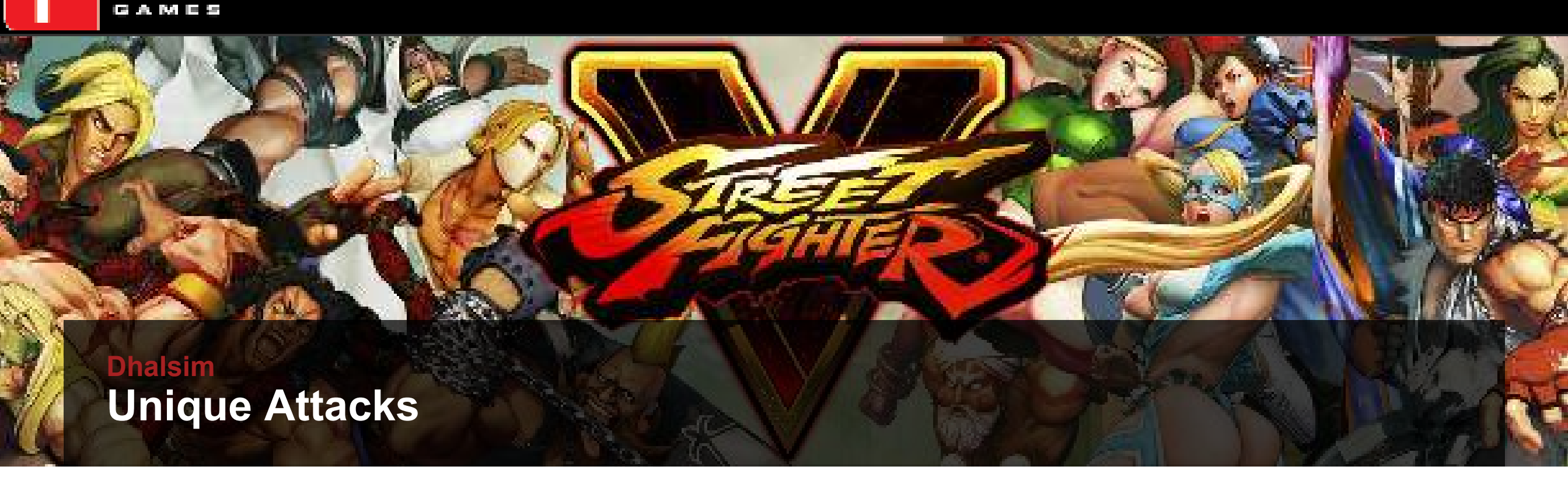


STARTUP	6
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



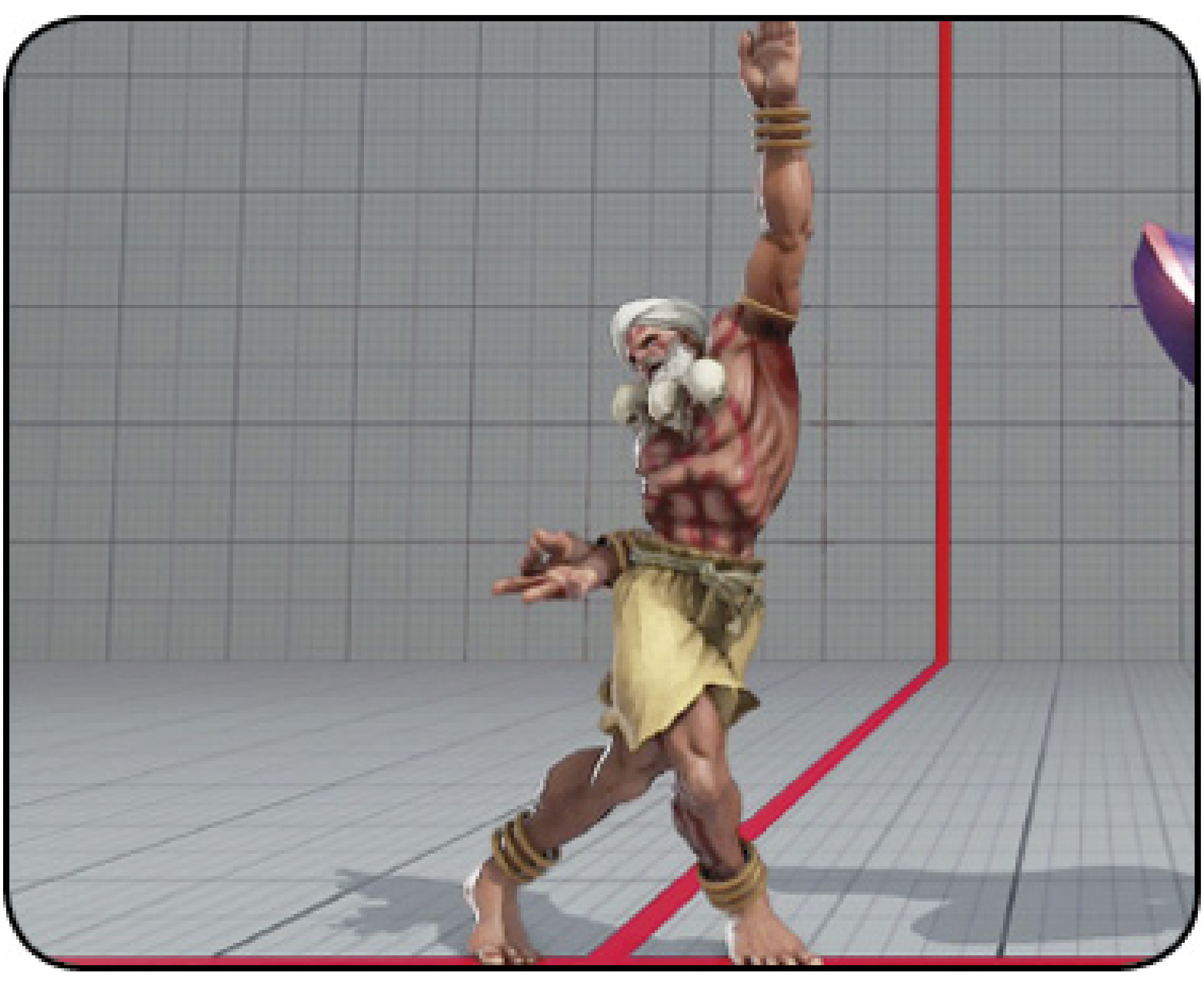
STARTUP	12
ACTIVE	6



Dhalsim

Unique Attacks

YOGA UPPER ↩ + MP



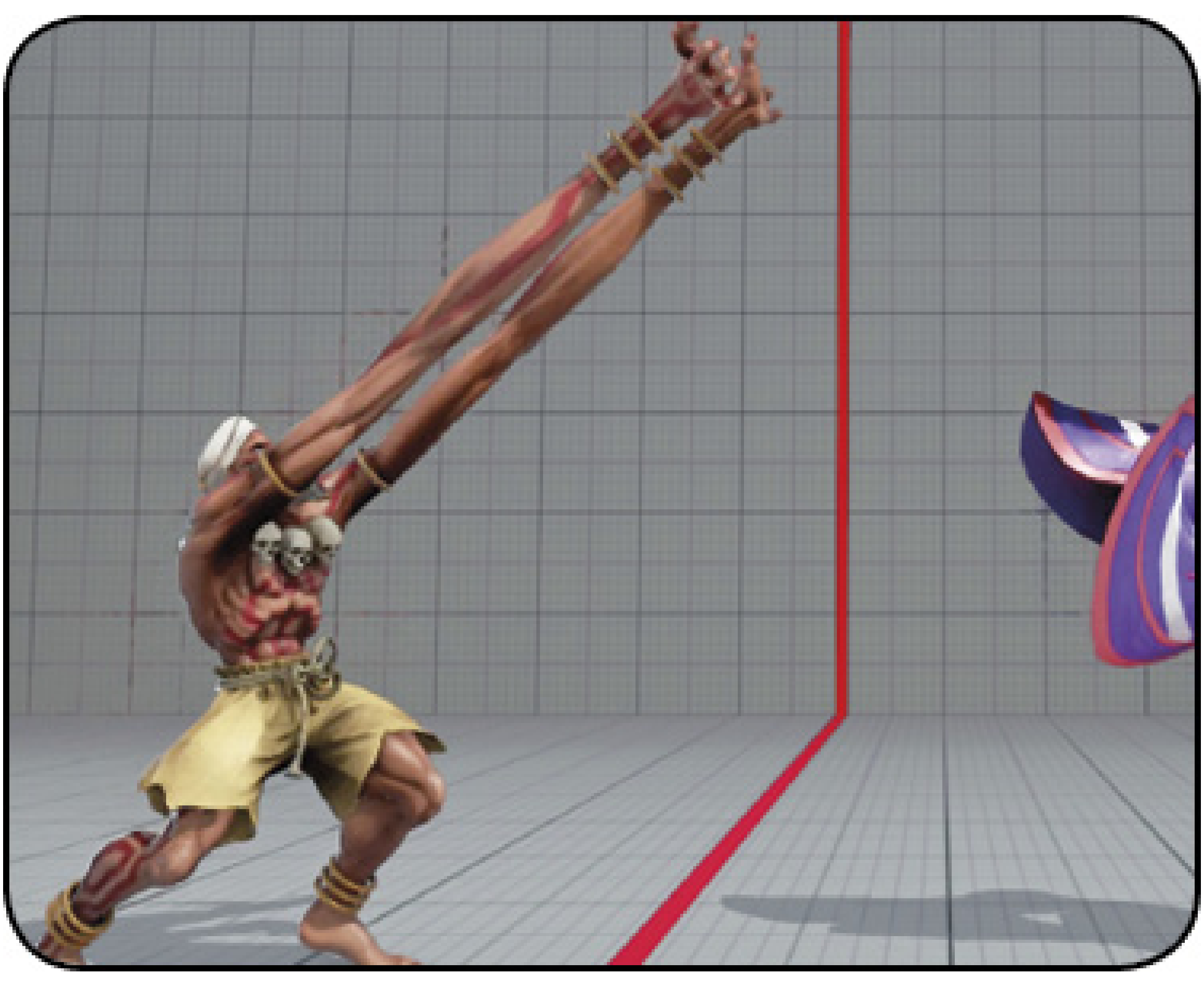
STARTUP	8
ACTIVE	4
RECOVERY	11
GUARD LEVEL	HL
ON HIT	3
ON GUARD	±0
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Forces standing

Yoga Upper: A close-range, upward-thrusting uppercut slap, during which Dhalsim takes a slight step forward. Yoga Upper has eight frames of startup and leaves Dhalsim at +3 on hit or ±0 on guard. For the first active frame, Dhalsim punches the area directly in front of him, and then for the next two frames, he hits upward. On hit, the first active frame forces crouching targets to stand up. Canceling from Yoga Upper to Yoga Fire (then canceling into Yoga Sunburst) is guaranteed to hit, whereas canceling another attack (such as crouching HP or Divine Kick) into Yoga Fire might miss (and might end up slightly too far for a Critical Art cancel to connect, wasting the meter). See **Combo 7b** for more details. Yoga Upper also naturally combos into MP/EX Yoga Flame. The second and third active frames function as good anti-air against jump-ins aimed at the top of Dhalsim's head, since his arm is invincible above his bracelets. You'll just have to press ↩ + MP a tiny bit early, and it won't be fast enough if your aggressor has only left you a small gap. In those cases, use standing LP, teleport away, or just block.

YOGA ANVIL ↩ + HP



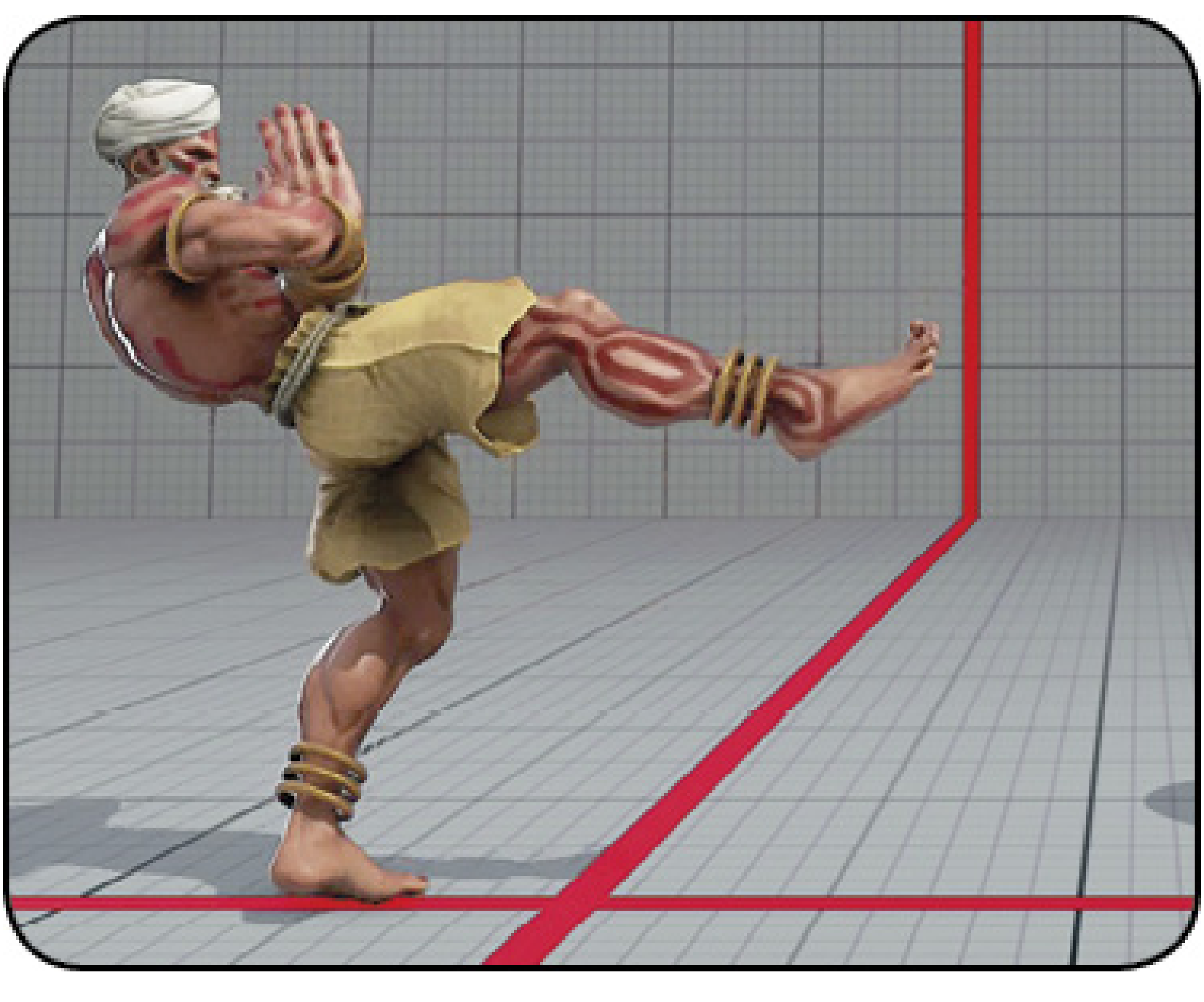
STARTUP	12
ACTIVE	6
RECOVERY	24
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-8
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (spinning knockdown), +150 V-Gauge

Yoga Anvil: Dhalsim extends both arms at a 45-degree angle upward to the top of the screen. Yoga Anvil hits along its entire length, but it's also vulnerable along its entire length, like most Dhalsim attacks. You'll beat jump-ins with Yoga Anvil by beating them to the punch and anti-airing early. If Yoga Anvil counter-hits, it causes a flipping Crush Counter knockdown, which you can juggle after, depending on position (see **Combo 15**). In particular, some interesting juggles can occur after counter-hit anti-airing with Yoga Anvil ⊠ EX Yoga Fire. If Dhalsim is absolutely flush with an opponent who just whiffed something big, like a Shoryuken, you can also start a reversal punish counter-hit combo with Yoga Anvil. (See **Combo 10.**) Standing HK also leads to Crush Counter combos, but there may be opportunities where 12-frame Yoga Anvil will catch them in time, while 16-frame standing HK won't. Aside from guaranteed whiff-punishing up close, Yoga Anvil isn't suitable to close-quarters fighting because of its awkward hitting angle, the fact that it whiffs over crouchers, and Dhalsim's punishable disadvantage if guarded.

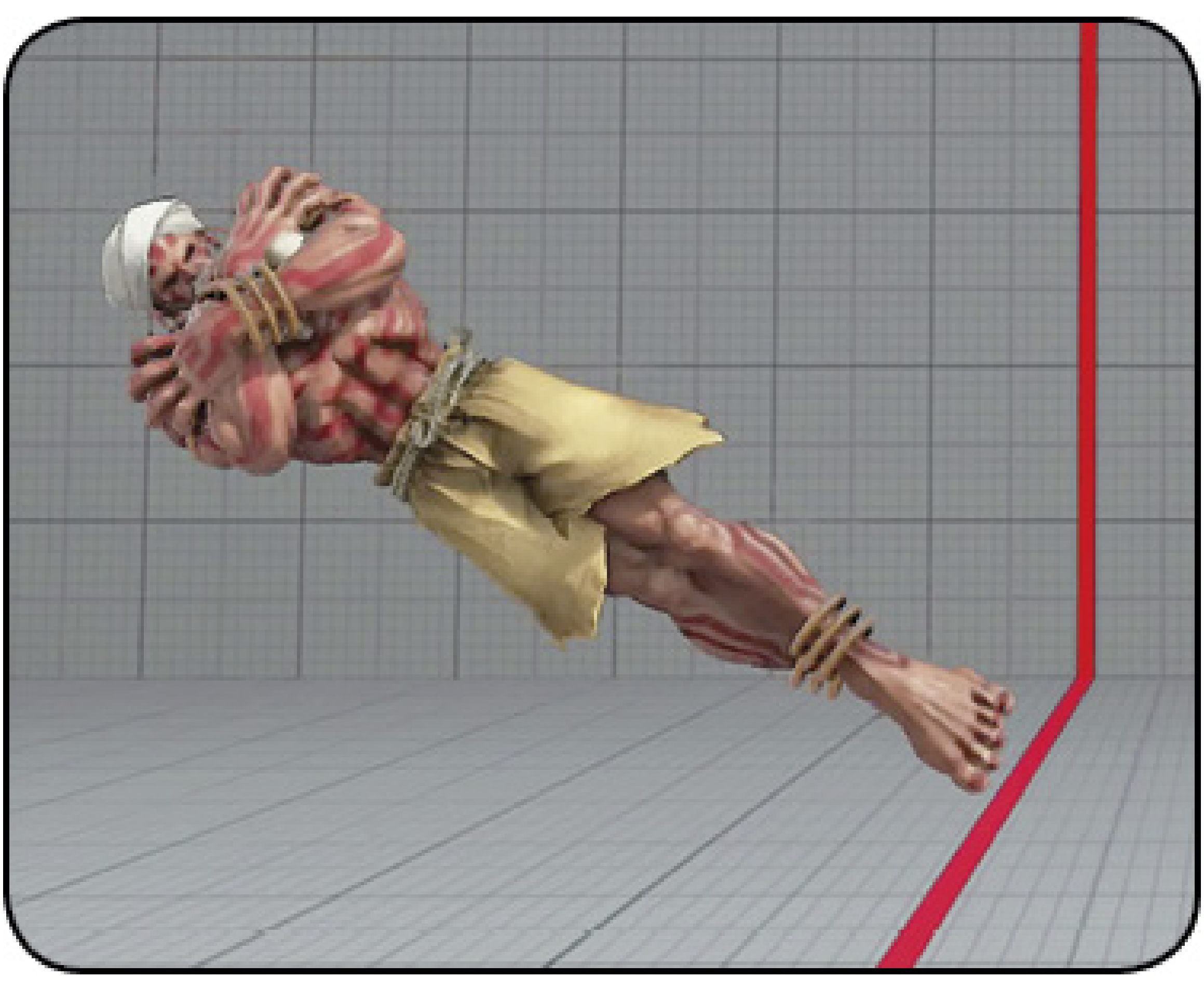
DIVINE KICK ↩ + MK



STARTUP	6
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

Divine Kick: A relatively quick poke, with Dhalsim leaning back to stick one leg straight ahead, unstretched. This is one of Dhalsim's most important attacks, hitting in six frames and leaving him at +3 on hit and +1 on block. It also has more range than Yoga Upper. Of Dhalsim's close-range attacks, only crouching HP reaches farther (just slightly), but it's the same speed as Yoga Upper. You can link into Divine Kick after: jumping HP / HK (likely after a low-altitude Yoga Teleport), a perfectly aimed Drill Kick or crouching MK, crouching HP, and counter-hit crouching LP. Divine Kick can be canceled on hit into MP/EX Yoga Flame for a knockdown (as in **Combo 7a**), or canceled on block into LP/HP Yoga Flame. Use LP for fairly safe chip damage, or pick HP to leave a small gap, score chip damage, and also keep frame advantage. When the enemy hands you a big opening, you can link Divine Kick after crouching HP as a combo starter (see **Combo 5**). The only catches for Divine Kick are that it doesn't force crouching enemies to stand and it doesn't move Dhalsim slightly forward, so there are some instances where Yoga Upper is better in combos.

LK DRILL KICK ↓ + LK WHILE JUMPING

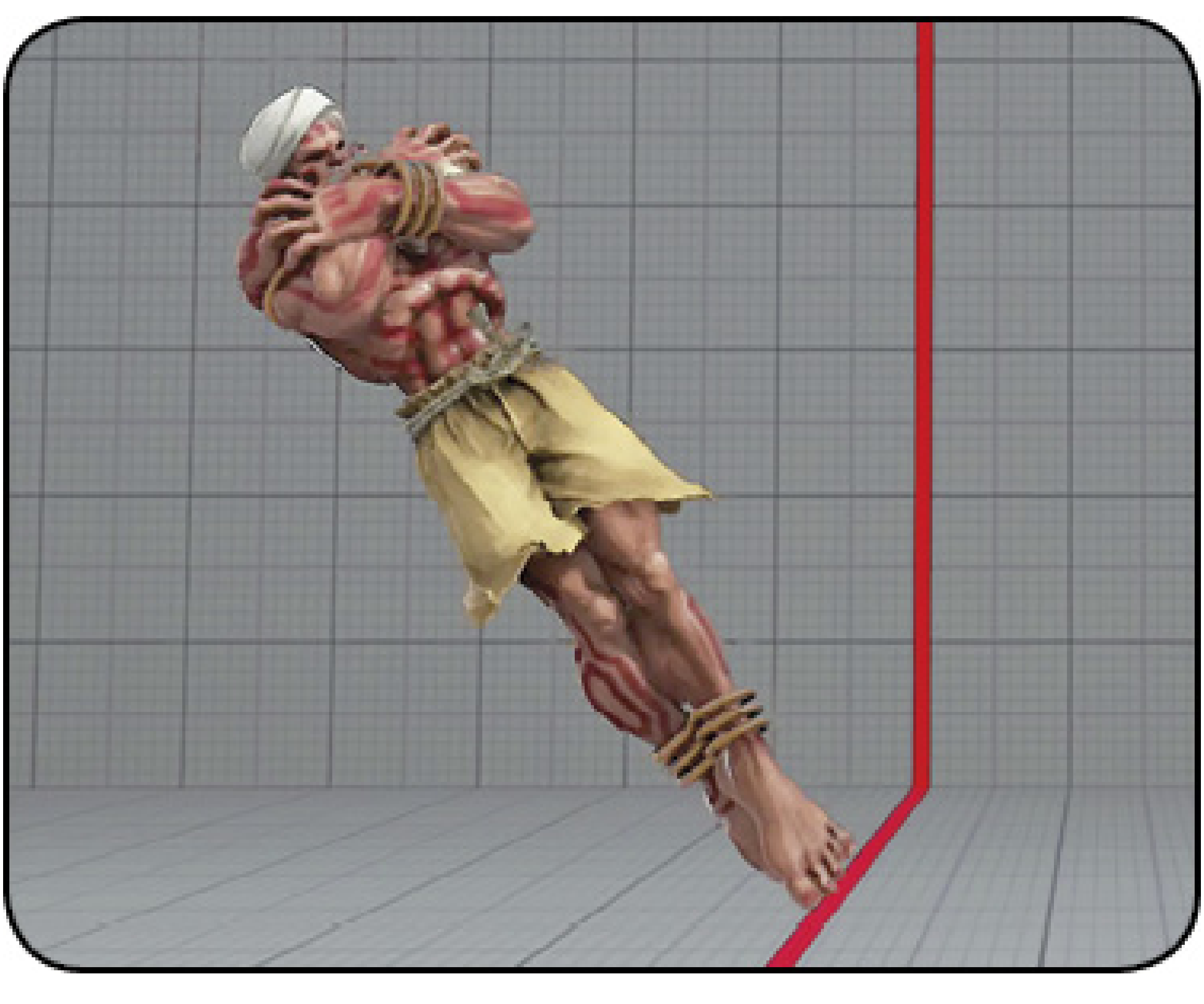


STARTUP	12
ACTIVE	Until landing
RECOVERY	6 landing
GUARD LEVEL	HL
ON HIT	9
ON GUARD	6
CANCEL	—
DAMAGE	60
STUN	70
METER GAIN	30/15

NOTES

On hit/on guard is for hit aimed at toes

MK DRILL KICK ↓ + MK WHILE JUMPING

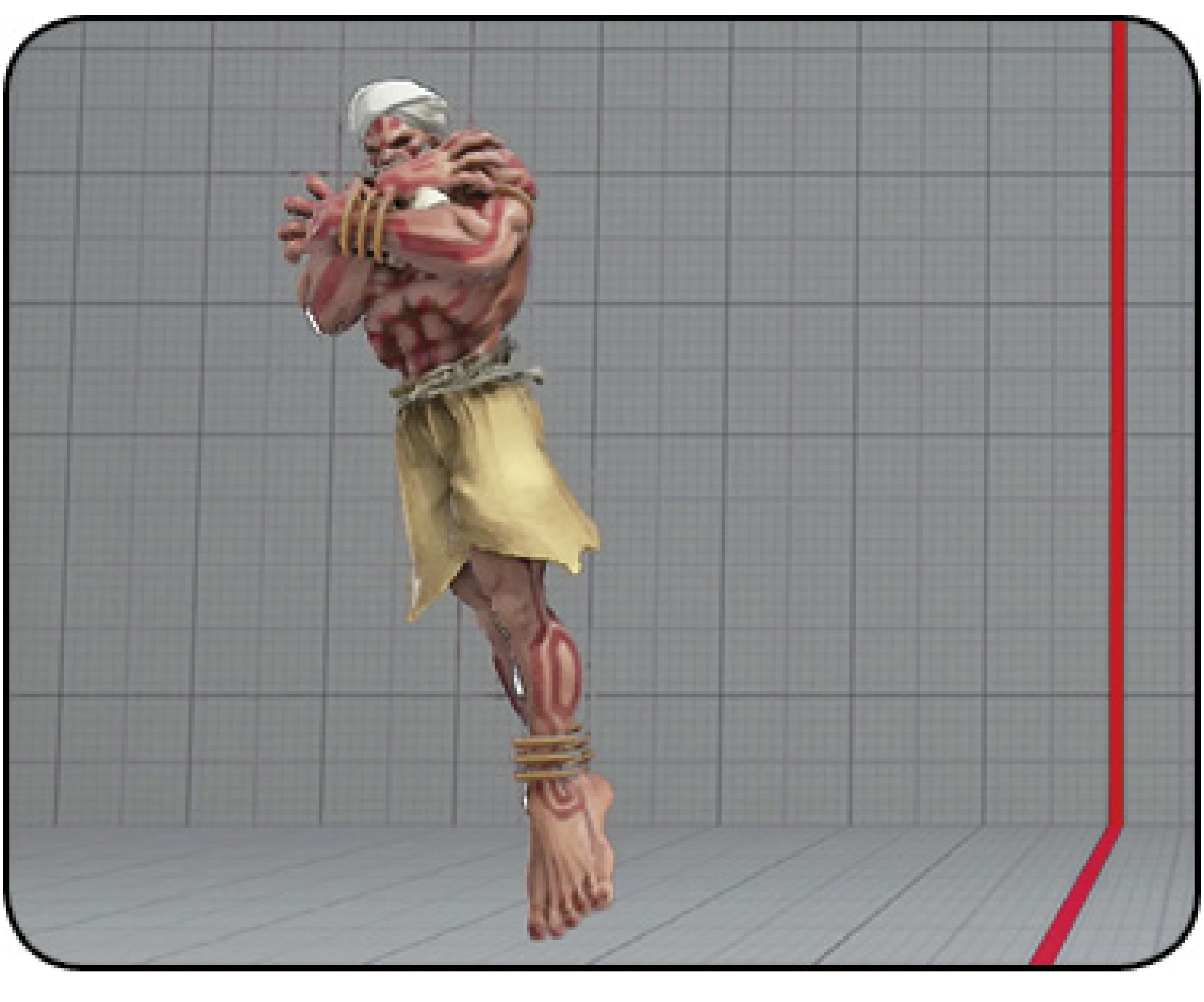


STARTUP	12
ACTIVE	Until landing
RECOVERY	6 landing
GUARD LEVEL	HL
ON HIT	10
ON GUARD	7
CANCEL	—
DAMAGE	60
STUN	70
METER GAIN	30/15

NOTES

On hit/on guard is for hit aimed at toes

HK DRILL KICK ↓ + HK WHILE JUMPING



STARTUP	12
ACTIVE	Until landing
RECOVERY	6 landing
GUARD LEVEL	HL
ON HIT	10
ON GUARD	8
CANCEL	—
DAMAGE	60
STUN	70
METER GAIN	30/15

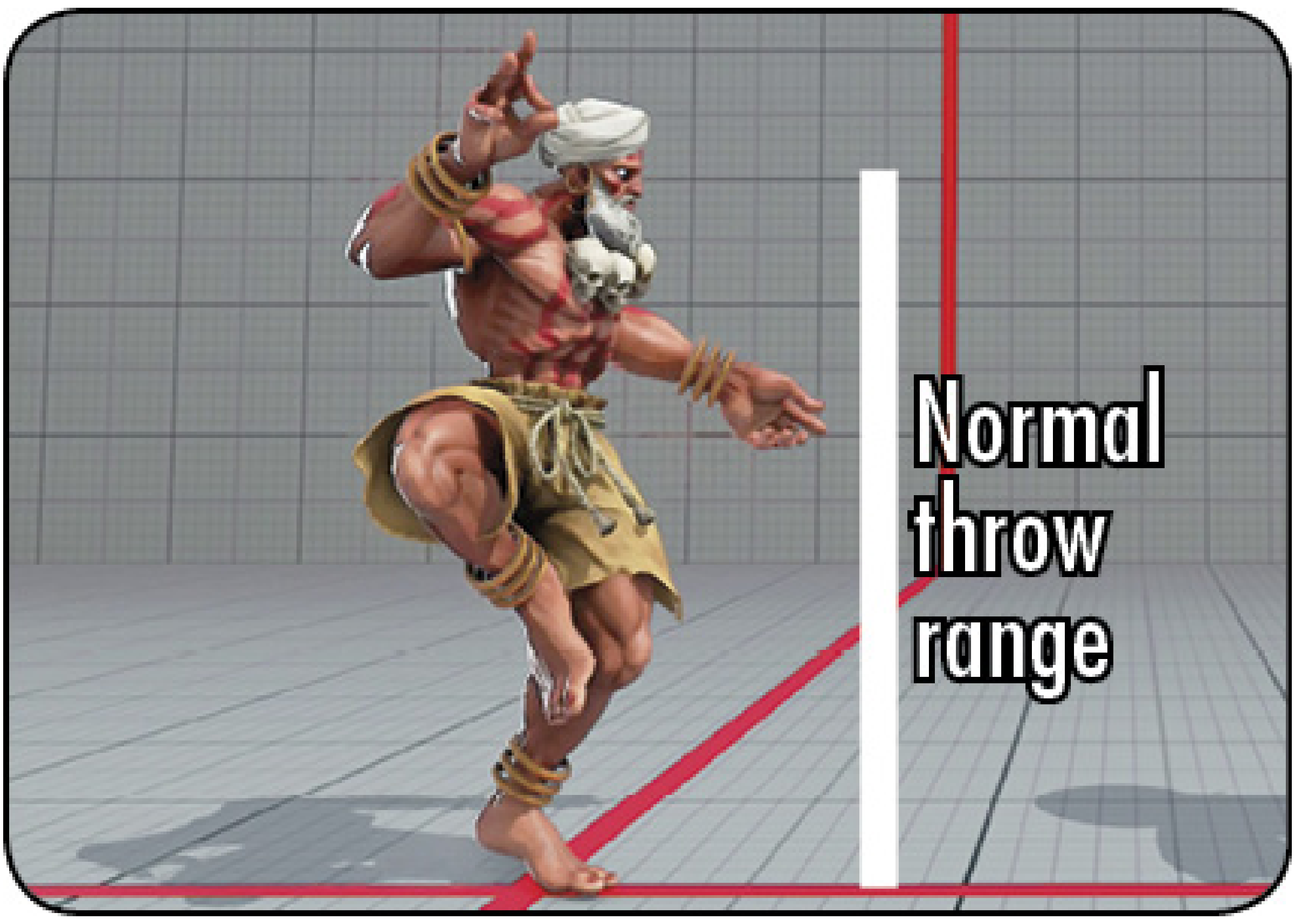
NOTES

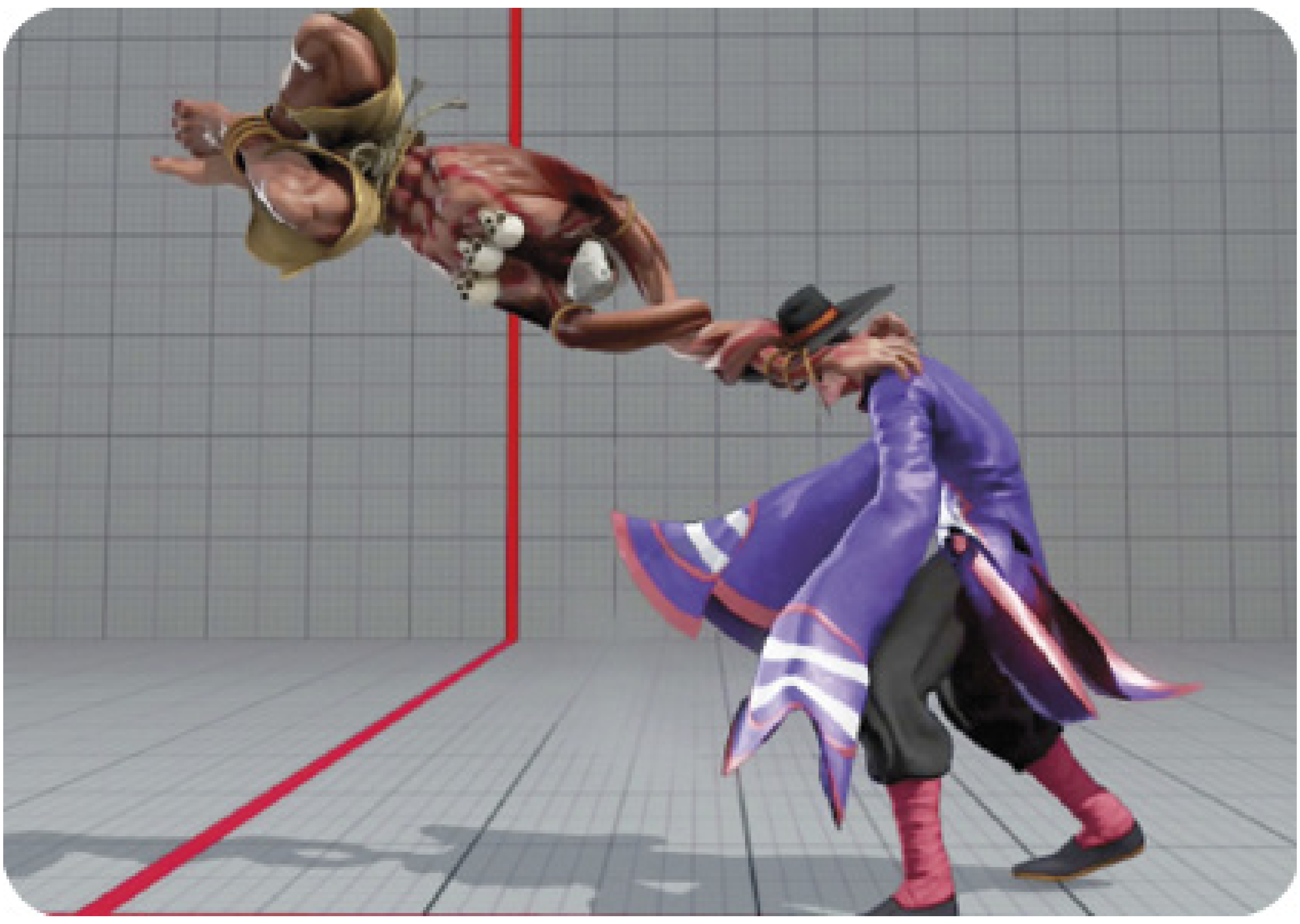
On hit/on guard is for hit aimed at toes

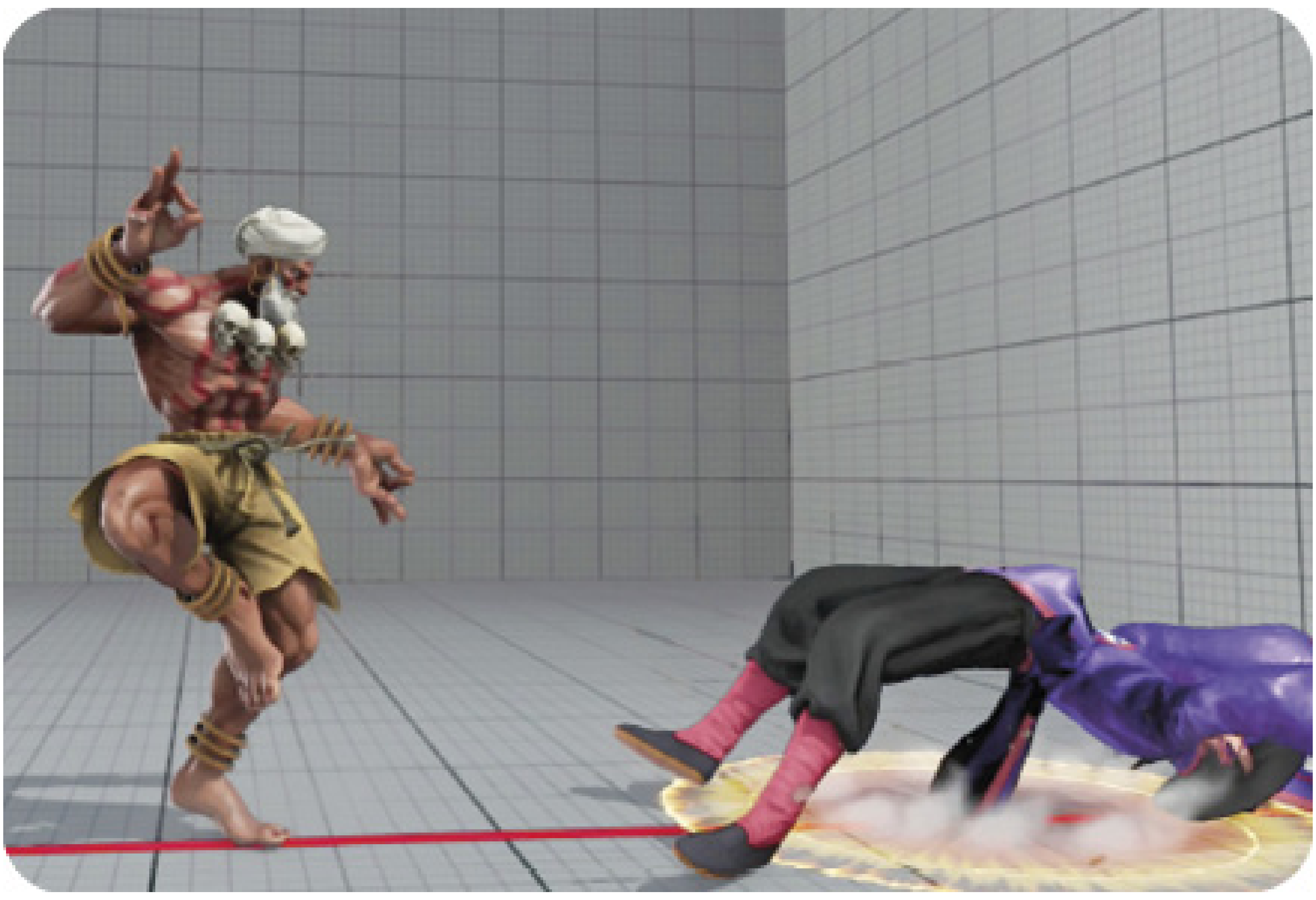
Drill Kick: Dhalsim wraps himself up and spins to the ground feet-first at the angle of your choice. LK Drill Kick goes the farthest, at a 60-degree angle outward. MK Drill Kick goes diagonally down-forward at a 45-degree angle. And HK Drill Kick goes the sharpest downward, at a 30-degree angle. Each version is the same attack; the angle is all that's affected. Drill Kicks are active from when you activate them until Dhalsim lands, which is one of their chief strengths—anyone in their path gets hit. The other chief strength is that Drill Kicks allow you to suddenly alter Dhalsim's airborne trajectory. Combined with his ability to use Yoga Teleport, Yoga Gale, and Yoga Float, this gives him the most unpredictable air movement out of anyone in the cast by far. However, Drill Kicks have extra landing recovery and represent a large commitment. If your Drill Kick is blocked high up on a defending character's body, Dhalsim will almost certainly be punished while landing. Depending on the incoming angle, being blocked around knee height already leaves Dhalsim between +2 and -2 on landing; by the time you're talking about being blocked at chest or head height, Dhalsim's definitely punishable upon landing. And if you miss badly with a Drill Kick, your opponent has plenty of time to take aim against spiraling Dhalsim.

When you do Drill Kick aggressively at your enemy, aim at their feet, hitting as late as possible before landing. This can leave you with a frame situation on block as good as +6/+7/+8 (version dependent) when properly aimed. On hit, this leads to one of Dhalsim's more surprising link opportunities (see **Combo 8**). Otherwise, save Drill Kick for air movement, like using HK Drill Kick to return quickly to the ground after a backward air Yoga Teleport, or after jumping up over an incoming projectile.

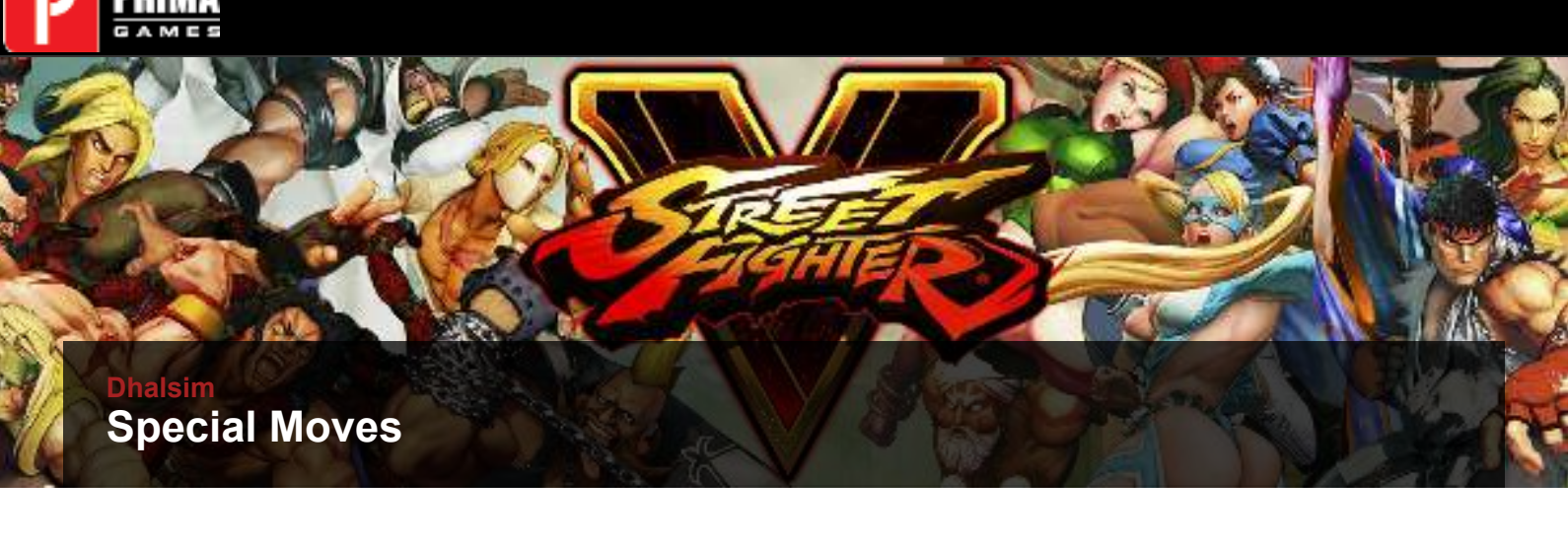
YOGA ROCKET LP + LK


Normal throw range





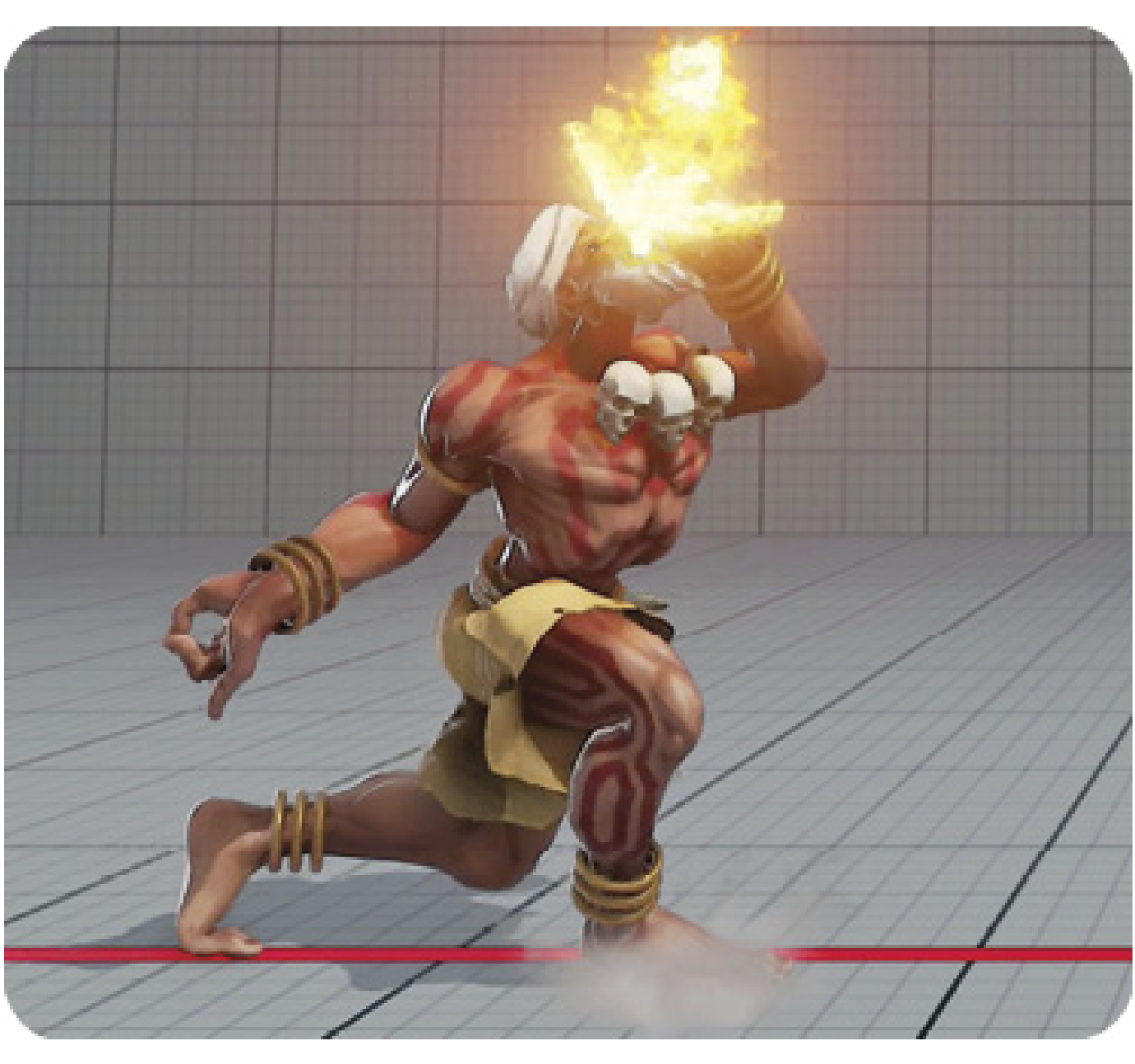
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D

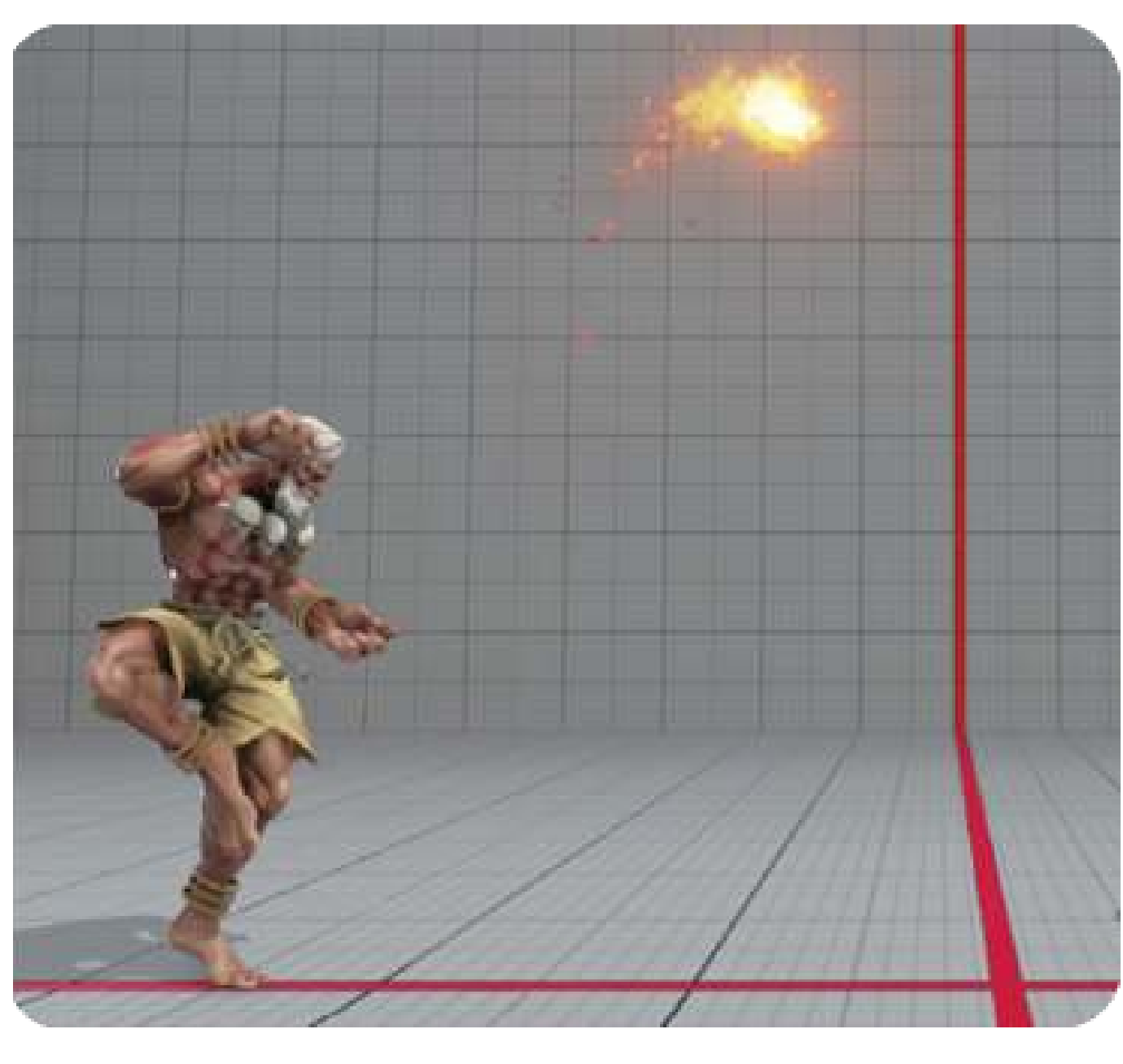


Dhalsim

Special Moves

LP YOGA FIRE ↷ + LP



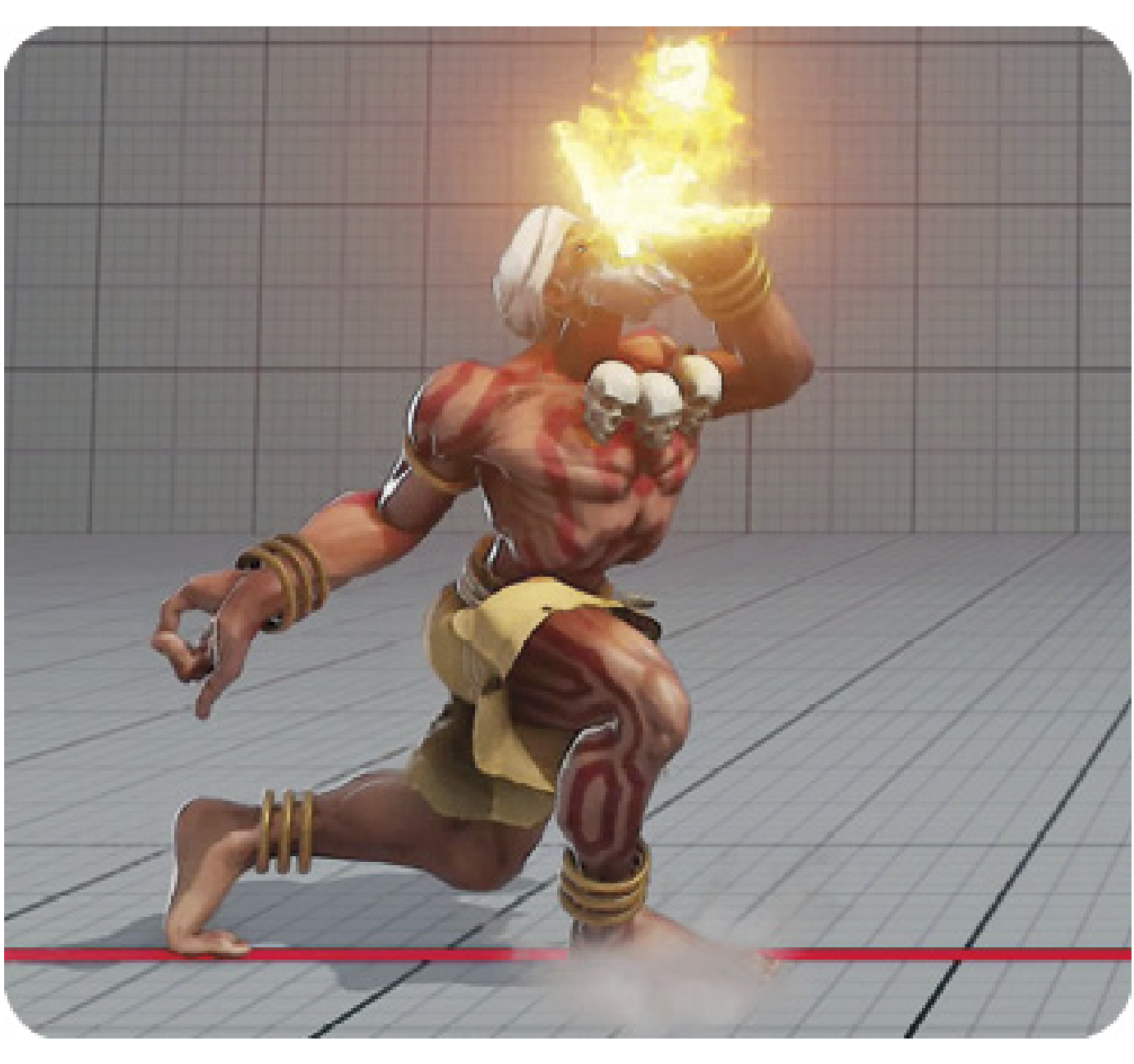


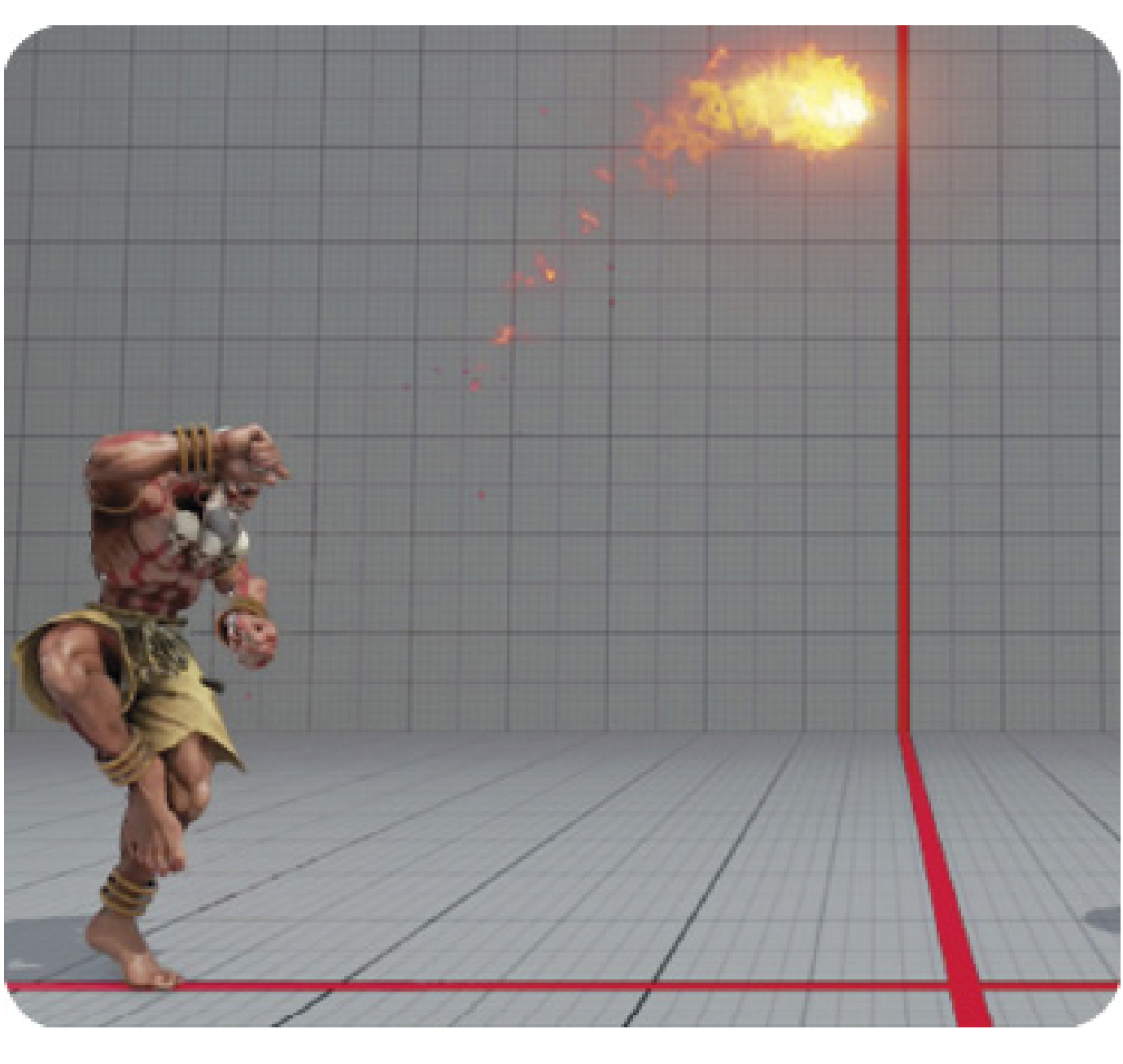
STARTUP	15
ACTIVE	Notes
RECOVERY	38
GUARD LEVEL	HL
ON HIT	-6
ON GUARD	-8
CANCEL	CA
DAMAGE	50
STUN	100
METER GAIN	10/40/20

NOTES

Projectile onscreen for 85 frames

MP YOGA FIRE ↷ + MP



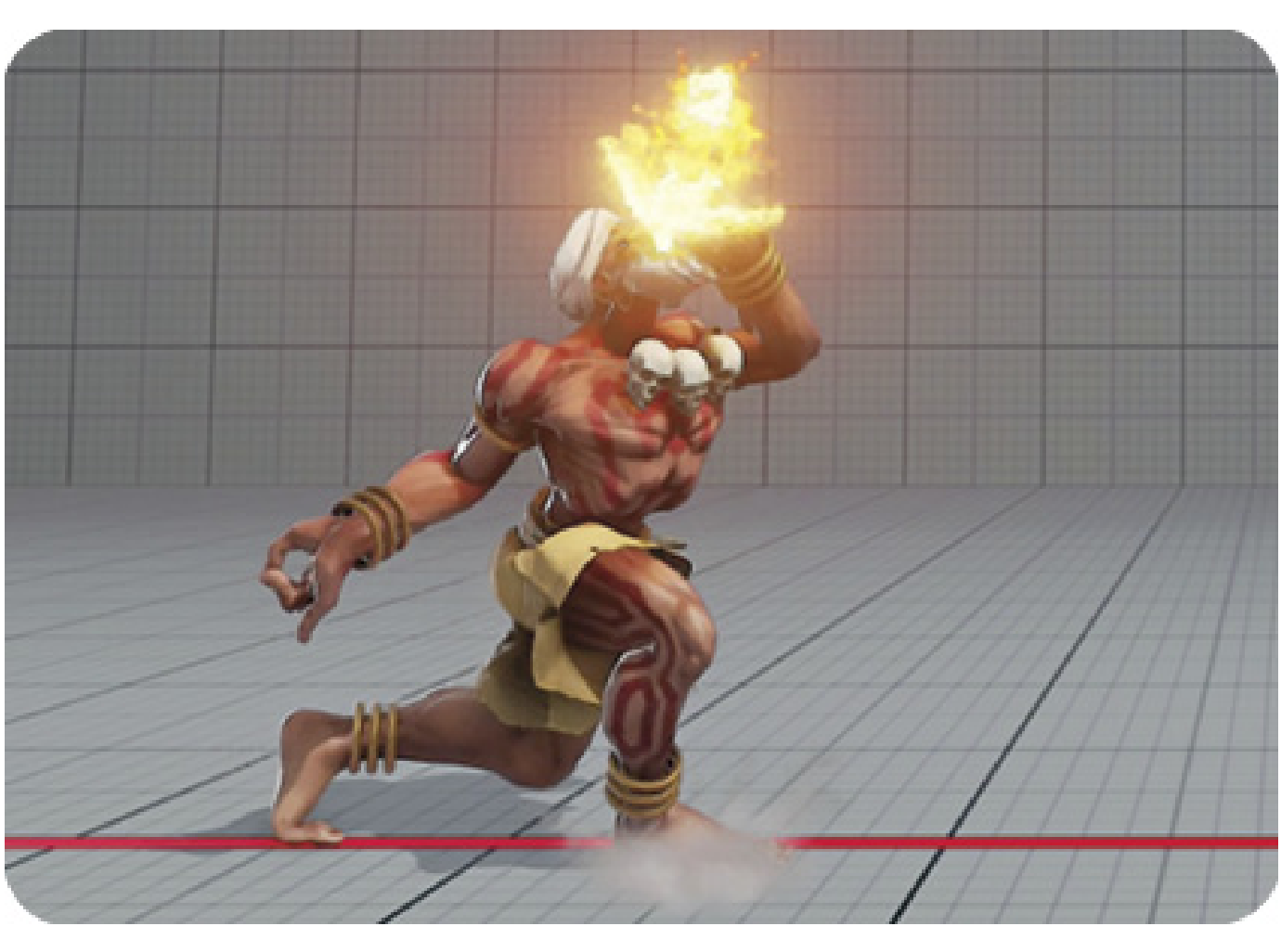


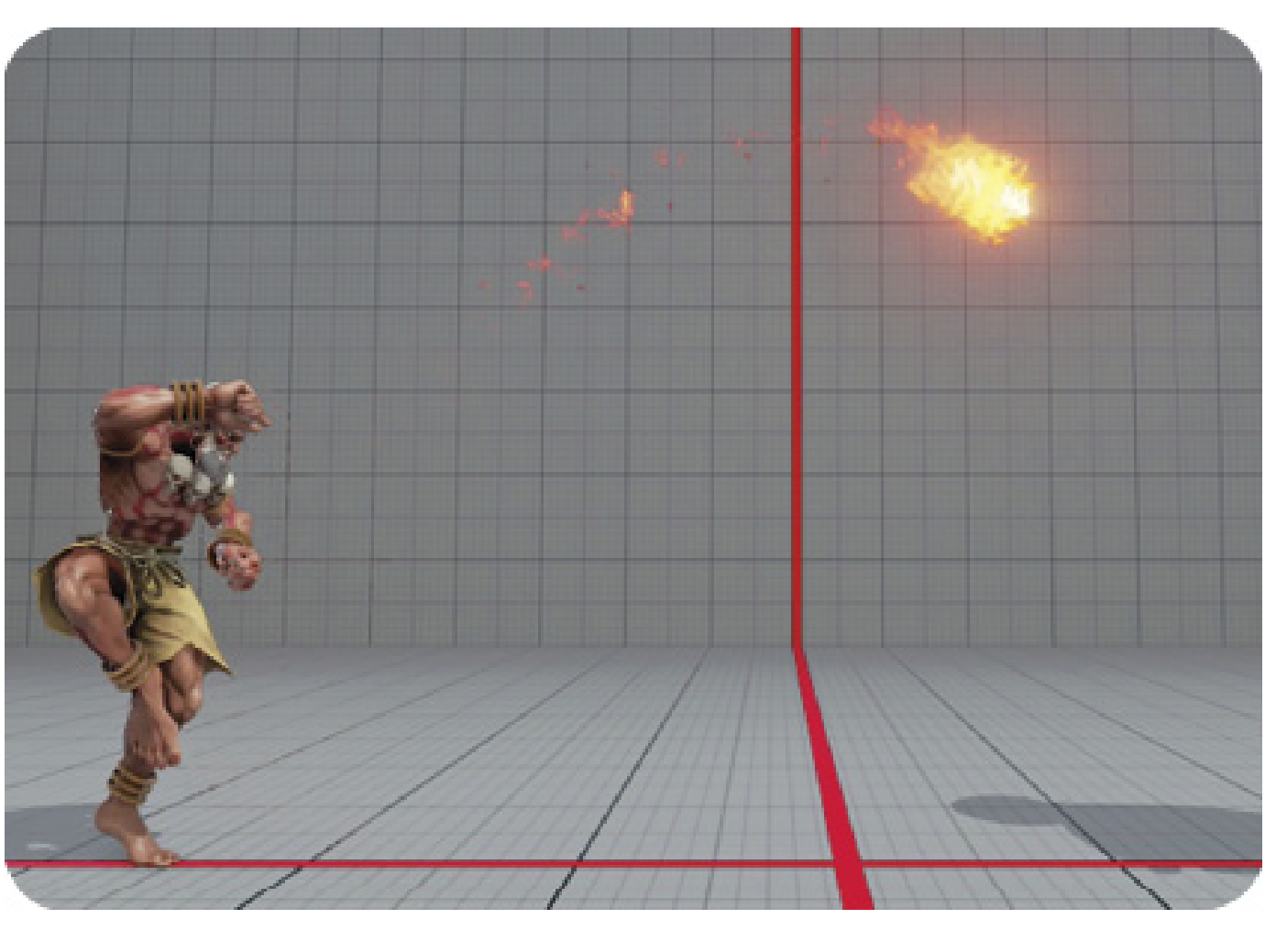
STARTUP	15
ACTIVE	Notes
RECOVERY	38
GUARD LEVEL	HL
ON HIT	-6
ON GUARD	-8
CANCEL	CA
DAMAGE	50
STUN	100
METER GAIN	10/40/20

NOTES

Projectile onscreen for 85 frames

HP YOGA FIRE ↷ + HP



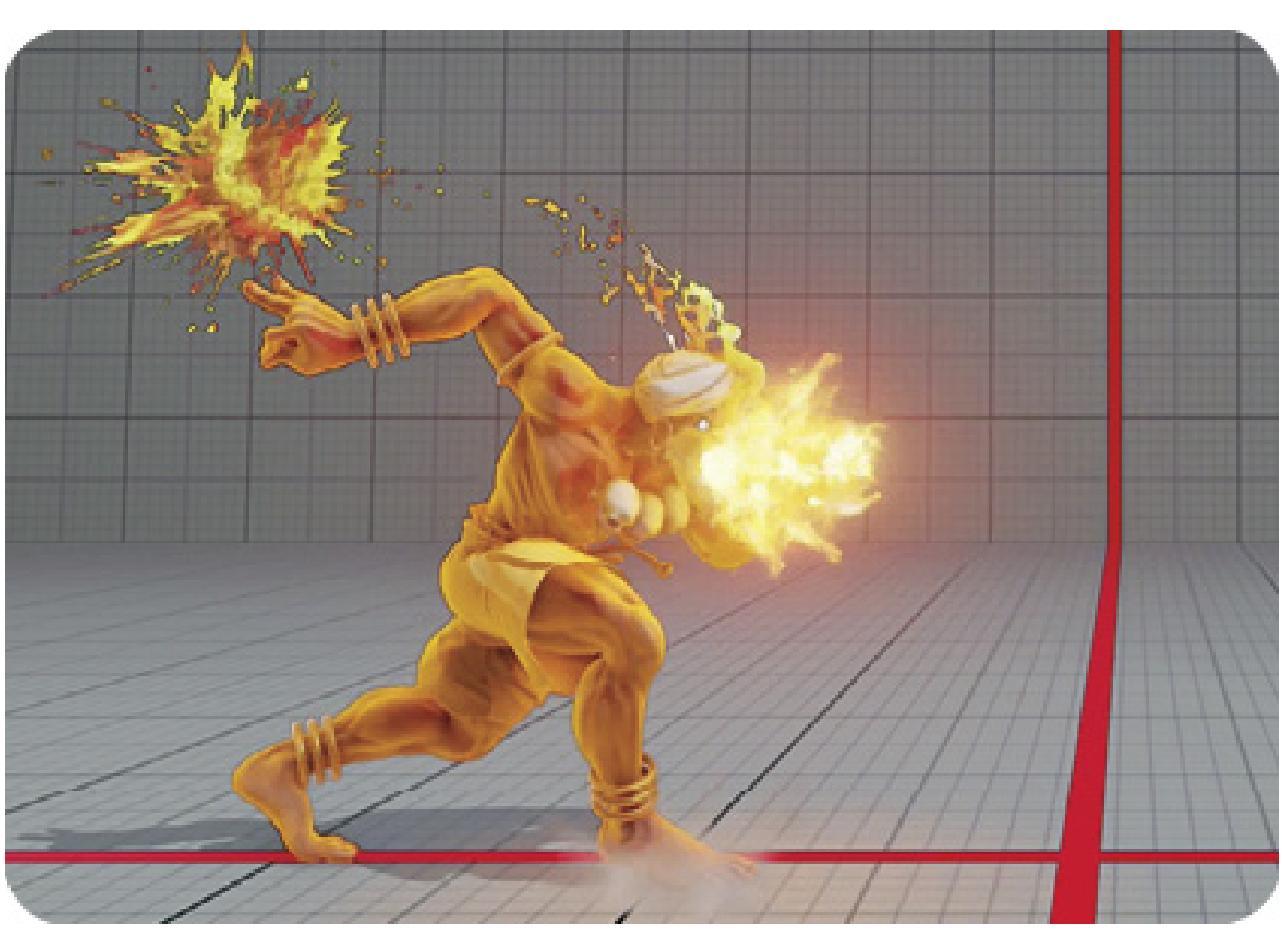


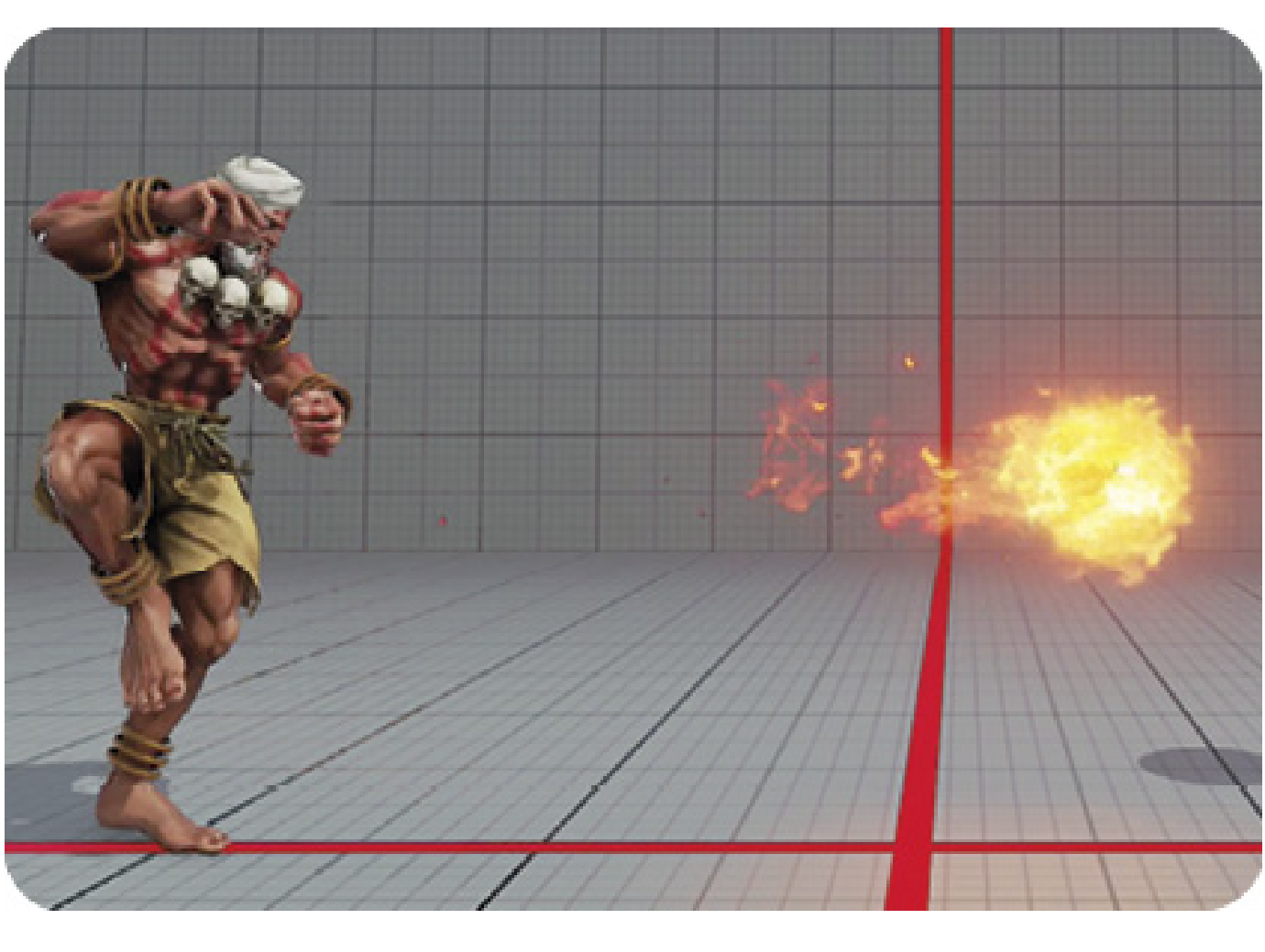
STARTUP	15
ACTIVE	Notes
RECOVERY	38
GUARD LEVEL	HL
ON HIT	-6
ON GUARD	-8
CANCEL	CA
DAMAGE	50
STUN	100
METER GAIN	10/40/20

NOTES

Projectile onscreen for 65 frames

EX YOGA FIRE ↷ + P P





STARTUP	14
ACTIVE	—
RECOVERY	32
GUARD LEVEL	HL
ON HIT	4
ON GUARD	5
CANCEL	—
DAMAGE	40+60(100)
STUN	40+60(100)
METER GAIN	-300

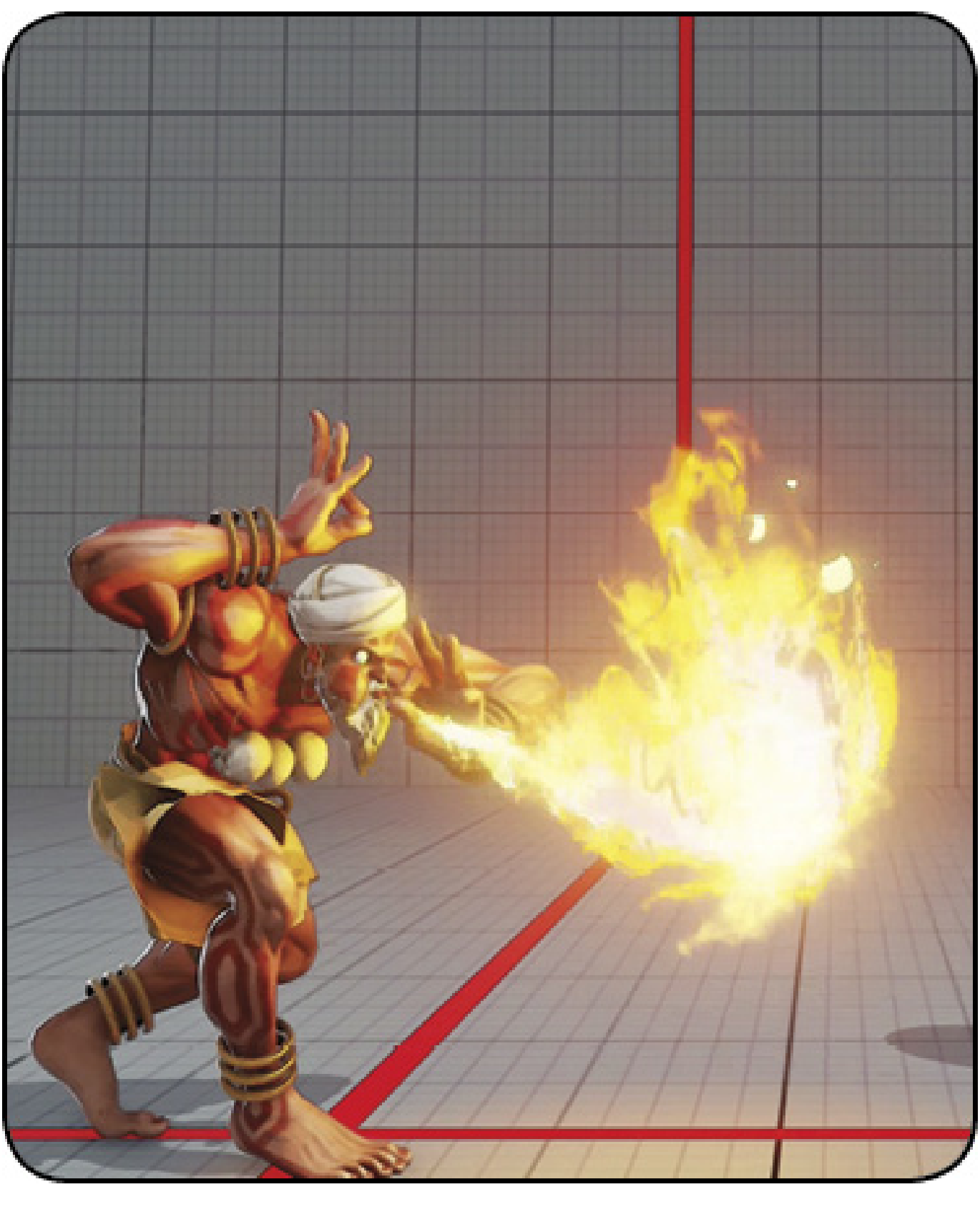
Yoga Fire: Yoga Fire sees a major update in *Street Fighter V*, no longer traveling slowly along a normal horizontal plane. Now, Dhalsim spits normal versions of Yoga Fire along a parabolic arc up-forward so that they ascend, cover jump-height airspace above the playing field, and then fall back down. The version you use dictates the trajectory of the fireball: LP Yoga Fire peaks about where Yoga Anvil strikes, then falls half a screen away. MP Yoga Fire peaks in the air above where the LP version lands, then descends about 80 percent of the way across the playing field. It'll miss a standing opponent at full screen, but just barely. HP Yoga Fire flies faster and along a slightly lower arc than the other versions, finally landing a full screen away. LP and MP Yoga Fire stay on screen occupying space for the same amount of time, but HP Yoga Fire is quicker, striking the ground 20 frames earlier.

Normal versions of Yoga Fire are intended to control jump altitudes and stage mix-ups against opponents standing where the fireballs fall. You can simply poke at them, comboing if the fireball hits and holding them in blockstun (while building EX Gauge, chipping them, and pushing them back) if it's guarded. For a more aggressive approach, when Yoga Fire is just about to strike a grounded target, perform an instant ↷ ↶ "tiger knee" Yoga Teleport just off the ground to warp directly next to the enemy (see the Yoga Teleport description for more specifics). Depending on your timing and the side you pick, the Yoga Fire may or may not hit as a cross-up. But either way, it allows you to continue with aerial HP before Dhalsim lands. This is a bit like Nash using Sonic Boom and then following up with his Sonic Move V-Trigger to create a cross-up (or to fake a cross-up), except it doesn't cost Dhalsim any resources.

EX Yoga Fire is a more conventional two-hit horizontal projectile, a crucial way to spend EX Gauge to bolster Dhalsim's lateral space control. It was already one of Dhalsim's best moves in Street Fighter IV, and it's even more important here since his other versions of Yoga Fire no longer serve the same purpose. If you want horizontal fireball coverage, it's EX Yoga Fire or nothing.

Although you can use Yoga Fire in combos, it isn't usually good for this in and of itself, partially because it'll whiff over characters in crouching hitstun. But more importantly, it doesn't knock down, and it leaves Dhalsim at -6 on hit! Instead, MP Yoga Flame should be your usual combo ender. But Yoga Fire can be good in combos that lead directly into Dhalsim's Critical Art because it doesn't push the victim as far away, so Yoga Sunburst won't be prone to miss as it sometimes can from Yoga Flame cancels. EX Yoga Fire in combos is a different story since it leaves Dhalsim at +4 on hit, allowing for a link into crouching LP ✗ EX Yoga Flame if close enough.

LP YOGA FLAME ↻ + LP



STARTUP	13
ACTIVE	23
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-3
CANCEL	CA
DAMAGE	70
STUN	100
METER GAIN	10/50/25

MP YOGA FLAME ↻ + MP

STARTUP	18
ACTIVE	27
RECOVERY	15
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	CA
DAMAGE	80
STUN	150
METER GAIN	10/50/25

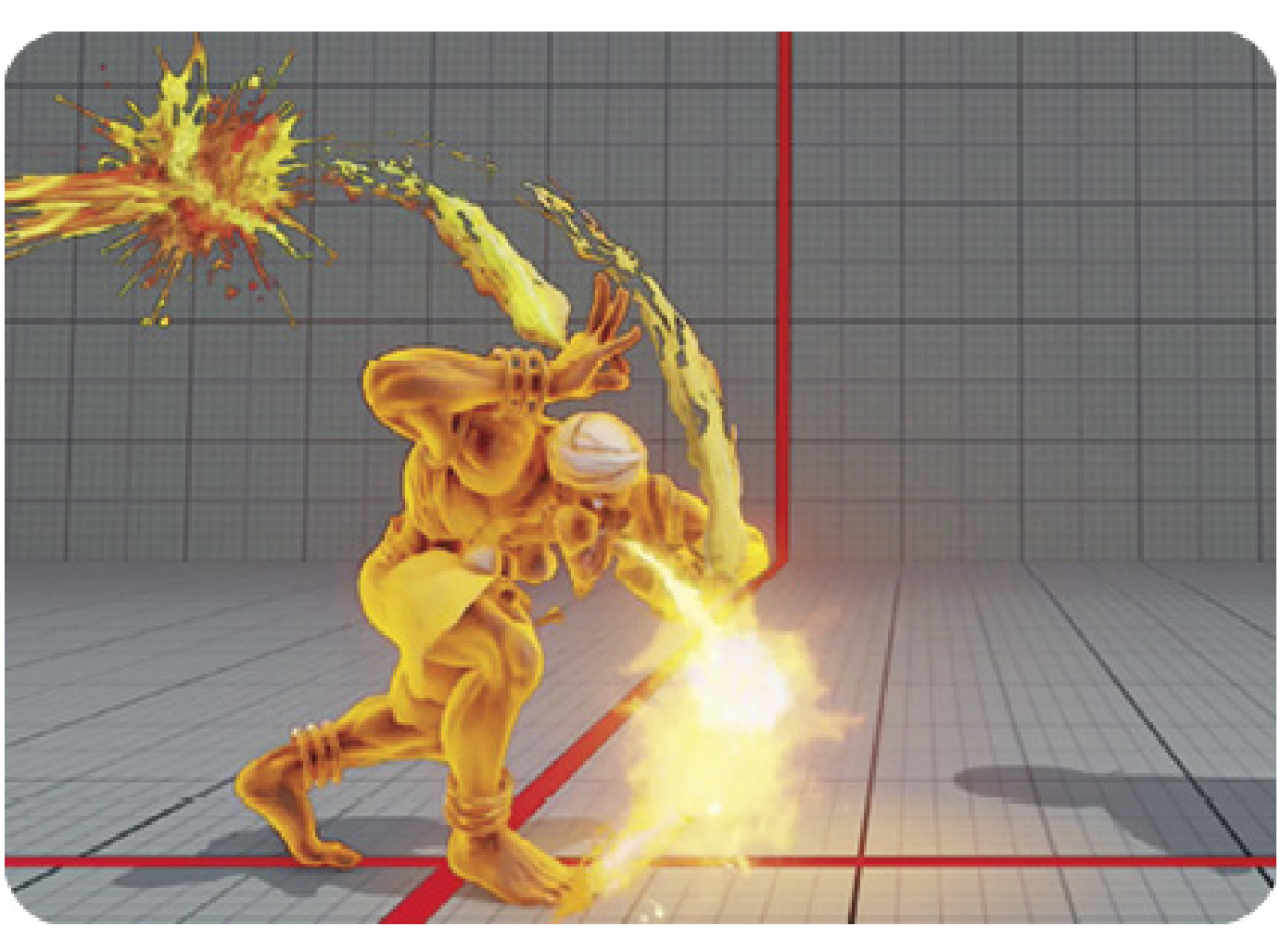
HP YOGA FLAME ↻ + HP

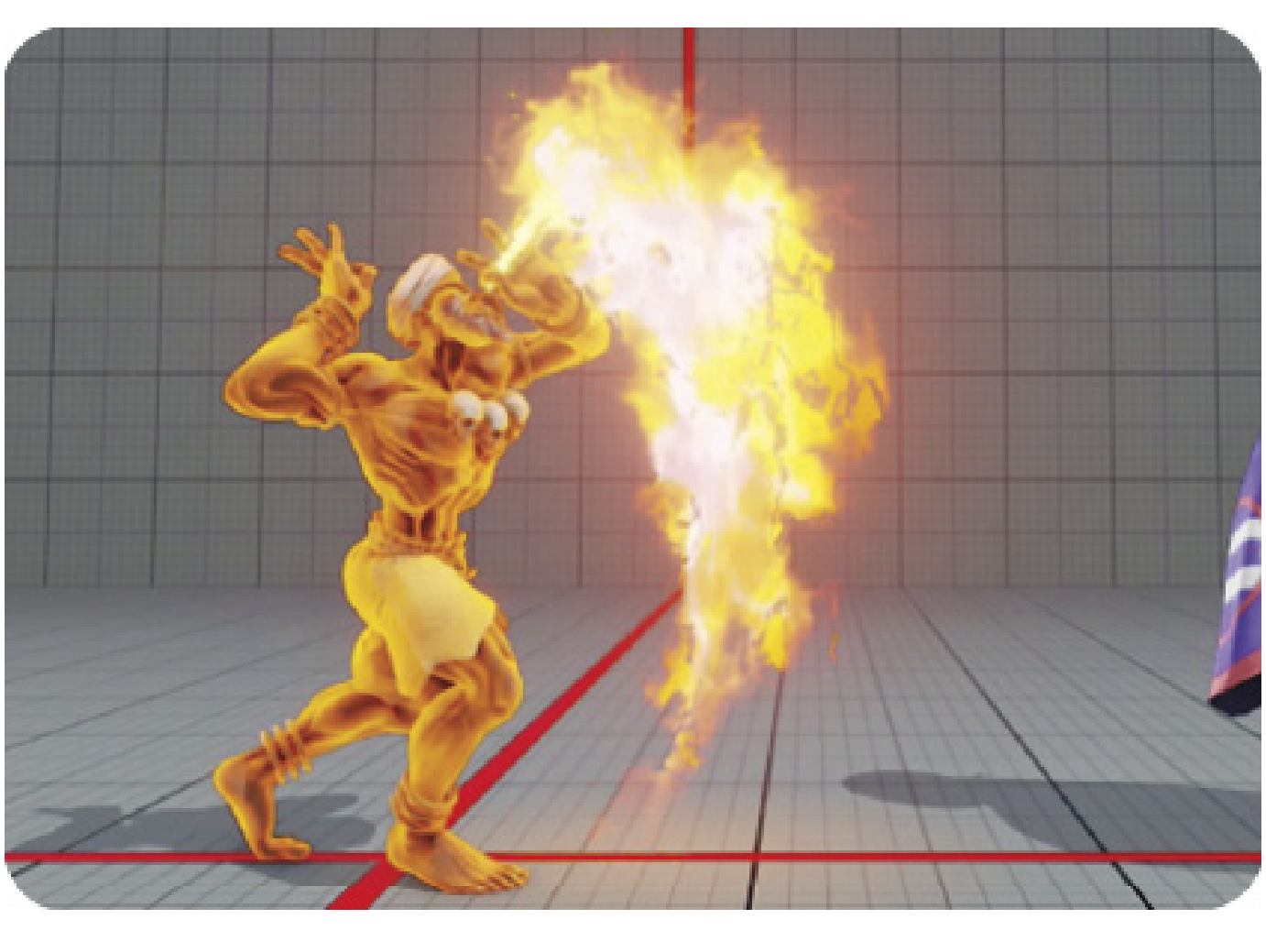
STARTUP	25
ACTIVE	32
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	3
CANCEL	CA
DAMAGE	90
STUN	200
METER GAIN	10/50/25

NOTES

Places opponent into juggle state

EX YOGA FLAME ↻ + P P





STARTUP	12
ACTIVE	32
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-4
CANCEL	—
DAMAGE	30×2+20+40(120)
STUN	50×4(200)
METER GAIN	-300

Yoga Flame: Dhalsim's classic Yoga Flame is a sudden blast of fiery air that billows directly in front of him, knocking down anyone it hits. The fireball is a projectile, so it will cancel out incoming projectiles, but it will also dissipate instantly if Dhalsim gets hit. The lighter the version, the quicker it hits; the heavier the version, the more damage it does, and the more advantage Dhalsim has when blocked.

LP Yoga Flame is most useful as a quick fireball neutralizer from long range, as an occasional "poke" from mid range, and as a chipping blockstring ender up close. You can think of the flame gust as an invulnerable limb, since it doesn't have a hurtbox. Blocked, LP Yoga Flame leaves Dhalsim at -3, safe against all but the fastest punishers and likely too far for three-frame jabs to connect. LP Yoga Flame can also be used in combos, but MP Yoga Flame works in the same places as the LP version, while dealing more damage and leaving Dhalsim with less disadvantage when guarded (-2).

MP Yoga Flame is Dhalsim's staple combo finisher canceled into from Yoga Upper, Divine Kick, or crouching HP. Combos into MP Yoga Flame can also lead to Yoga Sunburst for huge damage, but this can be inconsistent unless you start combos from point-blank range or lead into MP Yoga Flame from Yoga Upper (→ + MP).

HP Yoga Flame has the longest startup and won't combo off his cancelable attacks, but it actually leaves Dhalsim with +3 advantage on block. If your offensive opening (the most basic being a low-altitude aerial Yoga Teleport into jumping HP, then grounded Divine Kick) is guarded, you can cancel into LP Yoga Flame to score a little chip damage without a frame gap, or HP Yoga Flame to leave a tiny gap before doing more chip damage while keeping tempo advantage. The small gap gives opponents a chance to react poorly, thus eating point-blank HP Yoga Flame. HP Yoga Flame is also the best version to use meaty, like over a foe's body on wakeup or under an enemy falling from air recovery, about to land on their feet. When HP Yoga Flame hits, the adversary is jugglable afterward (see **Combo 6**).

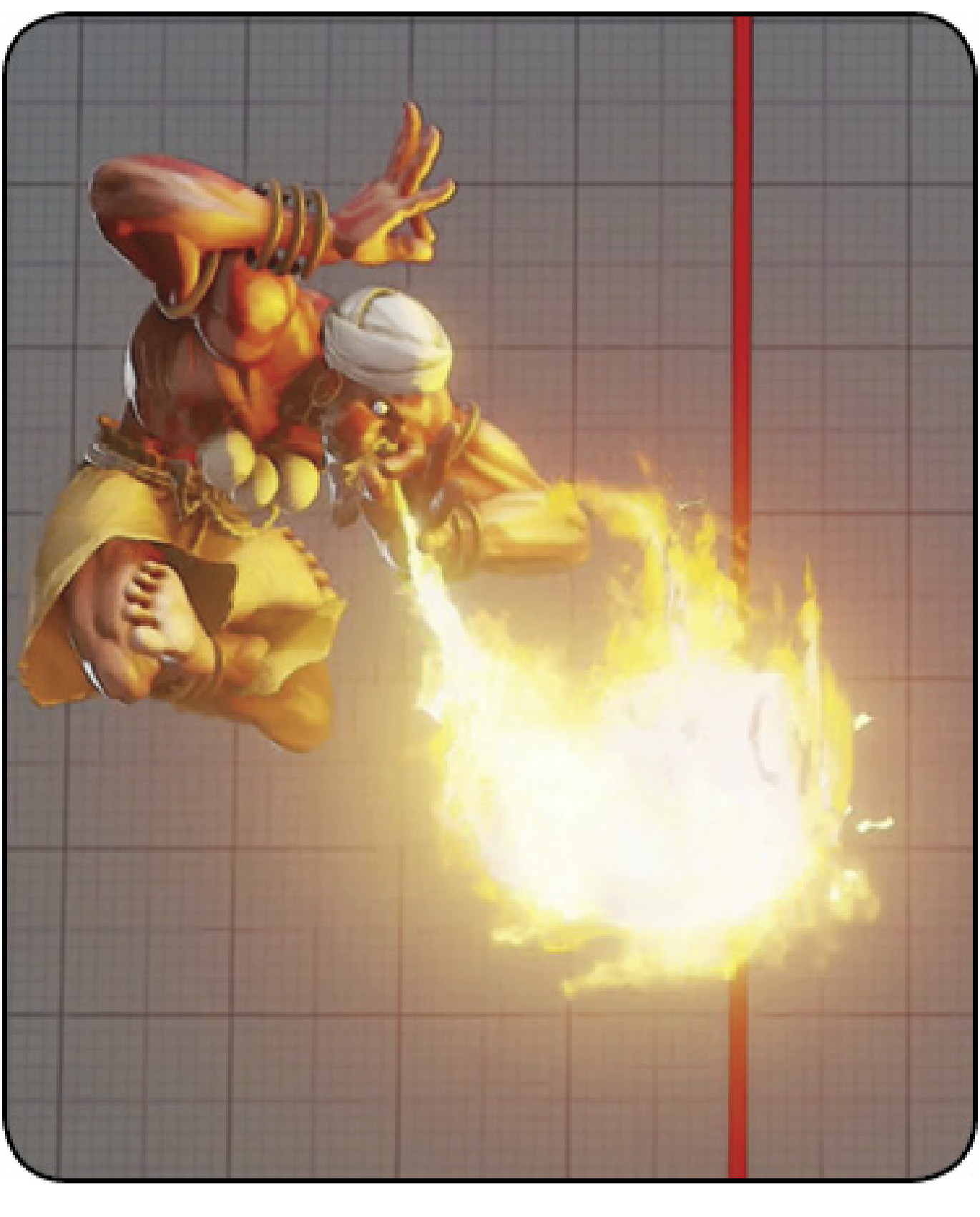
EX Yoga Flame is the fastest and most damaging version, and it behaves a little differently. Dhalsim sweeps his fiery gust from a downward to upward angle, searing and juggling anything in the way. EX Yoga Flame is actually several projectiles—instead of one sweeping projectile, it's a new projectile about every 15 degrees along its arc of attack—but the timing for the gusts makes this inconsistent for actually clashing with incoming multi-hit projectiles. In combos near corners, EX Yoga Flame allows for an immediate juggle with jumping EX Yoga Gale.

DEVELOPER NOTES

Dhalsim has historically controlled the ground quite easily, due to his long limbs and yoga fire attack, but has always had a hard time controlling the air. This time we've decided to shake it up by having his yoga fire attack go into the air, allowing him greater control of that space. Although this now means it's a bit more challenging to control the ground, strong Dhalsim players will be able to experience air and ground control like never before.

—Peter Rosas, Associate Producer

LP YOGA GALE ↻ + LP DURING NEUTRAL OR FORWARD JUMP



STARTUP	13
ACTIVE	14
RECOVERY	3 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
CANCEL	CA
DAMAGE	80
STUN	200
METER GAIN	10/50/25

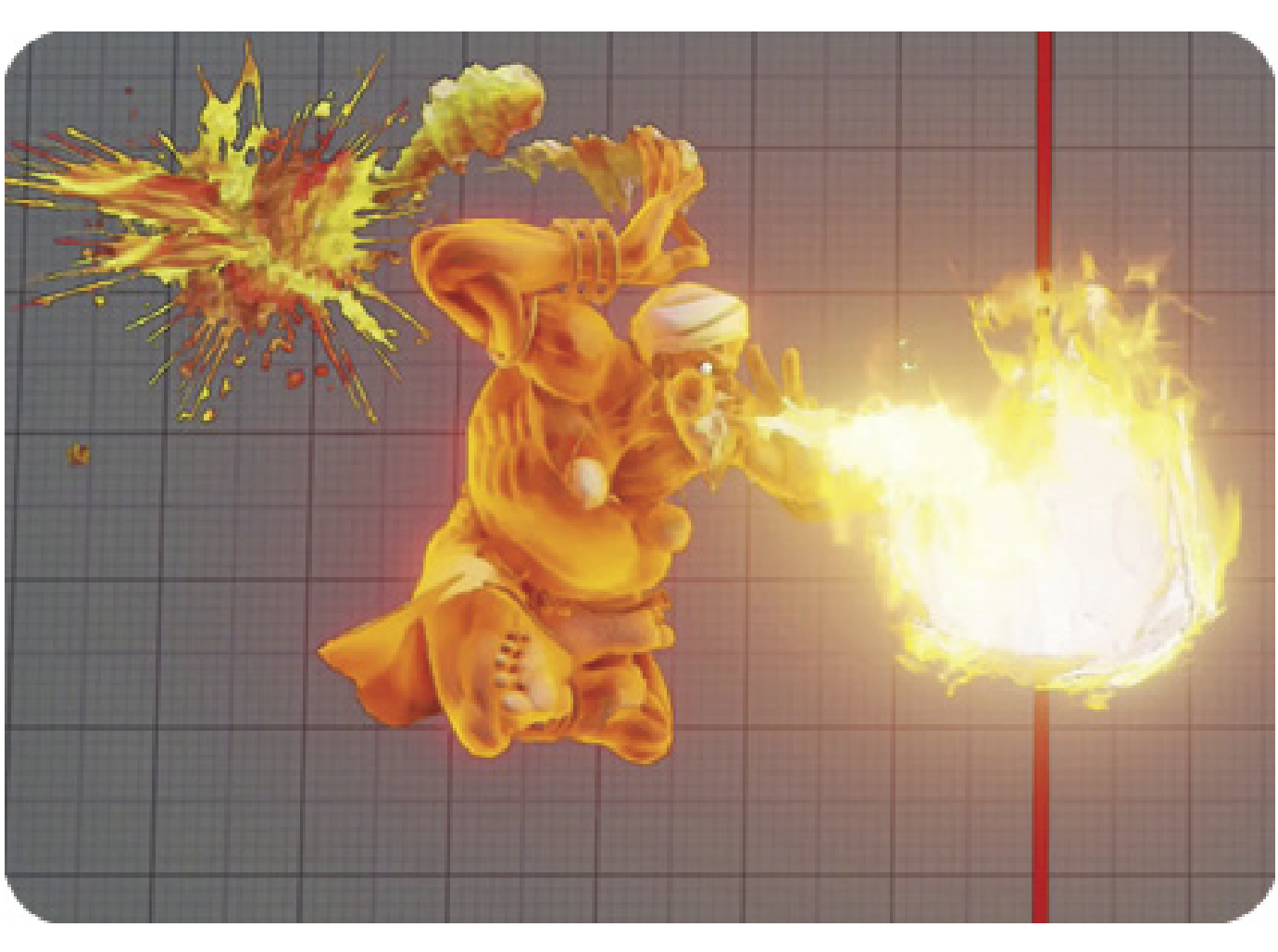
MP YOGA GALE ↻ + MP DURING NEUTRAL OR FORWARD JUMP

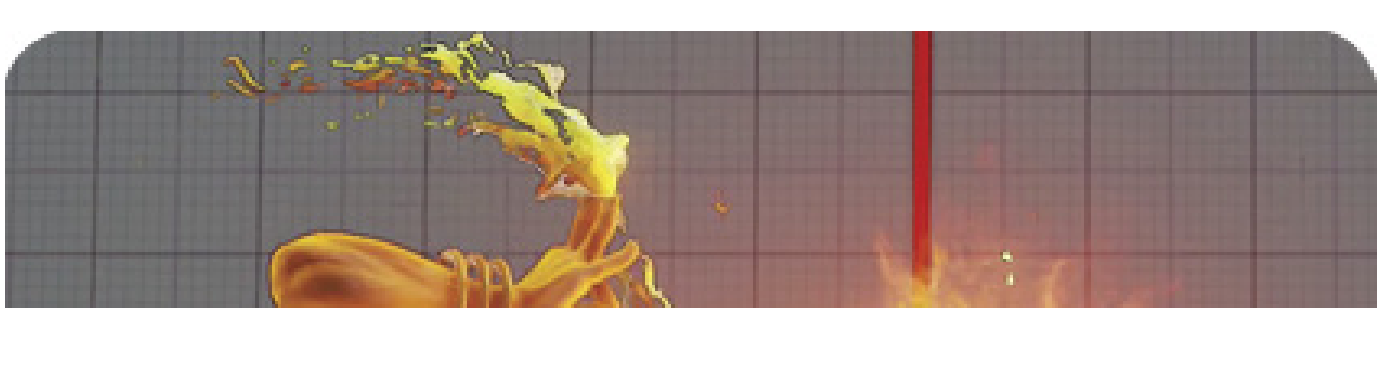
STARTUP	15
ACTIVE	16
RECOVERY	3 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
CANCEL	CA
DAMAGE	90
STUN	200
METER GAIN	10/50/25

HP YOGA GALE ↻ + HP DURING NEUTRAL OR FORWARD JUMP

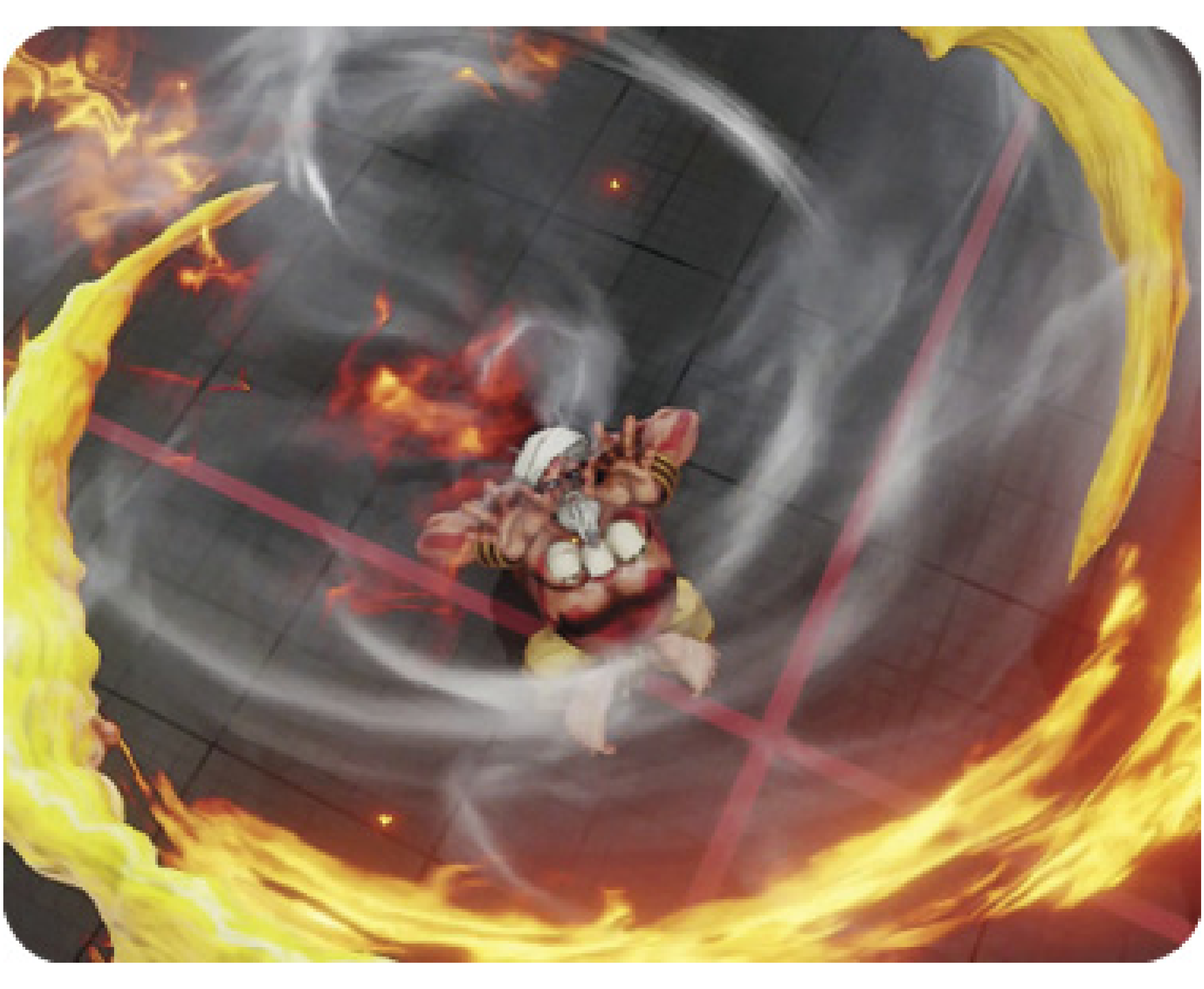
STARTUP	17
ACTIVE	18
RECOVERY	3 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
CANCEL	CA
DAMAGE	100
STUN	200
METER GAIN	10/50/25

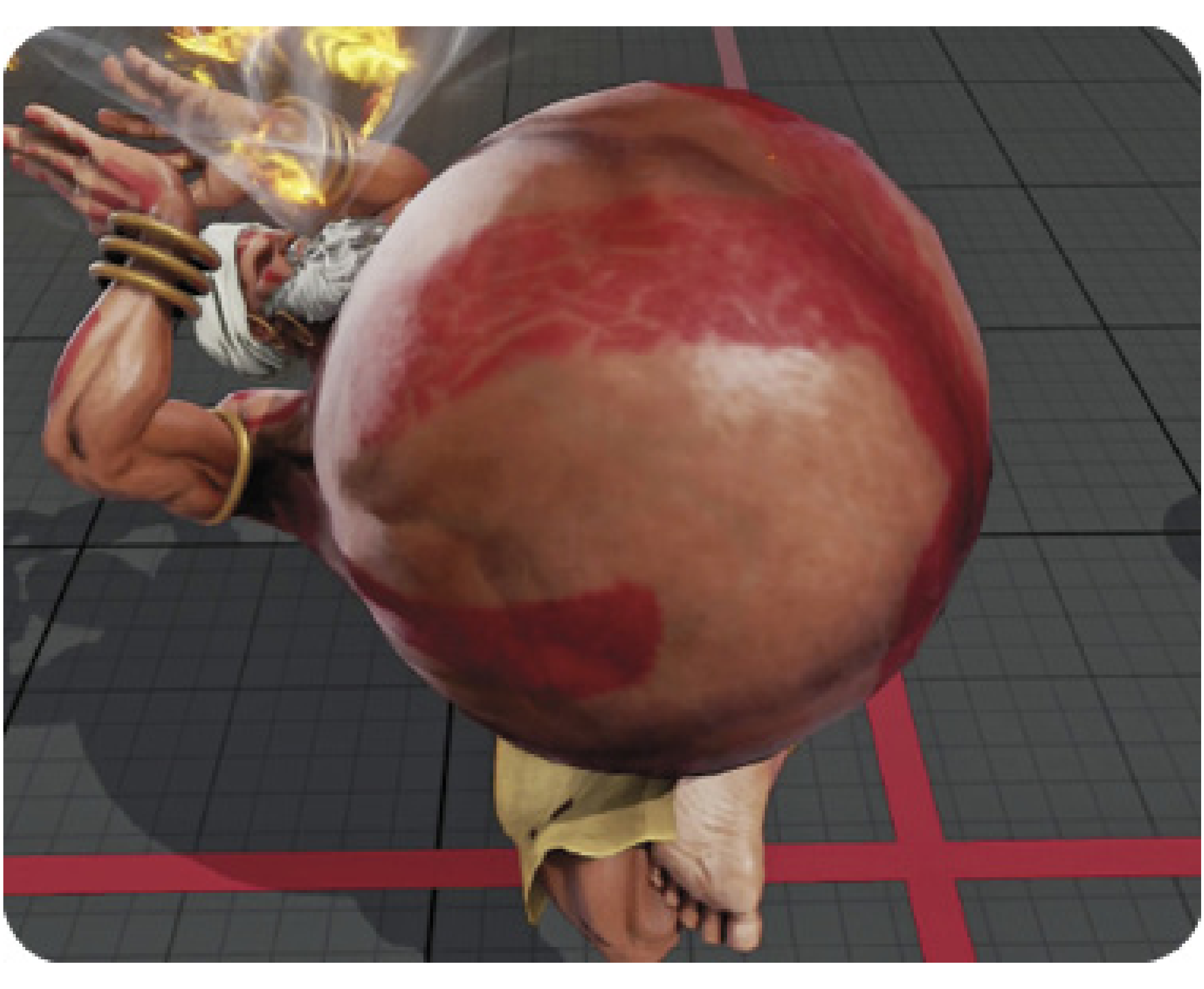
AIR EX YOGA GALE ↻ + P P DURING NEUTRAL OR FORWARD JUMP

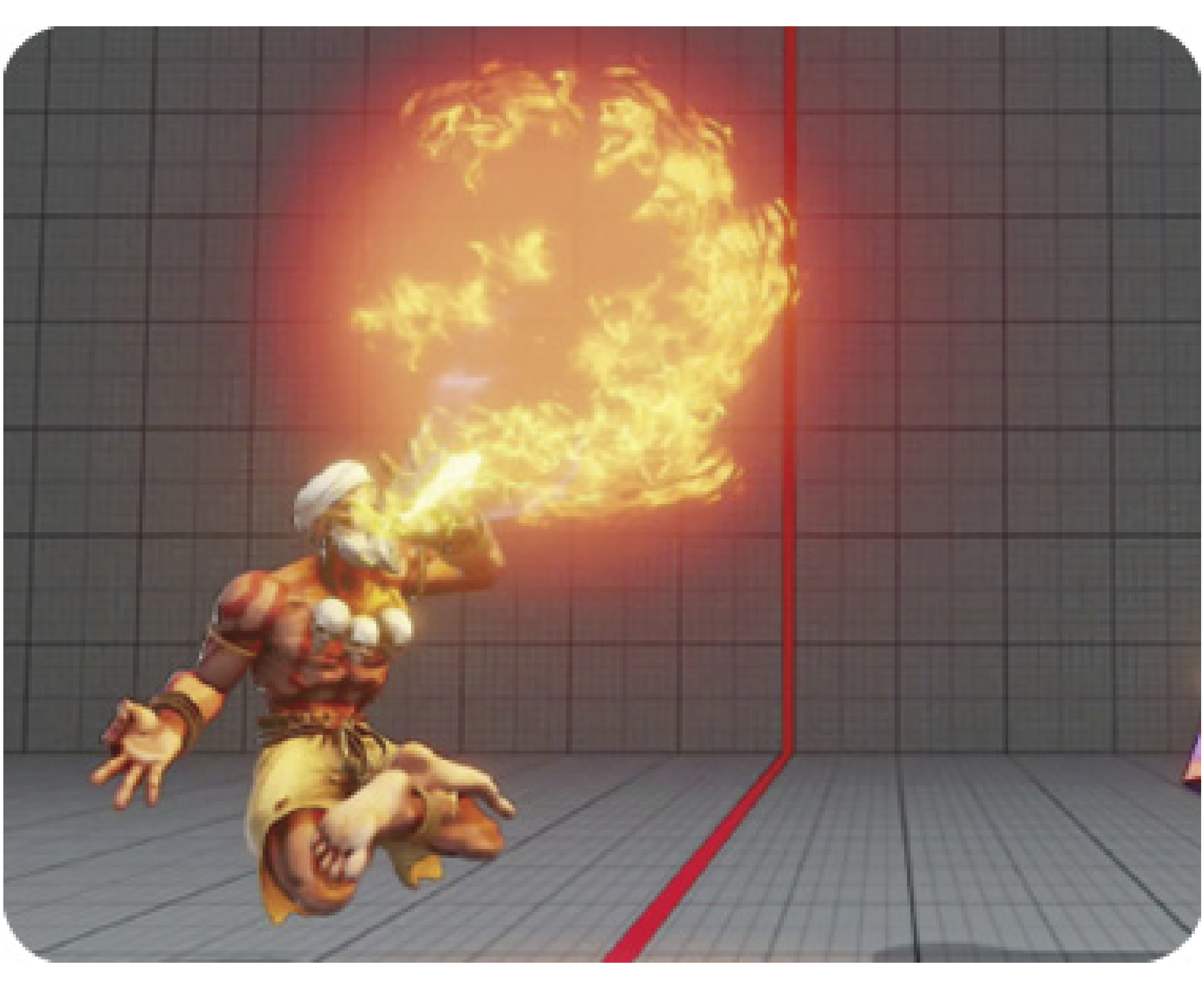


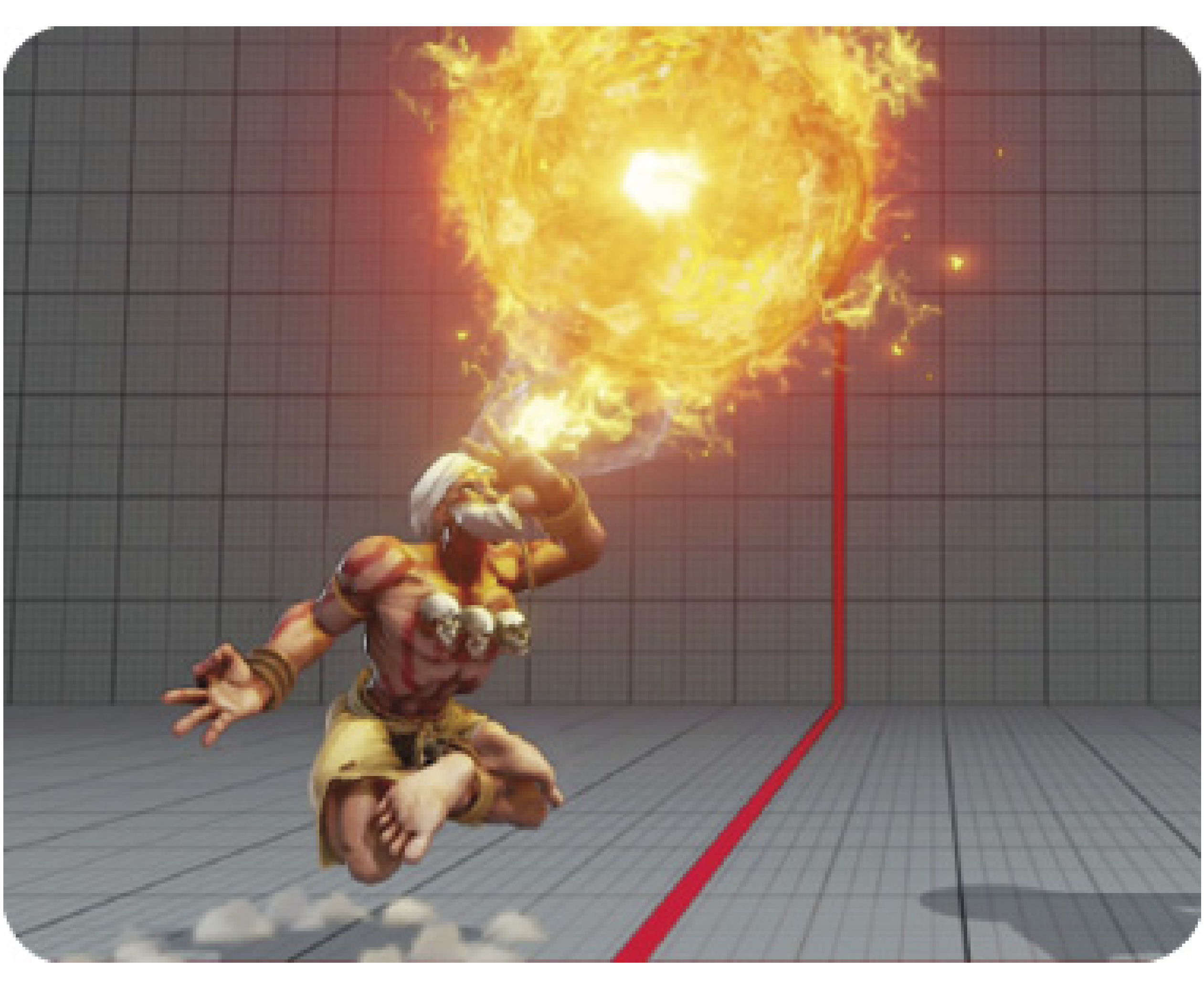


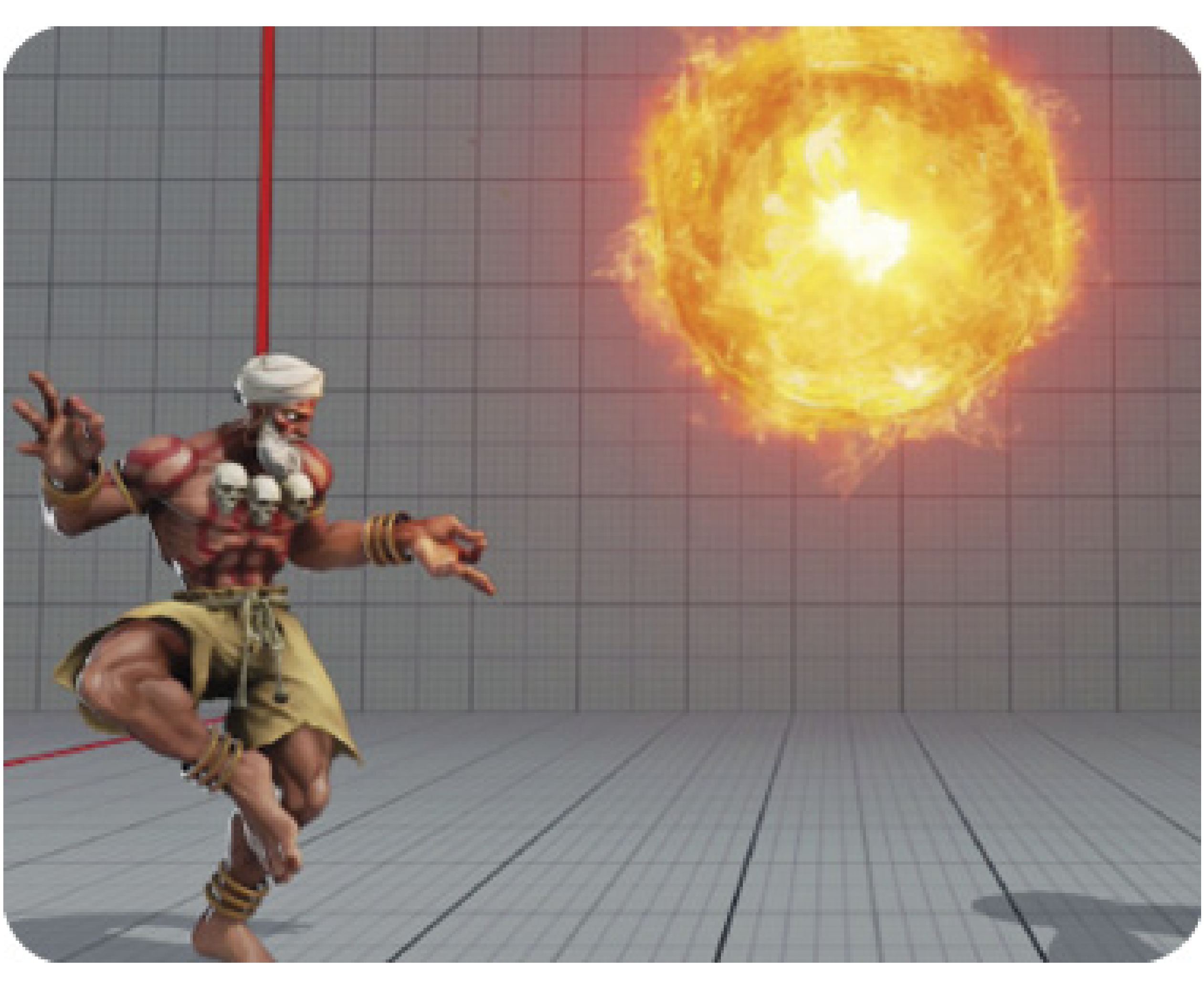
YOGA SUNBURST LV.1 ↻ ↻ + Ⓟ









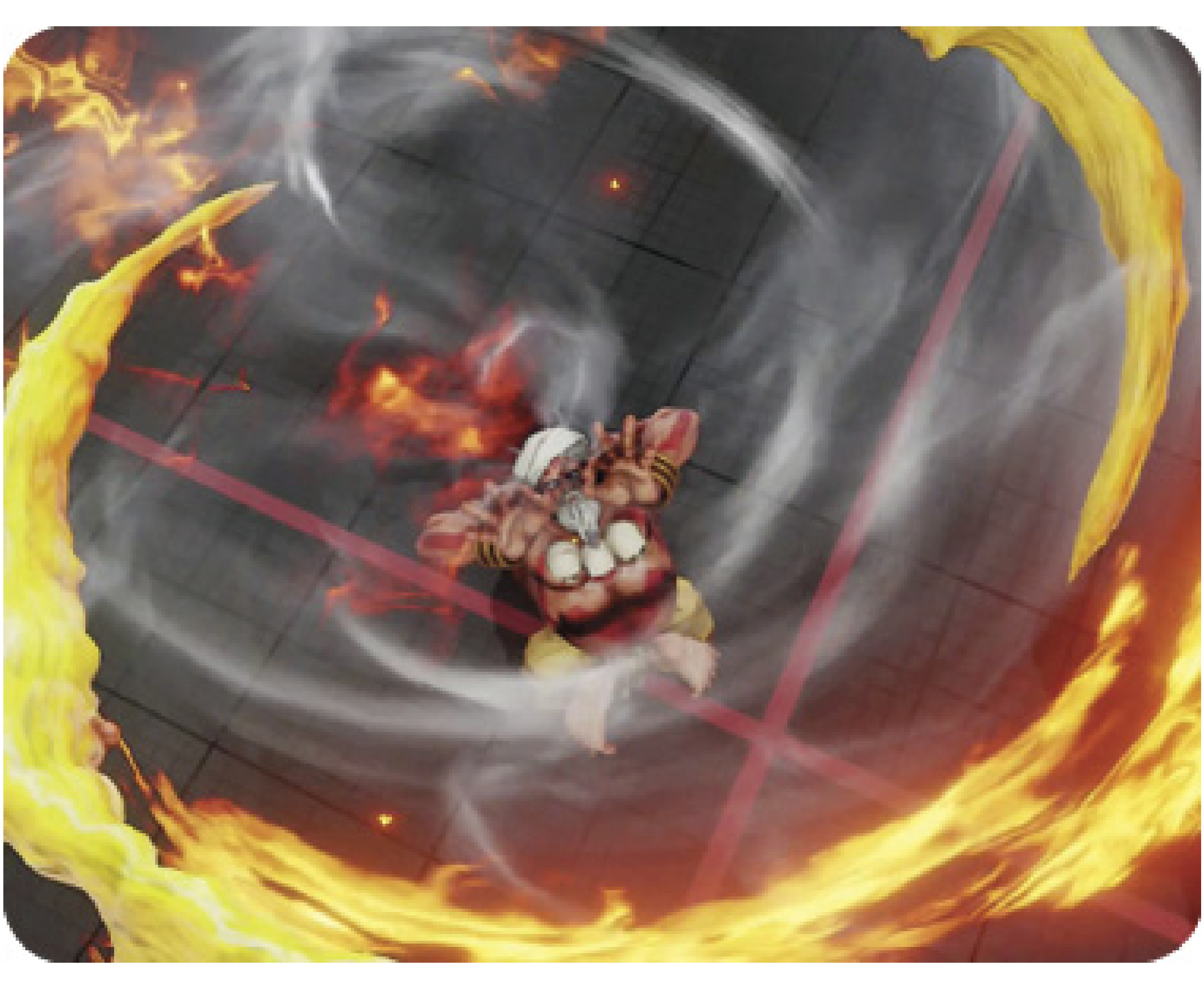


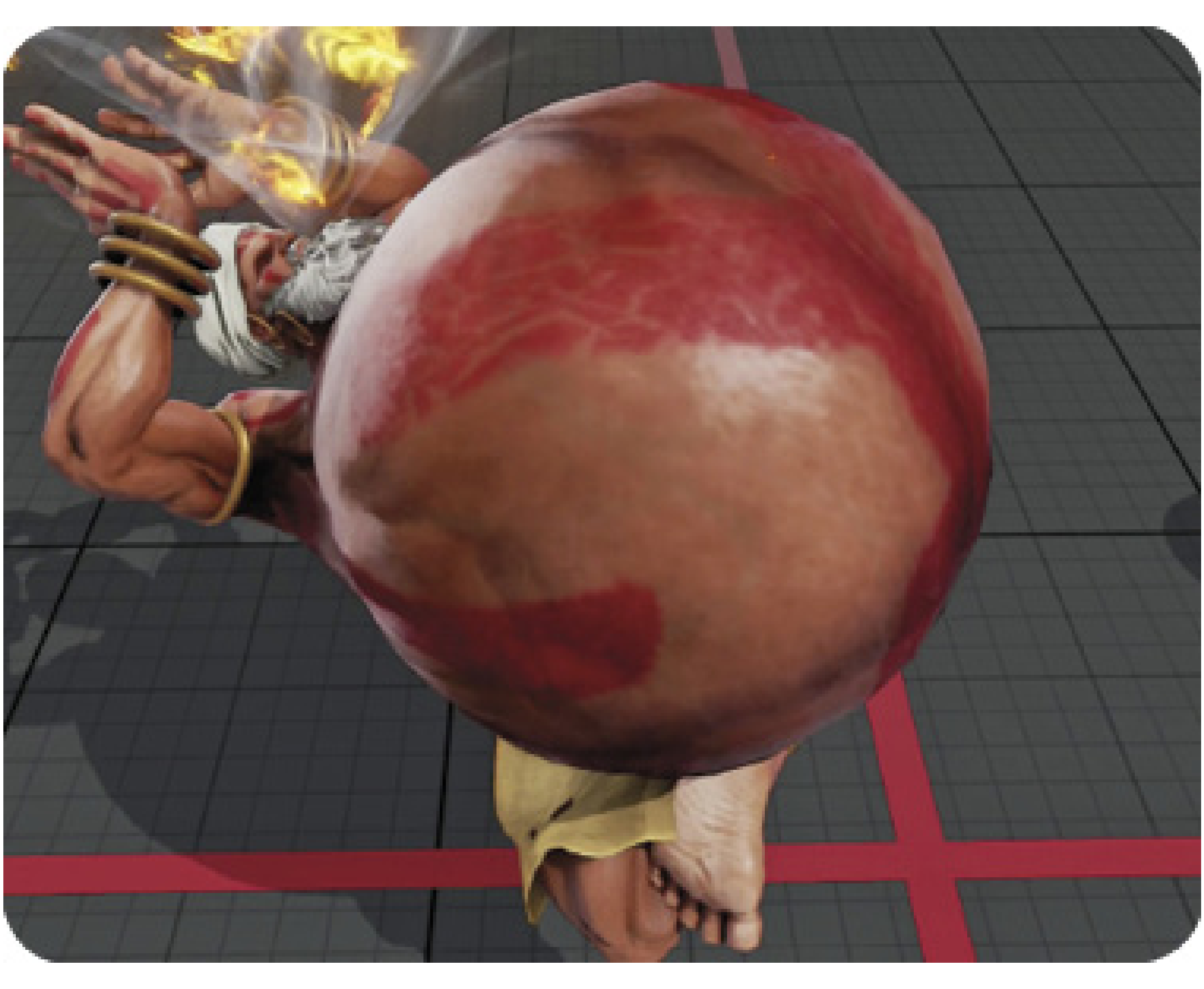
STARTUP	1+9
ACTIVE	Notes
RECOVERY	41
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	280
STUN	0
METER GAIN	-900

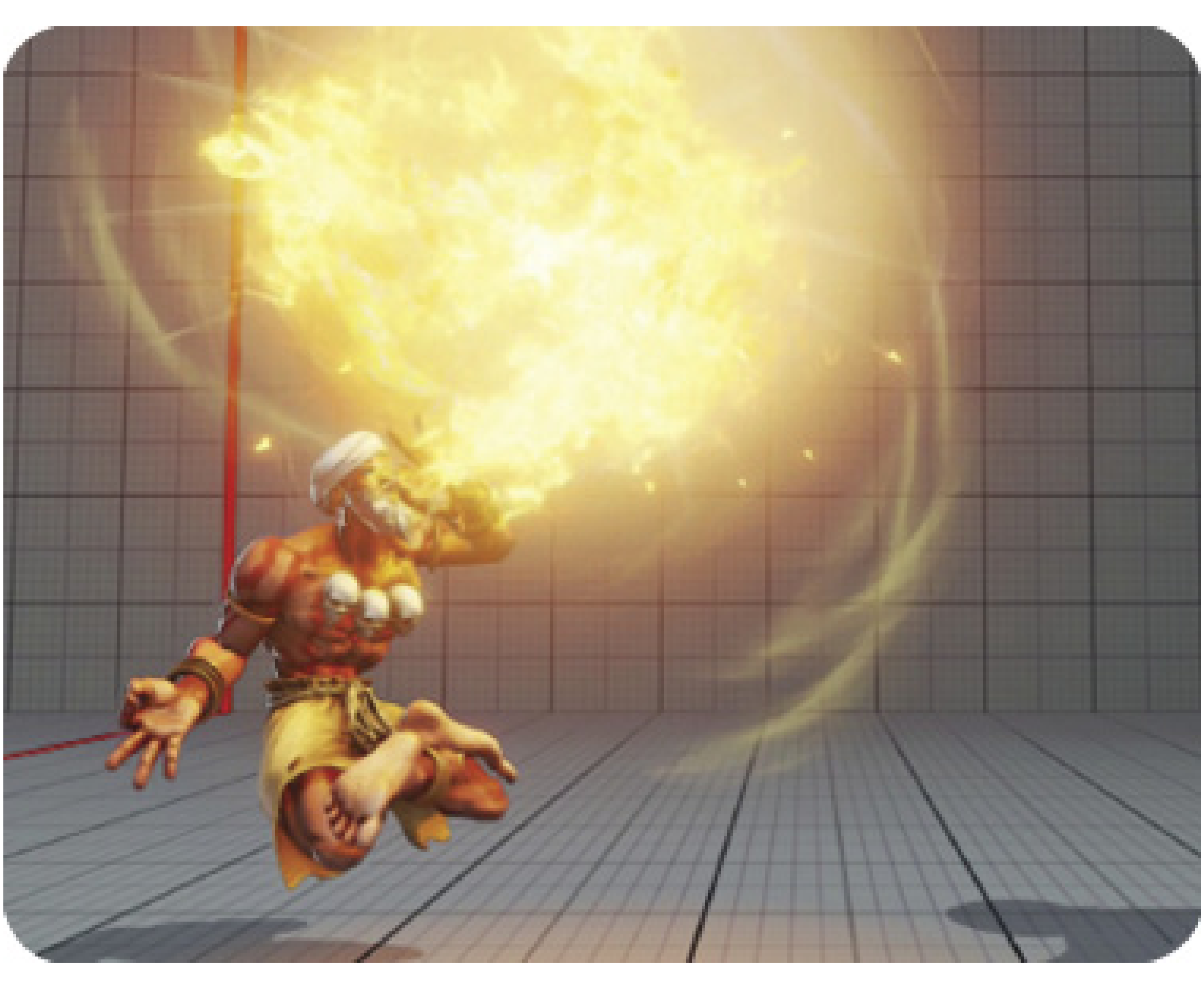
NOTES

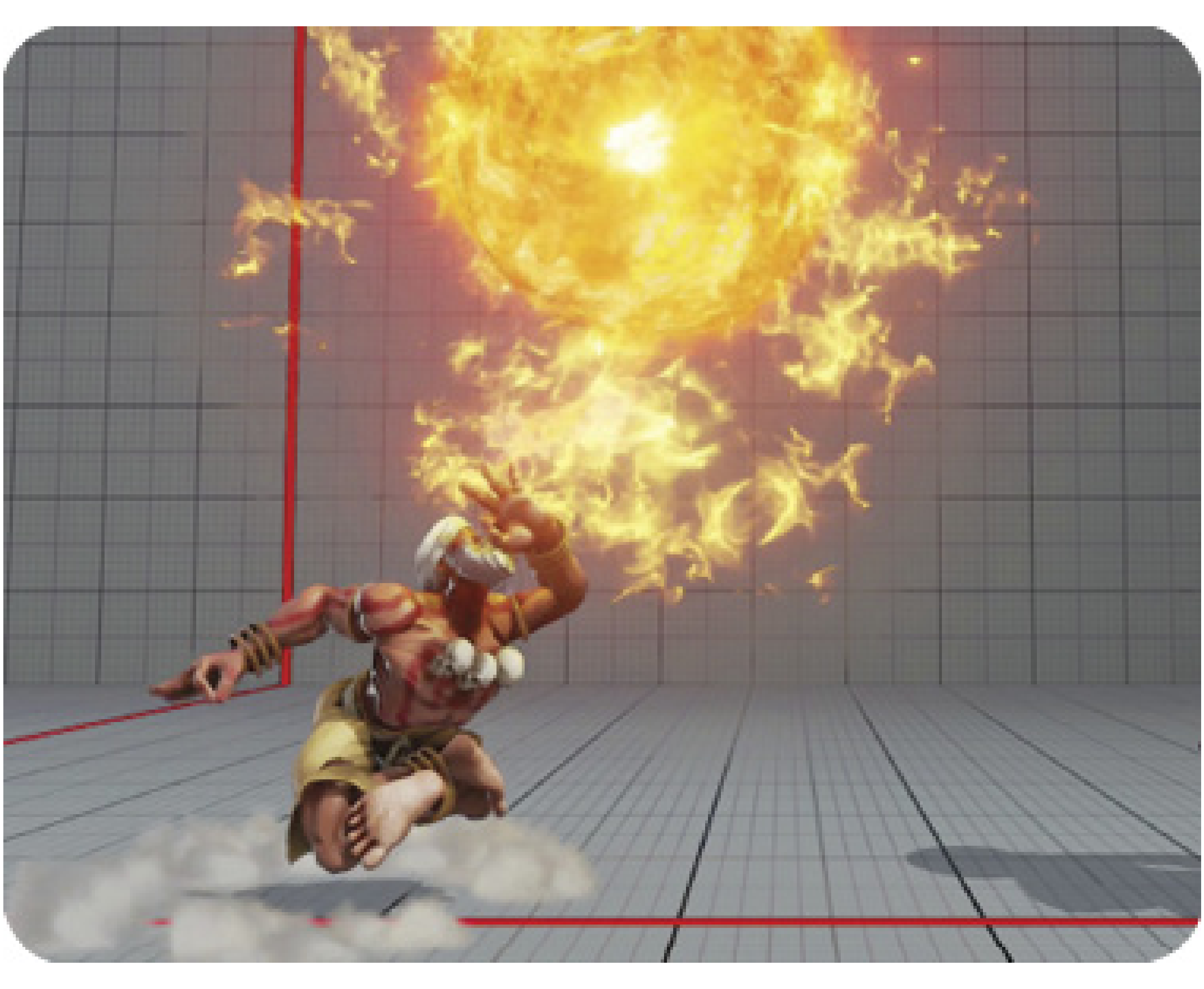
Frames 1-9 completely invincible; button strength determines arc; projectile onscreen for 117 frames

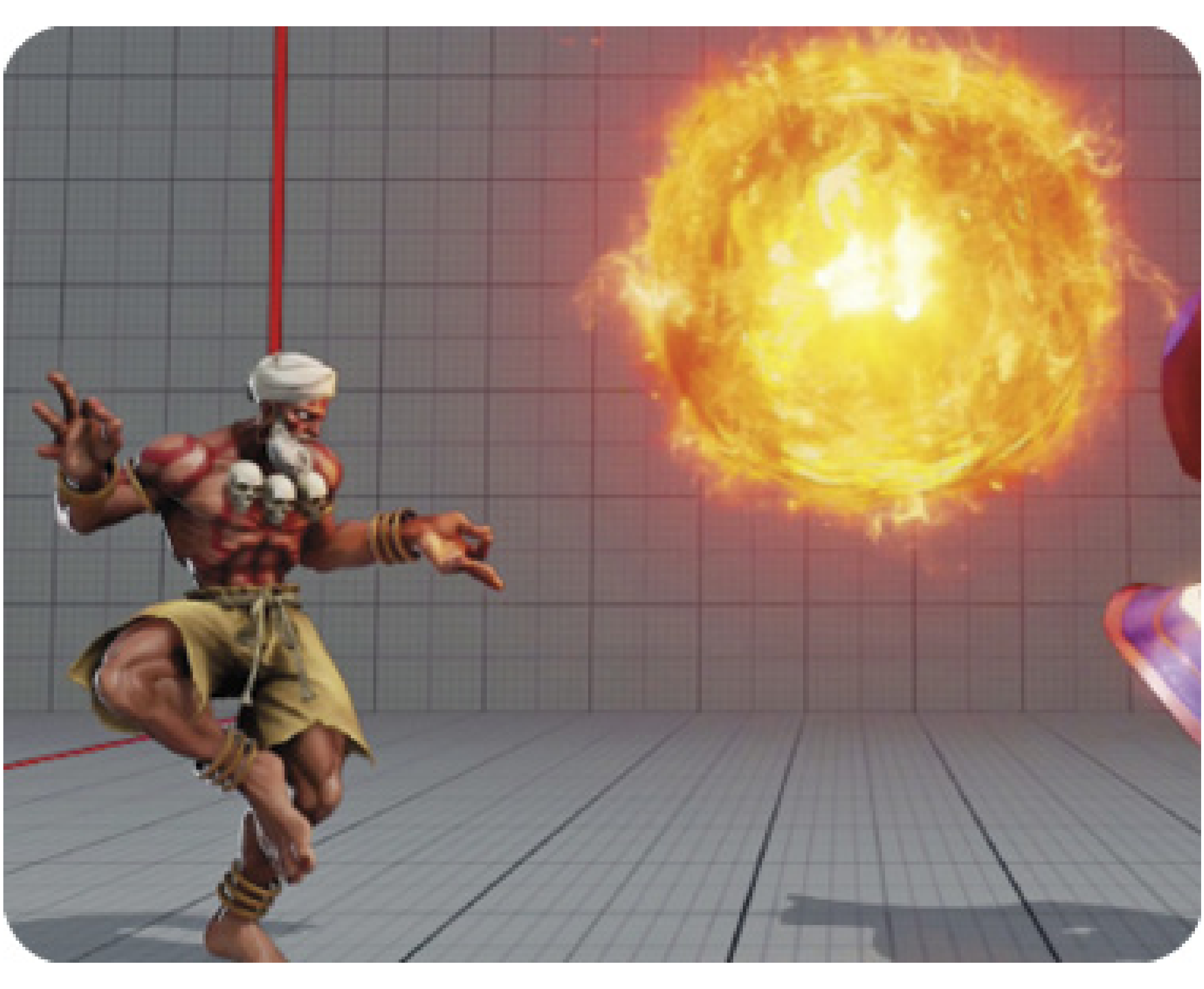
YOGA SUNBURST LV.2 ↻ ↻ + Ⓟ (HOLD)









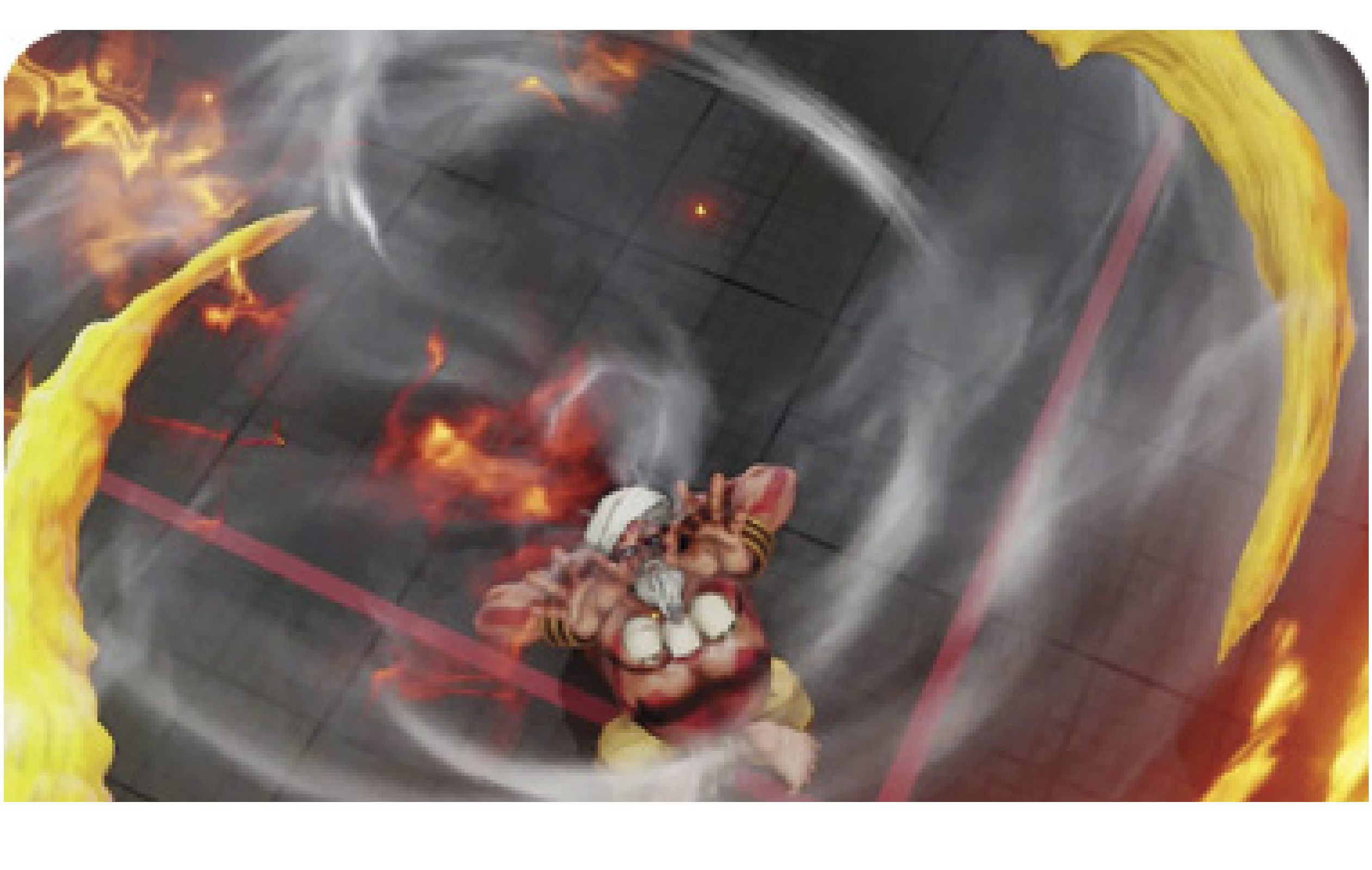


STARTUP	1+39
ACTIVE	Notes
RECOVERY	43
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	320
STUN	0
METER GAIN	-900

NOTES

Frames 1-9 completely invincible; button strength determines arc; hold button at least 40 frames to produce lv.2 Yoga Sunburst; Sunburst starts as active projectile building power above; Dhalsim and is thrown when button is released; projectile travels onscreen 117 frames after release.

YOGA SUNBURST LV.3 ↻ ↻ + Ⓟ (HOLD)

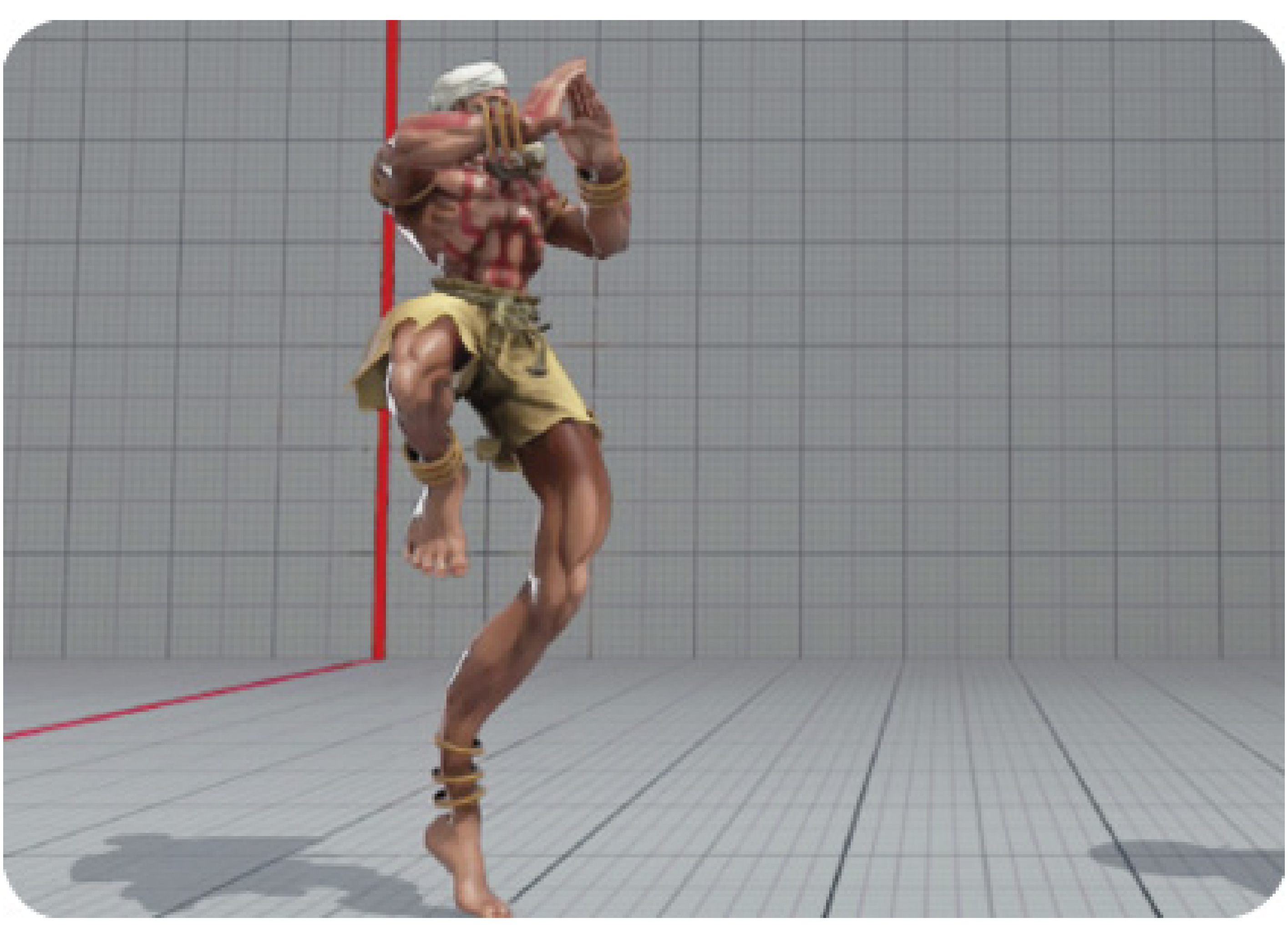


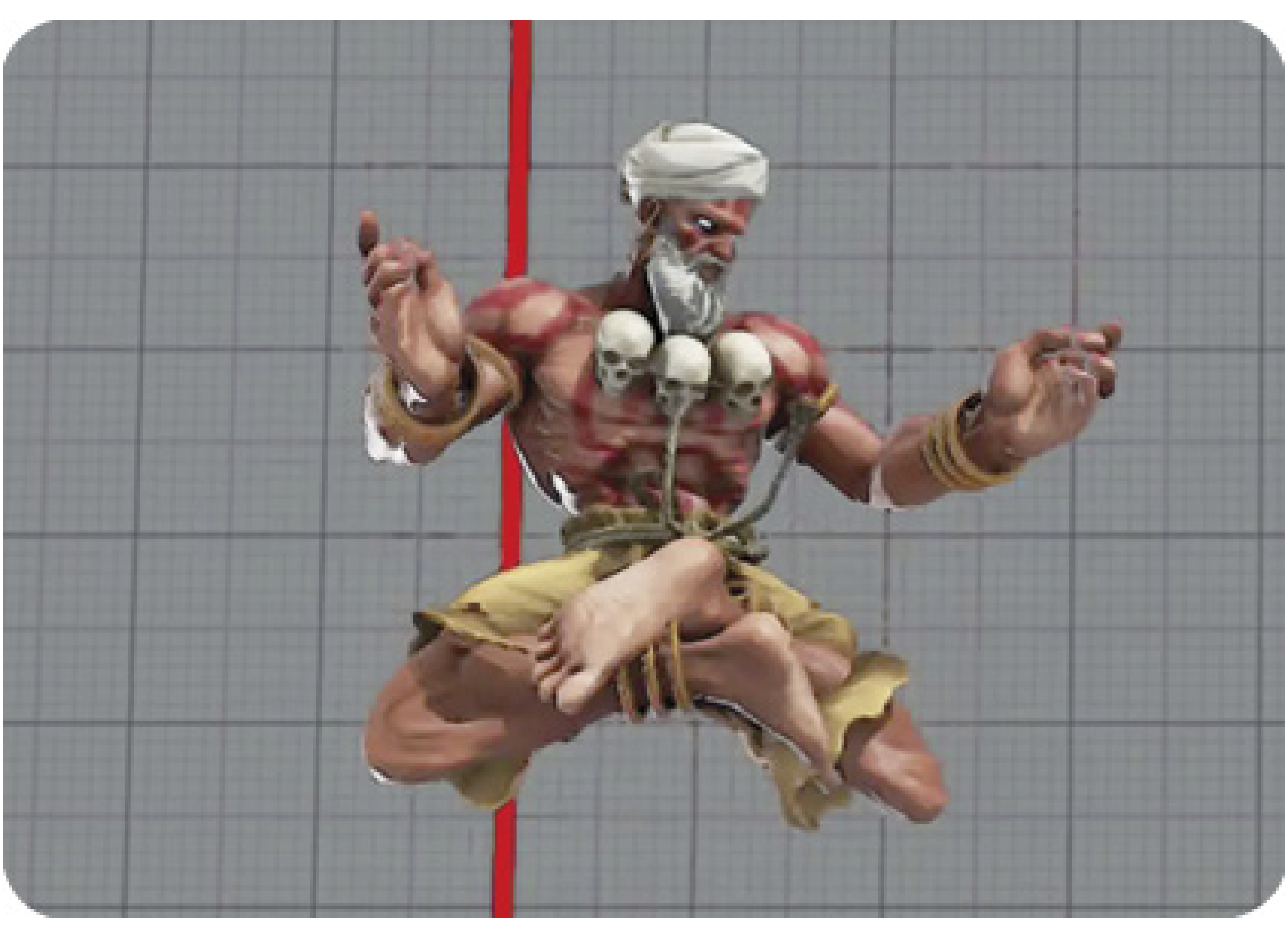
Dhalsim

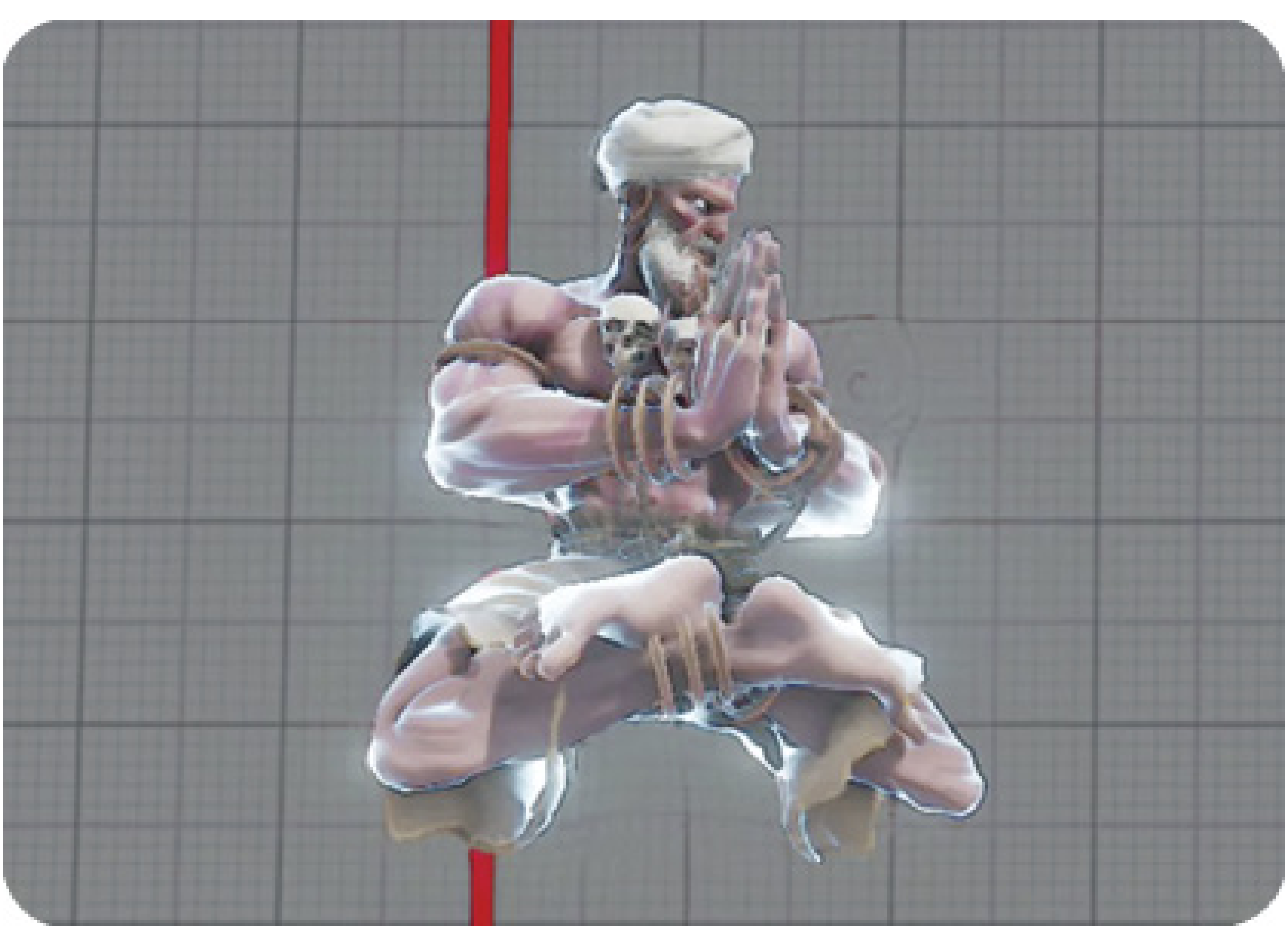
V-System

V-SKILL

YOGA FLOAT MP + MK





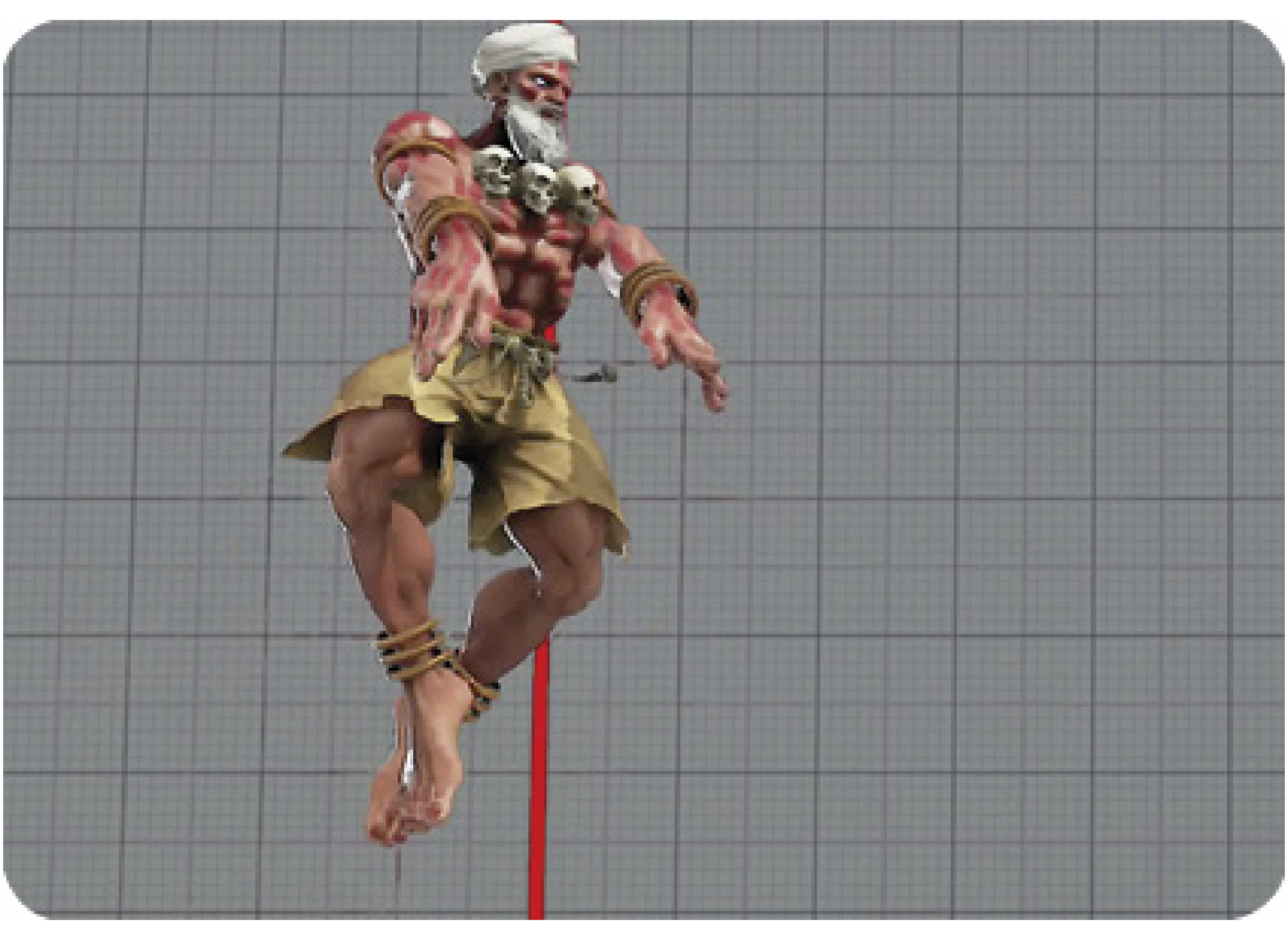


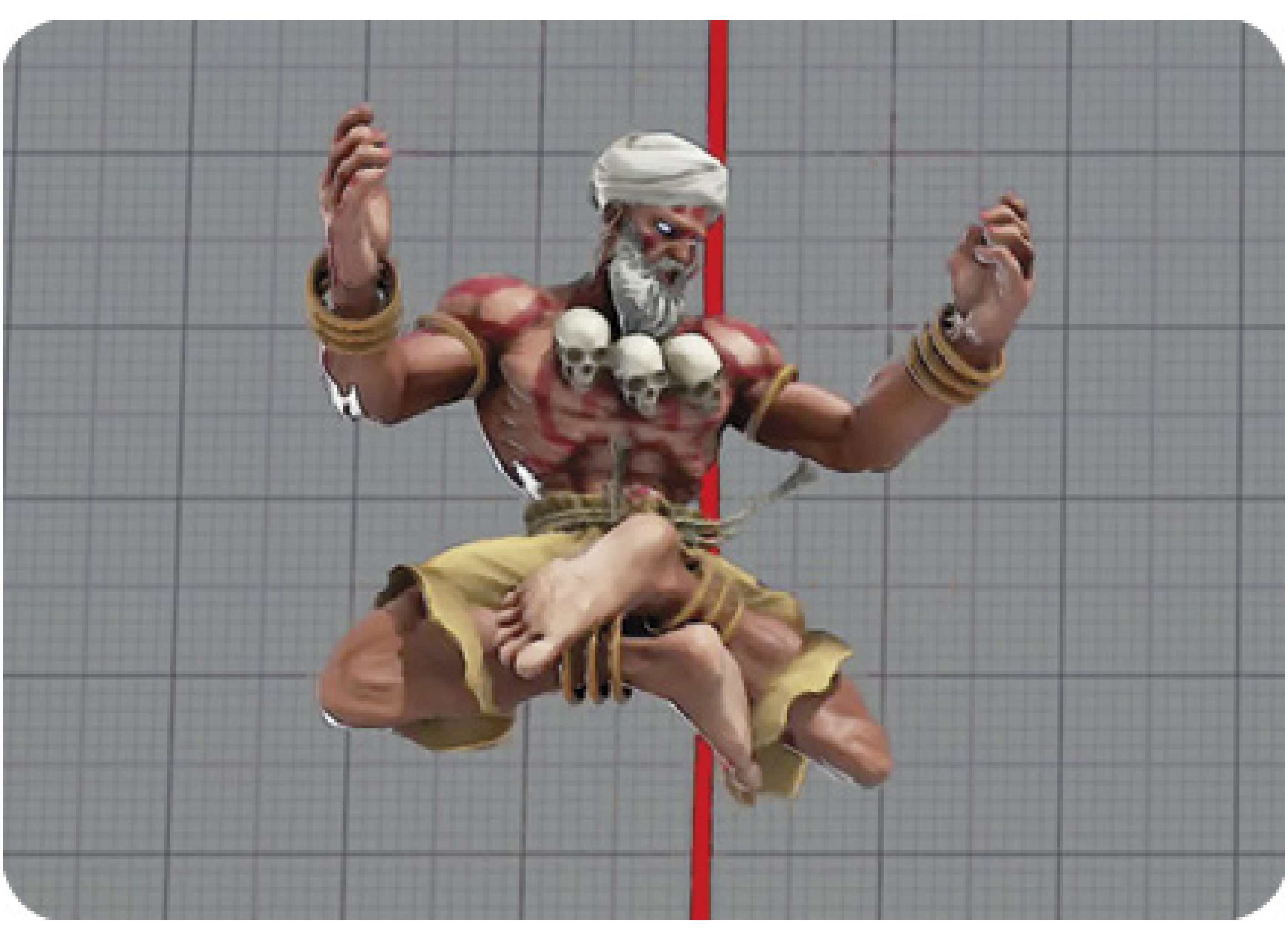
STARTUP	—
ACTIVE	—
RECOVERY	Notes
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

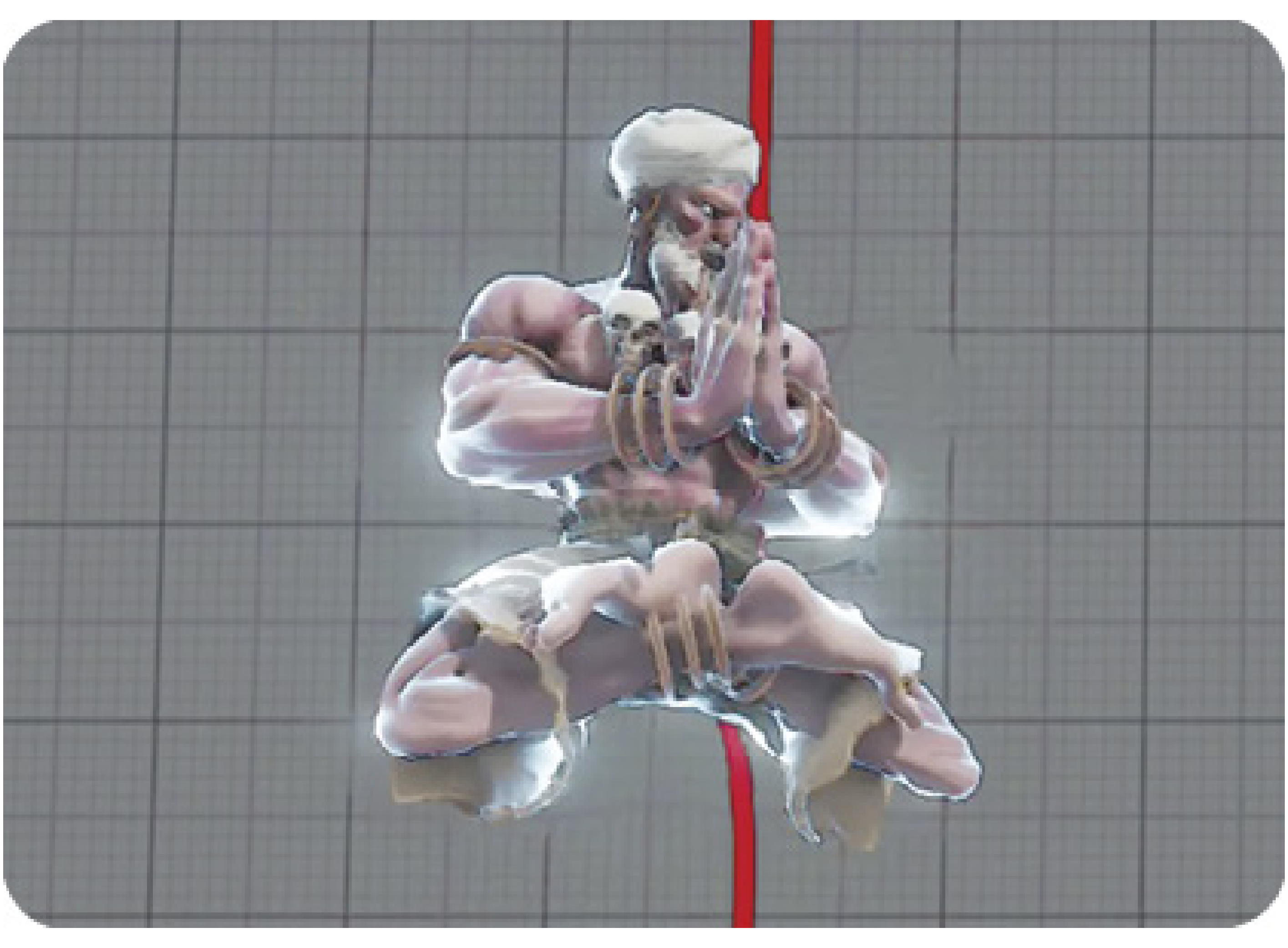
NOTES

Airborne starting on frame 6; 28 frames until floating state, starts falling after 75 frames of float; air normals from Float build V-Gauge on guard or hit, lights 20/40, mediums 25/50, heavies 30/60

AIR YOGA FLOAT MP + MK WHILE JUMPING







STARTUP	—
ACTIVE	—
RECOVERY	Notes
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

16 frames until floating state, starts falling at 75 frames; air normals from Float build V-Gauge on guard or hit, lights 20/40, mediums 25/50, heavies 30/60

Yoga Float: Yoga Float is exactly what it sounds like: Dhalsim hovers in midair for a moment. Yoga Float can be initiated from the air, where Dhalsim will simply begin floating, or from the ground. When initiating Yoga Float from the ground, Dhalsim will initially spring up into the air with a stretching animation that looks a lot like *Street Fighter IV's* Yoga Tower, but sadly lacks the evasive properties of that move. While stretching upward, Dhalsim is vulnerable from floor to ceiling, so watch out. Either way, once the actual Yoga Float begins, you can input ← or → to hover in that direction. Dhalsim's float ends and he starts falling back to Earth after 75 frames, just over a second. He'll also fall as normal if you execute any air attack from Yoga Float.

Normals that connect with the opposition, whether blocked or hit, generate some V-Gauge for Dhalsim. Specials or Drill Kicks initiated from Yoga Float do not build V-Gauge.

Yoga Float's purpose is to reinforce the opponent's uncertainty about where Dhalsim will go and what he'll do. For example, many challengers will rush in with jumps, hoping to avoid and punish Dhalsim's long-reaching ground pokes. If you Yoga Float preemptively, you can easily anti-air them early from a floating position with jumping MP or HK, reaching straight across the screen. Foes who now want to dash in repeatedly on the ground, anticipating defensive Yoga Float, open themselves back up to running into the grounded pokes they were worried about initially. If no jump occurs, Dhalsim can hover a bit and then decide to Drill Kick back down, extend a limb across as an aerial poke while falling, use Yoga Gale to cover down-below him as he falls, or Yoga Teleport.

V-REVERSAL

YOGA MALA → + P P P

STREET FIGHTER V

Dhalsim

Overview

PROS

- Dhalsim has a large variety of attacks at all ranges.
- He has the longest-range attacks in the game and projectile attacks for all situations.
- Thanks to Yoga Teleport and Yoga Float, he has incomparable movement abilities.

CONS

- With no real reversal attacks, he's reliant on Yoga Teleport and his V-Reversal for defense.
- His low stamina makes movement and poking mistakes costly.
- Notwithstanding his jumping movement abilities, his jump is floaty and predictable.
- Extended limbs are vulnerable, with large hurtboxes.
- It requires a special kind of player to excel at his reactive, space-oriented play.

Dhalsim returns in *Street Fighter V* with the stretching limbs that have been his hallmark since *SFII*. He's refreshed in some interesting new ways, with Yoga Fire reimagined and a new air version of Yoga Flame added (Yoga Gale). With his Yoga Float V-Skill, air Yoga Teleport, Drill Kicks, and air pokes, he's one of the masters of the skies in *SFV*, along with Rashid and Chun-Li. And thanks to his Yoga Burner V-Trigger, he's the only character besides newcomer F.A.N.G. who has a damage-over-time mechanic.

Your objective is to harass the opponent from afar while looking for opportunities to teleport in for close-range offense. Achieve this by:

- Controlling airspace with Yoga Fire, jumping MP, and jumping HK
- Controlling the ground with far-reaching pokes like standing MP, MK, and HK
- Avoiding your adversary's conventional projectiles with slides, standing HP, and predictive air Yoga Teleport
- Abusing Dhalsim's maneuvering advantage, repositioning as desired and escaping the enemy's offense with Yoga Teleports and Yoga Float
- Warping in quickly with low-altitude air Yoga Teleport into jumping HP, Dhalsim's version of a jump-in, when your foe is passive or pinned

STREET FIGHTER

Dhalsim

Strategy

LONG RANGE

Dhalsim's long-range gameplay can be his foundation or a means to an end, depending on the matchup and the needs of the situation. His long normal moves and arcing Yoga Fire shots are suited both for staving off opponents you want to keep out and creating opportunities to warp in suddenly with tiger knee Yoga Teleport.

Yoga Fire is a novel update to an old *Street Fighter* staple move, but it does have a few problems you'll have to correct for while playing Dhalsim. Dhalsim is occupied for 52 frames while producing it, and it doesn't cover lateral space. From full screen, characters like Nash and M. Bison can simply dash twice and be directly next to Dhalsim before he's even done. If at any point the opponent feels sure you're about to throw Yoga Fire, they can commit to aggressive, fast forward movement, hoping to score a full combo as Dhalsim helplessly recovers, his fireball sailing harmlessly over their head. So, in order to use Yoga Fire, you'll either have to set it up (like by knocking the enemy down first) or you'll have to make the adversary hesitant about your ground game. Of course, Dhalsim's stretching limbs (particularly standing MP, MK, HP, and HK) are ideal for this. Yoga Fire and Yoga Float antics create uncertainty about air approaches, while Dhalsim's pokes create uncertainty about grounded assaults.

And Yoga Fire doesn't help Dhalsim in a lateral fireball war with characters like Ken, Nash, and Ryu. If you can find places to launch Yoga Fire to fall on them from above, they'll also have to briefly deal with that because their fireballs don't negate Yoga Fire any more than vice versa. However, these characters can simply chuck horizontal fireballs much more quickly than Dhalsim can keep up.

Rather than stalemating these characters by matching fireball for fireball, you'll have to dodge them. Here, Dhalsim's new standing HP is great, within range. It is upper body projectile-immune for much of its duration, so you can use it to smack the feet of fireball tossers while automatically ducking underneath the projectile. It will also nail opponents moving on the ground instead of guarding low. Use Training Mode's record feature to get used to the timing and range against fireball throws. If the spacing or timing isn't right for standing HP, you can also have Dhalsim jump over a fireball and HK Drill Kick back down, or use a crouching slide kick attack to pass underneath while gaining ground on the foe. If you have time and distance, you can just negate incoming single-hit projectiles with LP Yoga Flame. You can also fight conventional fireball wars from any range with EX Yoga Fire, as long as you have EX Gauge available.

Reaching all the way across the screen with pokes leaves Dhalsim open, so you must use discretion and vary your timing if you expect counterattacks—an attentive opponent can anticipate your pokes and counter-hit or whiff-punish from hilarious ranges. Hit-throws like Birdie's Hanging Chain and Zangief's EX Borscht Dynamite can suck Dhalsim in from full screen by snagging his limbs. At any time, you can fake a long-range ground poke by just doing crouching LP or standing LK (or fake a long-range air poke with jumping LK, HP, or HK Drill Kick). This gives you a chance to gather information about how your adversary might counter, though it will end up losing ground for you if they move forward during this time. When you do feel comfortable poking on the ground, each of Dhalsim's far-reaching attacks has its purpose:

Standing MP (12-frame startup) is Dhalsim's baseline poke and recovers quickly enough for him to block if foes jump in over it. The hurtbox on this attack is way larger than the hitbox, and the hitbox doesn't actually extend as far as Dhalsim's fist, so be mindful of its vulnerability.

Standing MK is a bit faster (starting in 10 frames) and lower-profile, so it can't be counter-poked quite as easily as standing MP, though it has slightly less range. It's a great baseline poke alongside standing MP. It looks a bit like standing LK, which doesn't extend, so you can fake standing MK with standing LK sometimes to create uncertainty in the opponent. This will either bait out punishable actions or discourage them from trying to counter-punch your pokes at all. (This is like how intentionally whiffing lots of dive kicks with an offensive character leads to dive kicks being more effective when you actually aim to hit.)

Standing HK is slower than those (hitting on Frame 16) and harder-hitting, with marginally less range than MK. The important thing here is that it causes a Crush Counter spin on counter-hit, which can actually be a really frequent occurrence. Opponents will often commit to dashing forward at Dhalsim, hoping to catch him whiffing a short poke or throwing Yoga Fire. Whether you can capitalize off Crush Counter standing HK depends on distance (see **Combo 9**), but at least you'll get some V-Gauge either way. Like standing MP, the hurtbox is tall and extends ahead of Dhalsim's outstretched foot; this can get counter-poked if you're predictable.

As mentioned, when you're fighting against other zoners, standing HP ducks under their fireballs and hits low, forcing them to block crouching, but be careful using it. It's great on reaction against fireballs and can be used to "check" the opponent's ground movement, nailing them while they walk or dash. But it's much slower to hit (active in 20 frames) and recover than his other pokes, so it might get jumped over, getting Dhalsim punished.

Keep jumping MP and jumping HK in mind, too. MP reaches straight across the screen, while HK hits a little bit above Dhalsim's altitude. Neither of these attacks will hit grounded opponents, even if you perform them extremely close to the ground, but their point is lateral control against airborne foes. Whenever you're zoning from long range, whether as a change-up or preemptively in case you sense an enemy eager to jump in, you might take to the air. Either jump and Yoga Float, or perform a backward "instant" air Yoga Teleport. From this aerial position, you can then put jumping MP / HK across from Dhalsim, cutting off airspace above your adversary and shooting down anyone who tried to jump forward. (And if you expect some attempt at long-range counter-hitting, like a Shoryuken aimed at Dhalsim's limbs, then whiff your attempt with jumping LK or HP.) Yoga Float jumping pokes help build V-Gauge, while backward air teleports into low-altitude air-to-air pokes eliminate the usual problems with poking out of Dhalsim's floaty jump. It's also important to teach the opposition that not every aerial Yoga Teleport leads into a cross-up HP attempt.

But when you *do* sense the chance from long range, you can transition into close-range offense very quickly with a forward air Yoga Teleport. Ideal timings include just before your MP/HP Yoga Fire is about to fall on the enemy, just before they're about to block EX Yoga Fire, and right when you expect the opponent to try a long-range projectile toss of their own. Dhalsim can Yoga Teleport out of slower air movements like backward jumps and Yoga Floats, falling from above somewhat slowly with air HP or Yoga Gale, or he can use tiger knee forward air Yoga Teleport to pop into existence directly above his foe's head with an overhead HP into a potential ground combo. Teleporting with P P P crosses to the other side (unless the foe is cornered or at full-screen distance), while using K K K stays on the same side, potentially hitting as a fake cross-up if they assume you're using the side-swapping version. (See the Yoga Teleport description for execution specifics.)

At long range, you won't have to worry about suddenly being defensive too often. If opponents insist on trying to bully in, you can deflect ground movement with standing HK, and jump-ins with air-to-air jumping MP / HK. If you can keep Yoga Fire shots active, the air has a way of staying clear.

MID RANGE

You won't spend a lot of time seeking out mid-range position, since Dhalsim's core Yoga Teleport tactics take him into close or long range, but you'll still end up here sometimes. Where long range shades into mid range and jump-ins become a direct threat, a little closer in than standing strong's max reach, swap out standing MP for standing MK as your baseline poke, faking it often with standing LK. Standing HK remains important whenever you make an educated guess that your challenger wants to dash in on the ground. And this range is perhaps ideal for reacting to fireballs as pokes with your own standing HP.

You won't really use Dhalsim's jump-ins conventionally from mid range since his regular jumping trajectory is the slowest in the game. Instead, continue to use low-altitude Yoga Teleports directly above your foe's head as your main point of entry. From a normal jump-in's range on the ground, you can employ Dhalsim's crouching K slides to get inside. All of these attacks carry some risk because Dhalsim is usually at a disadvantage when guarded, especially deep. But any low-profile, low-hitting slide attack has some use, and Dhalsim has three of them. Use crouching LK as a kind of ducking dash that ticks while traveling just a bit shorter than his actual dash. Although it's technically always a disadvantaged setup, you'll be able to exploit crouching LK into an immediate close-range throw against many opponents. It can also move Dhalsim closer after a Yoga Flame knockdown and gain ground in the neutral game.

Crouching MK travels a little farther and has more active frames; spaced correctly, crouching MK can actually lead to a great low-hitting link combo (**Combo 2**). Getting good at eyeballing this range gives Dhalsim a fantastic, somewhat safe low-hitting threat that he otherwise lacks. Crouching HK travels the farthest and knocks down, even causing an unrecoverable knockdown on counter-hit (most likely if the foe was dashing when you swept them). But guarded, Dhalsim's sweep is between -20 (blocked early) and -4 (blocked on the last possible frame). You should generally avoid relying on crouching HK as a staple in your arsenal except to slide under mid-range fireballs for a knockdown, to stop people being way too aggressive with their ground dashes (and hence not blocking), and occasionally to just remind people that it exists. It'll hit more often the less you use it; players tend to forget to look for things you're not using, so they'll get anxious when you remind them with an occasional slide knockdown. If they subsequently expend mental energy waiting to punish your next slide, then mission accomplished.

From the range where Dhalsim's slides become relevant, you can also apply his Drill Kicks as variable dive kick jump-ins. As with dive kicks, aim at your enemy's toes or a little bit short for safety's sake. Err toward whiffing and landing in front of them instead of hitting their upper body. As seen in **Combo 8**, perfectly aimed Drill Kicks can lead into Dhalsim's grounded bread and butters. However, be aware that this carries risks. Aggressive players who react to Dhalsim taking to the air by dashing in will screw up your plans by getting hit by his Drill Kick very high up. It's also quite hard to accurately aim Drill Kicks when dropping down out of Yoga Float at mid range. Still, as with slides, it's worth keeping in mind as a high-risk tool that's excellent off precise hits.

Yoga Float into jumping LP and MK become good overheads here that build V-Gauge. Doing them from Yoga Float instead of a jump returns Dhalsim to the ground more quickly, without his usual floatiness while falling. He'll still retain a little momentum, so if you Yoga Float and then overhead with MK while holding ← or →, he'll drift in that direction while dropping. You can also jump and use these buttons immediately as instant overheads from this range, but save this for when the damage is unexpected and crucial, like the last hit of a round or to unlock lots of white damage. LP has more range than MK for this purpose but deals less damage; jump backward (space permitting) to make it safer on block/whiff.

Closer in from that, where mid range shades into the beginning of close range, Dhalsim's shorter-reaching attacks become relevant. His most flexible and important pokes here are Divine Kick (→ + MK) and crouching HP. Crouching HP has a little more range, but Divine Kick strikes two frames faster. You won't be able to link into anything from the tips of these pokes' ranges, but you can cancel into LP Yoga Flame for chip or HP Yoga Flame for block advantage afterward.

If enemies attempt to close in from mid range, Dhalsim is well-equipped to stop them. When you have time to fire it, LP Yoga Fire temporarily covers frontal airspace, making jump-ins a non-issue. From a neutral situation, both crouching MP and Yoga Anvil extend up-forward to swat jumping foes out of the sky. Uniquely, these far-reaching anti-air pokes can be canceled into specials. You can anti-air airborne enemies and then cancel immediately into a Yoga Fire that they'll have to worry about as they air recover from their jump's apex (or which may combo and juggle, if → + HP counter-hits a jumping target). Take care with the extended hurtboxes on these anti-airs, as with extended ground pokes. Challengers may preemptively stick out high-priority jumping attacks, aiming to slap Dhalsim's arms before they're active. If you want to avoid the guessing game, you can always just Yoga Teleport away from mid-range jump-ins if you want to return to long-range zoning, or slide under mid-range jump-ins early and attack your adversary's landing from behind.

CLOSE RANGE

From any distance, Dhalsim has a quick path into close range with air Yoga Teleport, and most of his safe offense revolves around being able to warp into jump-in airspace from anywhere. You can set up a relatively safe cross-up/fake cross-up teleport with Yoga Fire (regular and EX) and Yoga Sunburst. You want to time Dhalsim's teleport through the enemy (or not through them) to occur just before his projectile connects with them, so the opposing player actually has to make a decision. Don't wait too long, teleporting when they've already blocked something from the front. From low-altitude air teleports, you'll want to use jumping HP immediately. It hits in a wheeling arc all around Dhalsim and gives you time to link into various grounded options after landing from a successful hit (see **Combo 7**). When guarded, you can cancel any of Dhalsim's landing follow-ups (Divine Kick, Yoga Upper, and crouching HP) into LP Yoga Flame for safe chip (leaving him at only -3 when guarded, at a range where the only thing that might punish him is a three-frame jab canceled into special) or into HP Yoga Flame to keep tempo advantage. This leaves a gap that adversaries might reversal out of between the poke and the HP Yoga Flame, but they might also commit an error and eat HP Yoga Flame, which can lead to a juggle (**Combo 6**).

When a standard opener (like air teleport to jumping HP to Divine Kick) is blocked, you can also cancel the poke into a backward Yoga Teleport. This gives you a chance to go back to looking for safe shots at teleport offense without trying to force the issue at close range, and it reinforces the sense of Dhalsim's screen control. For opponents, trying to chase Dhalsim down can be exhausting, like the opposite of how trying to keep Zangief away is exhausting. For far more risk, Dhalsim can also slide back in with crouching LK and go for another combo opener or a throw. However, this approach depends on your foe reacting poorly to the slide.

When you have time to use HP Yoga Flame up close (whether in blockstrings as mentioned or as a meaty attack on wakeup or against air recovery), Dhalsim will be at +3 when blocked. This is a great place to threaten between crouching LK slide (a low hit, after which foes must be ready to tech or reverse your throw) or backward jumping LP. Dhalsim doesn't have a unique attack overhead, but instant jumping LP is basically the same thing when you use it this way. Used from up-close advantage, it can score seemingly guaranteed damage to close out rounds or unlock large amounts of built-up Yoga Burner white damage.

But while Dhalsim is very good at warping in and out of close attack range for a long-range zoner, he is still definitely not an up-close specialist. Most point-blank exchanges will probably not be started on your terms, so you need to know his other close-range buttons.

When in doubt, Dhalsim's jabs are his fastest assets. Standing LP hits grounded foes in four frames (it actually hits anti-air a frame earlier, in three) and links into standing LK for a basic, safe hit-check (**Combo 3**). Standing LP to standing LK also only leaves a one-frame gap between the pokes on block. For a lower profile, crouching LP is a tick that also hits in four frames. You can follow-up a single crouching LP with Divine Kick. This is a frame trap with a five-frame gap on block that combos on counter-hit (see **Combo 11**). You won't have time to verify the hits for this sequence; you'll just have to use it speculatively. In situations where an aggressive, fast-walking character like Cammy or Karin is attempting to vary blockstrings with walk-up normal throws, fishing for counter-hits this way when they step forward is a direct deterrent. When you're under pressure, you can prioritize canceling any blocked pokes into backward Yoga Teleport instead of trying to convert something into an MP Yoga Flame knockdown.

Dhalsim's jabs will link in many close-range situations (potentially leading to an EX Yoga Flame upon cancel), like a meaty/late close-range hit from crouching MK or Drill Kick, or after EX Yoga Fire near a corner. They're his fastest means of trying to box through the opponent's frame traps up close, but he doesn't have a solution for three-frame gaps besides reversal-teleporting away. That's fine as long as your foe isn't trying to bait exactly that response, such as when they're loaded with a far-reaching Critical Art like Nash's Judgement Saber.

When you have more time to wind up a stronger poke, crouching HP is Dhalsim's best close-range move. It can be canceled directly into specials, or you can link Divine Kick afterward and then cancel. On block, Dhalsim's left at +3, in position for a frame trap into Divine Kick, an overhead with jumping LP, or crouching LK to aggressively slide inside.

If the opponent is afraid of your poke-into-Yoga-Flame offense, you may start getting away with throw attempts. Dhalsim's walk speed is terrible, but you can mix in Drill Kicks and air Yoga Teleports into HP where you fully expect the adversary to block; just land and go for a throw immediately instead of a grounded normal move. If your challenger begins to anticipate the close-range throw mix-up, you can counter tech throws with tiger knee Yoga Gale (see the Yoga Gale description for execution tips). This functions like a low-altitude dive kick that knocks down; done quickly, the flame is low enough to hit crouching characters while also hopping over low pokes and blowing out throw attempts (and throw escape attempts). It's like Dhalsim's version of Chun-Li's aerial, low-to-the-ground "Lightning Legs."

When you're afraid of Dhalsim getting jumped on up close, keep in mind standing LP and Yoga Upper for sharp angles above him. Standing jab's first active frame is actually a great anti-air hit directly above Dhalsim's head, provided you time it correctly. Ditto the later frames of → + MP, which hits higher up but much later (anti-air in nine frames instead of three). His mid-range anti-air attacks, crouching MP and Yoga Anvil, are dangerous to extend up close, especially if the opponent's trajectory comes in sharply above, perhaps crossing up. You can always just Yoga Teleport away from deep jump-in pressure, though this may not buy you the space you expect in corners or after warping away from cross-ups midscreen.

YOGA BURNER

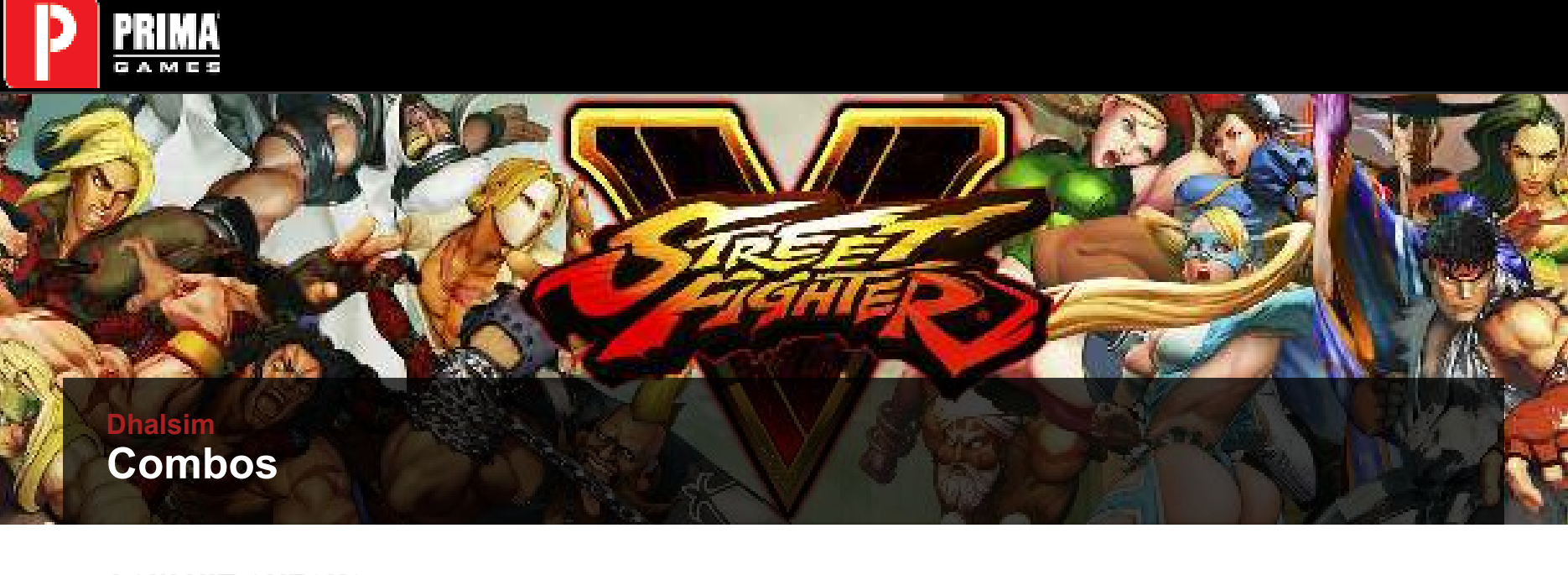
While standing HK and Yoga Anvil often hit too oddly as Crush Counters for ideal damage follow-ups, they serve a valuable function in building Dhalsim's V-Gauge more quickly. It's difficult to ensure that you build adequate V-Gauge just doing Yoga Float into blocked/hit aerial pokes. Jumping MP and HK simply whiff on standing foes, and other pokes from Yoga Float must be used closer in and are therefore inherently riskier, especially when you're just trying to build resources. On the other hand, you should give your opponents plenty of reasons to dash into your standing and crouching HK pokes sometimes, boosting your V-Gauge gain.

Otherwise, by the time you're staring at the second half of Dhalsim's stamina gauge, you should be locked and loaded with Yoga Burner. It's immediately useful in the temporary combo buff it grants Dhalsim, since basically any close-range to mid-range grounded poke can become a knockdown hit. From crouching MK and standing HP especially, this gives Dhalsim low-hitting power he doesn't have the rest of the round.

Post Yoga Burner knockdown, your focus should be on trying to keep general control of your side of the screen instead of over-committing to pressuring foes in your fire field. If you move in too aggressively and they simply jump away (or whatever), you might not get them back near the Yoga Burner field before it fizzles out. Maintain control of your side of the screen and just keep them on the Yoga Burner's side, and you're much more likely to successfully counter-punch their escape attempts so that they land right back in it.

Should you manage to stock up both V-Gauge and EX Gauge, you can really press this advantage by backing up Yoga Burner with aerial Yoga Sunburst. With both set up, Dhalsim can Yoga Teleport through to the opponent's other side. Now, with Dhalsim in front, the enemy has Yoga Burner's field in the middle of the screen and a giant Critical Art fireball descending at them from their back.

Apart from its initial knockdown hit, Yoga Burner only builds up provisional white damage. You have to get a clean hit before it regenerates to make it permanent. Dhalsim's close-range mix-ups are great for this. If you can get advantage over an opponent blocking in the fire field (like with blocked crouching HP, HP Yoga Flame, or standing LP), you can then mix-up between low-hitting slides and overhead-hitting jumping LP, or even whiffed slide/Drill Kick into throw.



Dhalsim

Combos

LOW HIT-CHECKS

COMBO 1A

CROUCHING MK » HP + HK

140 damage, 235 stun (requires full V-Gauge)

COMBO 1B

STANDING HP » HP + HK

170 damage, 285 stun (requires full V-Gauge)

Dhalsim doesn't have conventional low-hitting confirm combos, so he must rely on other means to punish standing guard and ground movement. All of his grounded normal moves are cancelable on hit or block into Yoga Burner. His crouching MK slide moves forward about a quarter of the screen while hitting low up to 40 percent of the screen away. It's normally fairly unsafe on block if not canceled into Yoga Burner (unless perfectly spaced, as in Combo 2). Standing HP is very far-reaching, must be guarded low, and is only cancelable into Yoga Burner. Yoga Burner's initial flame hit reaches about 25 percent of the screen from Dhalsim, so you'll have to do this cancel within that range. When using standing HP in this way (likely against a mid-range fireball, or just as someone gets up from a knockdown nearby or lands from air recovery), Dhalsim's in danger of eating a clean jump-in if the enemy goes for it as you poke. If you think your adversary wants to jump over your pokes, you should be patient and let them go ahead and do it, anti-airing them repeatedly until they either lose or learn their lesson. If you haven't discouraged them from jumping ambitiously this way yet, don't make standing fierce's 45-frame commitment this close.

On hit in either case, crouching MK or standing HP into Yoga Burner, the foe will get knocked down only to wake up in the middle of Dhalsim's V-Trigger flame carpet, where you should have a meaty mix-up waiting for them.

COMBO 2

CROUCHING MK ▷ → + MK, THEN CANCEL TO:

⟲ + MP
168 damage, 310 stun

⟲ + P P
200 damage, 350 stun (requires one stock of EX Gauge)

AGAINST CORNERED FOE, ⟲ + P P, IMMEDIATE JUMPING ⟲ + P P
298 damage, 518 stun (requires two stocks of EX Gauge)

HP + HK
174 damage, 295 stun (requires full V-Gauge)

If you hit with only the last two active frames of crouching MK at just about its max slide distance, then there's enough advantage afterward not only to make it safe, but also to grant you a combo opportunity. Dhalsim can get into this range (which is very particular) by stepping back very slightly after forward throw or MP Yoga Flame knockdowns, then sliding as the enemy quick-rises. The timing is strict, though. With slightly imperfect timing, you can still link crouching LP » EX Yoga Flame for 173 damage and 323 stun, which can be your go-to if you're having trouble nailing the perfect distance for more optimal finishers.

GROUNDED HIT-CHECKS

COMBO 3

STANDING LP ▷ STANDING LK » ⟲ + P P

162 damage, 293 stun (requires one stock of EX Gauge)

A standing hit-confirm into a knockdown. This won't work from the edge of the ranges of standing LP and LK, so don't attempt this from more than a step away. As with the previous combo, if your target is cornered, you can jump and tack on an immediate EX Yoga Gale for 260 damage and 461 stun. If your opening normals are blocked, Dhalsim's left at +2 after standing LK, making a Divine Kick poke here a trap with a four-frame gap. You can also use the opportunity of blocked standing LK to cancel into backward Yoga Teleport and return to long-range strats.

COMBO 4

CROUCHING HP, THEN CANCEL INTO:

⟲ + MP (» ↻ ↻ + HP)
152 damage, 285 stun (376 damage with Critical Art, requires full EX Gauge)

↻ + P P
170 damage, 240 stun (requires one stock of EX Gauge, no knockdown)

⟲ + P P
188 damage, 330 stun (requires one stock of EX Gauge)

AGAINST CORNERED FOE, ⟲ + P P, IMMEDIATE JUMPING ⟲ + P P
300 damage, 522 stun (requires two stocks of EX Gauge)

HP + HK
160 damage, 270 stun (requires full V-Gauge)

When poking on the ground, crouching HP has a slightly longer range than Divine Kick and leaves Dhalsim at +3 on block (so there's only a three-frame gap if you follow it up with an immediate Divine Kick). Crouching HP hits at the same speed as Yoga Upper but deals more damage (though it lacks the forward movement of → + MP).

COMBO 5

CROUCHING HP ▷ → + MK, THEN CANCEL TO:

⟲ + MP (» ↻ ↻ + P)
198 damage, 360 stun (394 damage with Critical Art, requires full EX Gauge)

↻ + P P
214 damage, 320 stun (requires one stock of EX Gauge, no knockdown)

⟲ + P P
230 damage, 400 stun (requires one stock of EX Gauge)

AGAINST CORNERED FOE, ⟲ + P P, IMMEDIATE JUMPING ⟲ + P P
328 damage, 568 stun (requires two stocks of EX Gauge)

HP + HK
204 damage, 345 stun (requires full V-Gauge)

A combo with crouching HP linked to Divine Kick from point-blank range. You can't lead into this combo from a low-altitude teleport because Dhalsim doesn't land close enough, but you can link this combo after a perfectly spaced last-active-frame MK or HK Drill Kick (or a perfectly spaced counter-hit LK Drill Kick). Crouching HP is also a great poke up close from advantage, leaving Dhalsim at positive frames on block. This will be your best punish when the opponent hands you a largish opening.

COMBO 6

HP YOGA FLAME, THEN (DEPENDING ON POSITION) JUGGLE WITH:

FROM CLOSE RANGE, ⟲ + LP
153 damage, 290 stun (in blockstrings, only works after Yoga Upper)

FROM CLOSE RANGE, CROUCHING MK
135 damage, 290 stun (no knockdown, causes close-range air recovery)

FROM CLOSE RANGE, CROUCHING HK
171 damage, 335 stun (in blockstrings, only works after Yoga Upper)

FROM CLOSE RANGE, HP + HK
170 damage, 320 stun (in blockstrings, only works after Yoga Upper; requires full V-Gauge)

FROM MID RANGE, STANDING HK
162 damage, 335 stun (no knockdown, causes long-range air recovery)

FROM LONG RANGE, STANDING MP
144 damage, 290 stun (no knockdown, causes long-range air recovery)

HP Yoga Flame puts the opponent into a jugglable state and is most relevant against an enemy's wakeup or from blocked pokes against passive opponents. Yoga Upper, Divine Kick, and crouching HP can all be canceled on block into HP Yoga Flame as a kind of slow frame trap. This won't work against people who buffer or mash quick pokes, but it can open up measured, reactive players who are more likely to hit buttons later. Doing HP Yoga Flame into a juggle with crouching MK slide puts Dhalsim at the exact right spot to go for a tiger knee Yoga Gale against an opponent who tries to counter-poke or tech throws up close.

> **DEVELOPER NOTES**
>
> There's no easy way to be successful with Dhalsim. Winning with him requires an understanding of how all his attacks work, both near and far, to maintain maximum control of the opponent. Be sure to also learn how to reliably teleport and use his Yoga Flame attack. Those two specials will help to create space once the opponent gets in on Dhalsim.
>
> **—Peter Rosas, Associate Producer**

JUMP-INS

COMBO 7A

LOW-ALTITUDE AERIAL ↯ + P P P / K K K, AIR HP, LAND, → + MK, THEN CANCEL TO:

⟲ + MP (» ↻ ↻ + HP)
208 damage, 360 stun (404 damage with Critical Art, requires full EX Gauge)

↻ + P P
224 damage, 320 stun (requires one stock of EX Gauge, no knockdown)

⟲ + P P
240 damage, 400 stun (requires one stock of EX Gauge)

AGAINST CORNERED FOE, ⟲ + P P, IMMEDIATE JUMPING ⟲ + P P
338 damage, 568 stun (requires two stocks of EX Gauge)

HP + HK
214 damage, 345 stun (requires full V-Gauge)

Dhalsim's true bread and butter, an air-to-ground assault that begins with an "instant" or tiger knee Yoga Teleport, performed just off the ground from as far away as full screen. Input ↯ and then hold ↓, pressing P P P or K K K only after enough frames have elapsed for Dhalsim to have passed through pre-jump frames and actually left the ground. Properly done, Dhalsim will teleport off the ground from wherever he started to just above the enemy, either in front of or behind them. Ideally, you go for this either when you've scouted the adversary's actions and are teleporting when you expect them to be busy (like recovering from their own projectile throw), or when your attack is covering by a falling Yoga Fire.

After teleporting directly above your foe's head, swing with jumping HP. This move's swinging motion all but guarantees they'll at least have to block, no matter which angle Dhalsim teleports in from. Upon landing, → + MK hits farther than → + MP but also pushes enemies back farther on contact, so Yoga Sunburst combos won't work as consistently. Crouching HP has slightly more range but is slower. Depending on Dhalsim's teleport jump-in height, Divine Kick's speed may allow it to link upon landing where Yoga Upper and crouching HP would fail, allowing the challenger to block or begin a big reversal.

COMBO 7B

AERIAL ↯ + P P P / K K K, AIR HP, LAND, → + MP, THEN CANCEL TO:

⟲ + MP (» ↻ ↻ + HP)
208 damage, 360 stun (404 damage with Critical Art, requires full EX Gauge)

↻ + P P
224 damage, 320 stun (requires one stock of EX Gauge, no knockdown)

⟲ + P P
240 damage, 400 stun

↻ + P » ↻ ↻ + P
380 damage, 320 stun (requires full EX Gauge)

HP + HK
214 damage, 345 stun (requires full V-Gauge)

A slightly weaker version of the previous combo, but one that's more consistent. → + MP is slower to hit than → + MK, so it's less suitable for fishing up close but keeps Dhalsim and his opponent closer during the hit. It also happens to force standing, so it enables guaranteed combos into Yoga Fire into Yoga Sunburst. (You wouldn't want to do Yoga Fire in combos except from → + MP and right before Yoga Sunburst; without finishing with the Critical Art, Yoga Fire leaves Dhalsim at -6 on hit!) And Dhalsim moves forward slightly during the hit, so certain combos (like the beefy corner juggle listed, which uses three EX moves) work much better with → + MP. These combos can also work with → + MK (or crouching HP) but have a tendency to whiff, depending on the position and state of the victim.

COMBO 8

LATE-HITTING AIR-TO-GROUND DRILL KICK, THEN (DEPENDING ON HIT POSITION) LINK:

(HITTING TOP OF FEET (+6) WITH ANY VERSION) → + MK » ⟲ + MP (» ↻ ↻ + HP)
178 damage, 280 stun (374 damage with Critical Art, requires full EX Gauge)

(HITTING TOP OF FEET (+6) WITH ANY VERSION) → + MK » ⟲ + P P (IN CORNER, JUGGLE JUMPING ⟲ + P P)
210 damage, 320 stun (requires one stock of EX Gauge; two stocks, 308 damage, and 488 stun in corner)

(HITTING BOTTOM OF FEET WITH LAST ACTIVE FRAME (+10) WITH MK/HK DRILL KICK) CROUCHING HP ▷ → + MK » ⟲ + MP (» ↻ ↻ + HP)
236 damage, 390 stun (404 damage with Critical Art, requires full EX Gauge)

(HITTING BOTTOM OF FEET WITH LAST ACTIVE FRAME (+10) WITH MK/HK DRILL KICK) CROUCHING HP ▷ → + MK » ⟲ + P P (IN CORNER, JUGGLE JUMPING ⟲ + P P)
264 damage, 425 stun (requires one stock of EX Gauge; two stocks, 348 damage, and 569 stun in corner)

At first glance, Drill Kick might seem like it's mostly bad because it leaves Dhalsim in such bad shape when blocked. But if you aim precisely to hit around the opponent's feet, Dhalsim is actually afforded big frame advantage, enough for lots of different link combos upon landing. (The same thing applies if you hit tremendously meaty, like an early Drill Kick into someone's normal-speed wakeup timing.) Using Drill Kicks in this way isn't much different than attempting the same thing with Yun/Yang dive kicks in *SFIII* and *SFIV*, or even Cammy in this very game. The lower to the ground the actual Drill Kick hit occurs, the better. Gauging it just has a different feel because of Dhalsim's floaty jump, and because you can launch Drill Kicks from awkward positions and timings after Yoga Float and aerial Yoga Teleport. So while this is exacting, as with Combo 2, adding it to your repertoire will make your Dhalsim considerably scarier on offense. Err toward aiming short with Drill Kicks, perhaps missing entirely right in front of your target's feet instead of aiming slightly ahead and potentially getting blocked at knee-level or above, which is increasingly dangerous. Pulling up short this way not only makes it more likely that you'll hit correctly, but it also creates more uncertainty for the opponent since their anti-airs will be more likely to whiff the shorter Dhalsim lands. If they see you mostly pulling up short, they may give up anti-airing altogether. Again, this is similar to effectively dive kicking with other characters; it's just slower and more variable.

GROUNDED COUNTER-HITS

COMBO 9

COUNTER-HIT STANDING HK, THEN (DEPENDING ON RANGE):

POINT-BLANK, CROUCHING HP ▷ → + MK » ⟲ + MP
272 damage, 500 stun

POINT-BLANK, CROUCHING HP ▷ → + MK » HP + HK
276 damage, 485 stun (requires full V-Gauge)

UP CLOSE, CROUCHING HP » ⟲ + MP
232 damage, 435 stun

UP CLOSE, CROUCHING HP » ⟲ + P P
264 damage, 475 stun (requires one stock of EX Gauge)

UP CLOSE, CROUCHING HP » HP + HK
238 damage, 420 stun (requires full V-Gauge)

UP CLOSE, → + MP » ↻ + P » ↻ ↻ + P
386 damage, 350 stun (requires full EX Gauge)

MID RANGE, CROUCHING HK
177 damage, 315 stun

LONG RANGE, STANDING HK
168 damage, 315 stun (no knockdown)

Standing HK is one of Dhalsim's two Crush Counter-capable attacks, along with → + HP. Standing HK strikes half the screen away in 16 frames, causing a spinning grounded hitstun on counter-hit. It doesn't reach quite as far as standing MP or MK, but its range is just short of those. In a mid-range to long-range zoning game, it's a harder-hitting counterpoint to those pokes when you think your opponent might get fed up and dash forward, or for when they're trying to actively counter-hit those pokes. After long-range counter-hits, your options are limited. Up close, Crush Counter follow-ups are more open and rewarding, and the only reason you're likely to use standing HK up close is to start punish combos against big whiffs anyway.

COMBO 10

POINT-BLANK AND MIDSCREEN AGAINST STANDING FOE, COUNTER-HIT → + HP » ↻ + P P, FORWARD DASH TWICE, ⟲ + P P

294 damage, 430 stun (requires two stocks of EX Gauge)

This is a very situational grounded counter-hit combo used to punish big Shoryuken-type whiffs up close at midscreen. Yoga Anvil hits faster than standing HK, so there may be some punish scenarios where you have to err toward → + HP for startup's sake. As with standing HK, using this up close for any reason besides punishing a whiffed special with a Crush Counter starter is firmly discouraged.

COMBO 11

COUNTER-HIT CROUCHING LP ▷ → + MK, THEN CANCEL INTO:

⟲ + MP
154 damage, 294 stun

⟲ + P P
168 damage, 454 stun (requires one stock of EX Gauge)

HP + HK
170 damage, 294 stun (requires full V-Gauge)

A faster counter-hitting combo than the previous two, this one starts with crouching jab. On counter-hit, this creates enough advantage to link Divine Kick. This is the kind of sequence you might poke with when you're worried about an unexpected walk-up throw, or just after a deep Drill Kick at the target's feet. It's a blockstring that happens to combo if the first strike counter-hits. You will have to verify the first two hits and adjust your finisher as desired, though. When guarded, mix-up between versions of Yoga Flame, or Yoga Teleport back out to long range.

ANTI-AIR COMBOS

COMBO 12

LOW-ALTITUDE AIR-TO-AIR YOGA GALE, THEN (DEPENDING ON POSITIONING):

AIR CANCEL INTO ↻ ↻ + HP
332-352 damage, 200 stun (requires full EX Gauge)

LAND, JUGGLE ↻ ↻ + HP
332-352 damage, 200 stun (requires full EX Gauge)

LAND, JUGGLE HP + HK
160-180 damage, 320 stun (requires full V-Gauge)

LAND, JUGGLE ⟲ + P P
188-208 damage, 380 stun (requires one stock of EX Gauge)

NEAR CORNER, LAND, JUGGLE ⟲ + P P, IMMEDIATE JUMPING ⟲ + P P
300-320 damage, 572 stun (requires two stocks of EX Gauge)

Dhalsim has an opportunity for several different juggle combos after air-to-air Yoga Gale. Air-to-air Yoga Gale is most likely if you're doing ⟲ ↓ + P Yoga Gales for low-to-ground knockdowns; opponents using airborne moves or jumping up or away may run into them. The chance for time to juggle them is increased the closer to the top of the Yoga Gale gust they hit, so Dhalsim lands earlier, and they're kind of lofted upward. You might also land Yoga Gale air-to-air if you're using it as a late fake-out when descending from Yoga Float/air Yoga Teleport. Dhalsim lands quickest after LP Yoga Gale, making juggle chances more likely. But naturally stronger versions lead to more damage, and they still allow juggles if the enemy bounces off the top properly.

COMBO 13

AGAINST CORNERED FOE, JUMPING FOE FALLING ON HP YOGA FLAME, THEN:

JUGGLE CROUCHING MK, ⟲ + HP
162 damage, 335 stun (no knockdown, opponent air recovers into second HP Yoga Flame)

JUGGLE CROUCHING HK
171 damage, 335 stun

JUGGLE HP + HK
170 damage, 320 stun (requires full V-Gauge)

JUGGLE ⟲ + P P, IMMEDIATE JUMPING ⟲ + P P
310 damage, 572 stun (requires two stocks of EX Gauge)

JUGGLE ↻ ↻ + HP
342 damage, 200 stun (requires full EX Gauge)

This situational juggle tree may become relevant when you have someone boxed in and you attack them with HP Yoga Flame. It may clip them early on the way upward during a jump, or they may land atop on the way down from a jump.

ANTI-AIR COUNTER-HITS

COMBO 14

AGAINST JUMPING ENEMY, COUNTER-HIT → + HP, THEN (DEPENDING ON POSITION):

FROM MAX RANGE, JUGGLE STANDING MP
162 damage, 270 stun (no knockdown, long-range air recovery)

FROM JUST INSIDE MAX RANGE, CANCEL TO ↻ + HP
153 damage, 270 stun

FROM MID RANGE, CANCEL TO ↻ + P P, ↯ ↓ + P P P, AIR ⟲ + HP
278 damage, 430 stun (requires two stocks of EX Gauge)

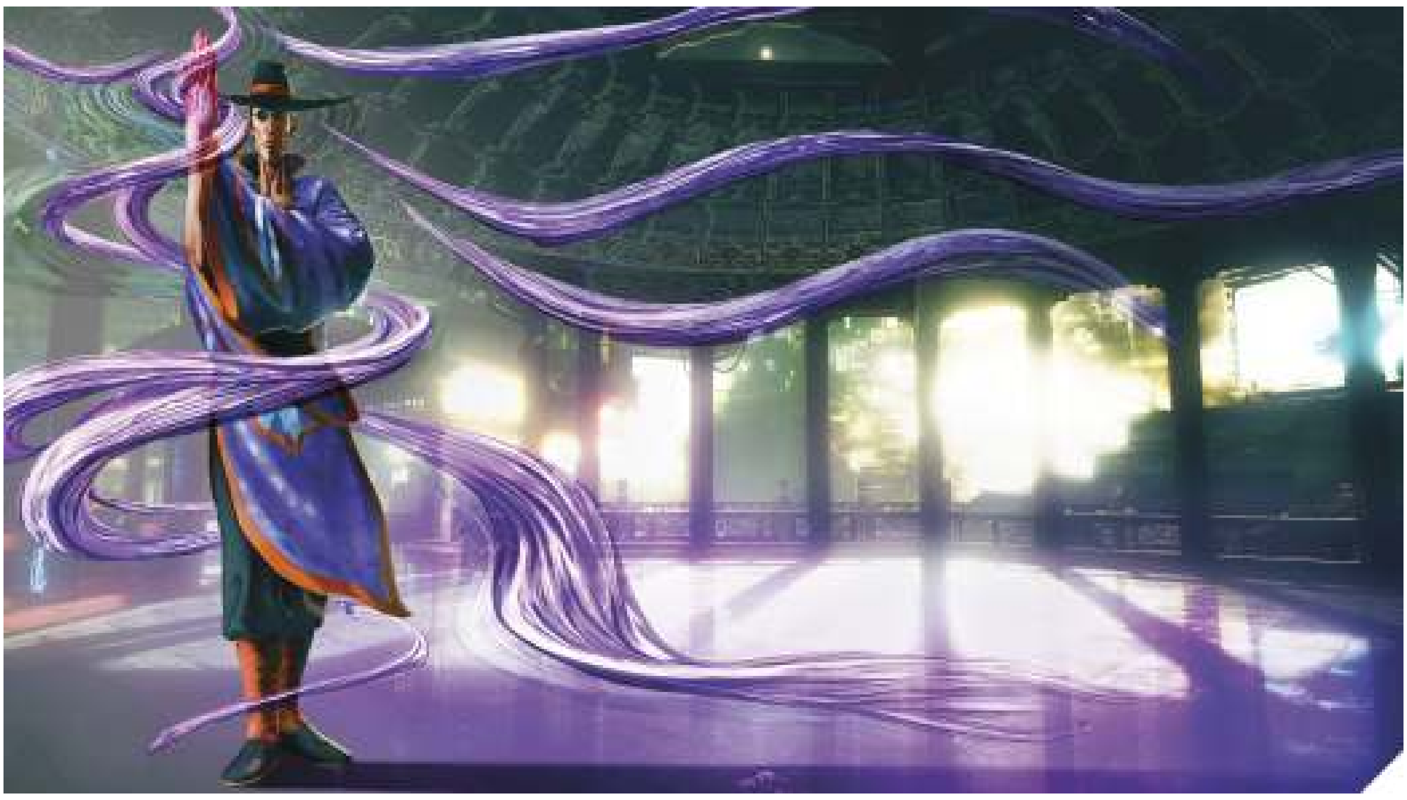
FROM CLOSE RANGE, CANCEL TO ⟲ + HP
189 damage, 360 stun

An anti-air counter-hit combo using Yoga Anvil. From the correct range, you can cancel anti-air → + HP into EX Yoga Fire, which (properly spaced) will juggle for two delayed hits while Dhalsim gets into position to cap off the juggle with HP Yoga Gale. When you use tiger knee Yoga Teleport to catch up with the foe in midair, perform the "instant" teleport as high as possible. Once you swap sides, you'll need to input the HP Yoga Gale command relative to Dhalsim's new orientation immediately. You can use LP or MP Yoga Gale here for slightly more leeway on the juggle but less damage. Depending on range and screen position, you can sometimes more simply dash/double-dash forward and juggle with EX Yoga Flame, as seen in Combo 10.

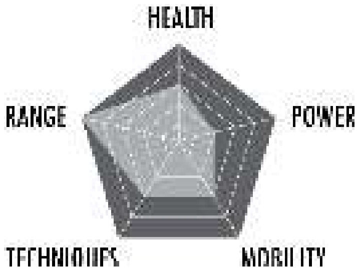
F.A.N.G.

Bio

CUNNING TRICKSTER

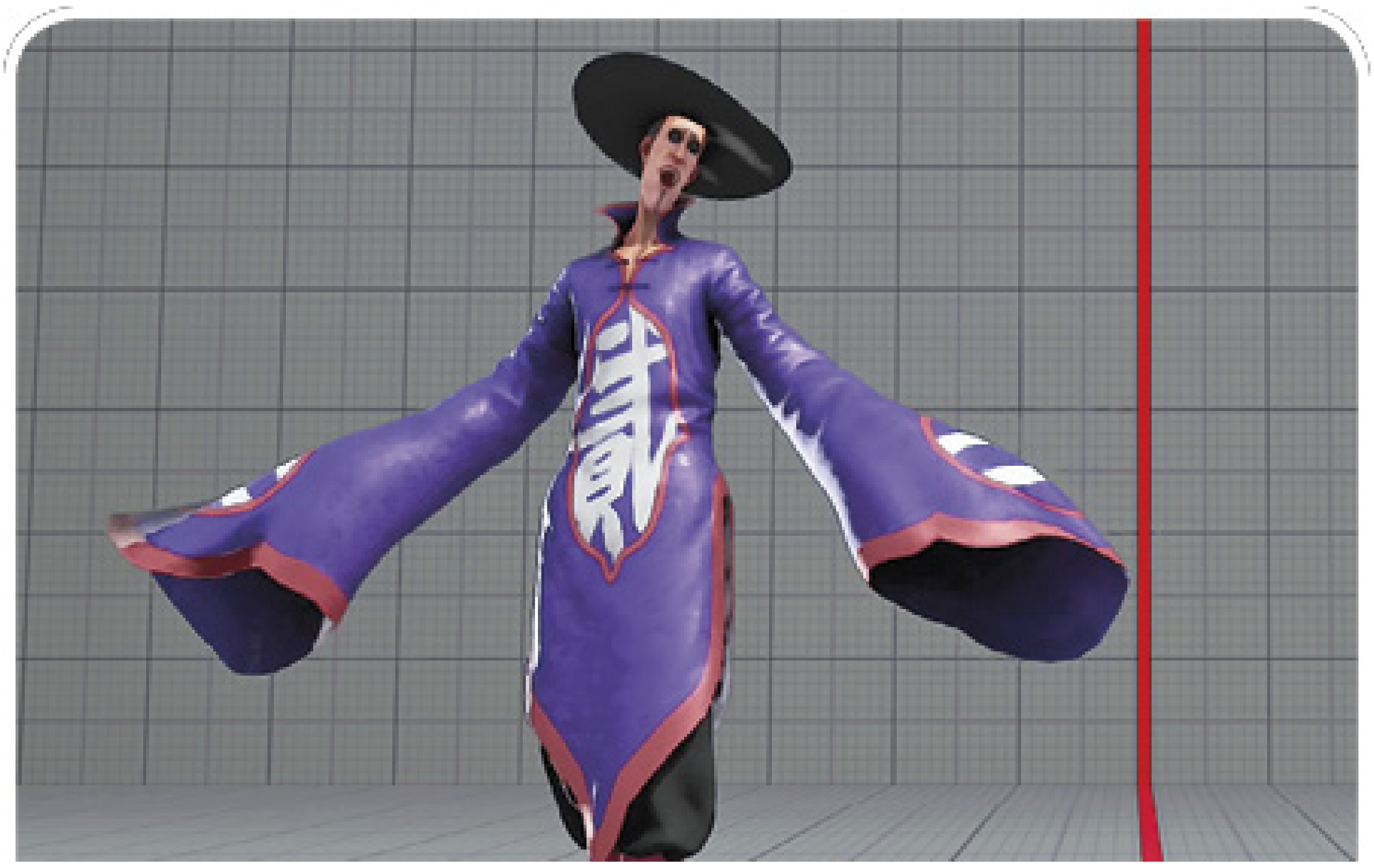


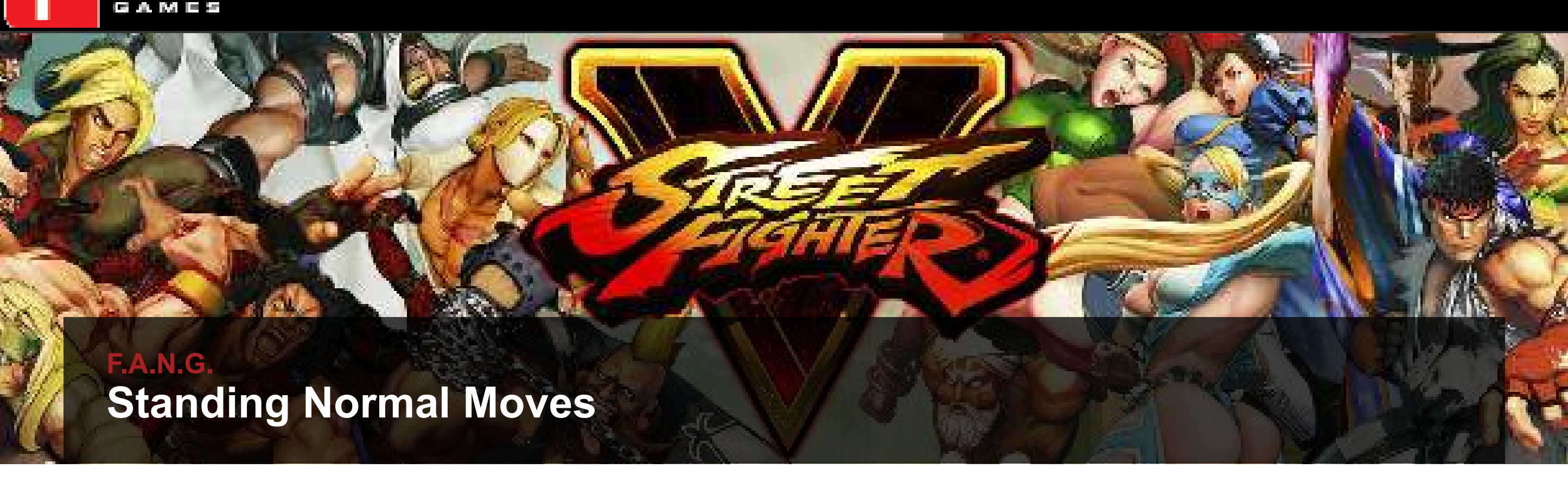
CHARACTER ATTRIBUTES



APPEARANCES
Street Fighter V (2016)

COSTUMES

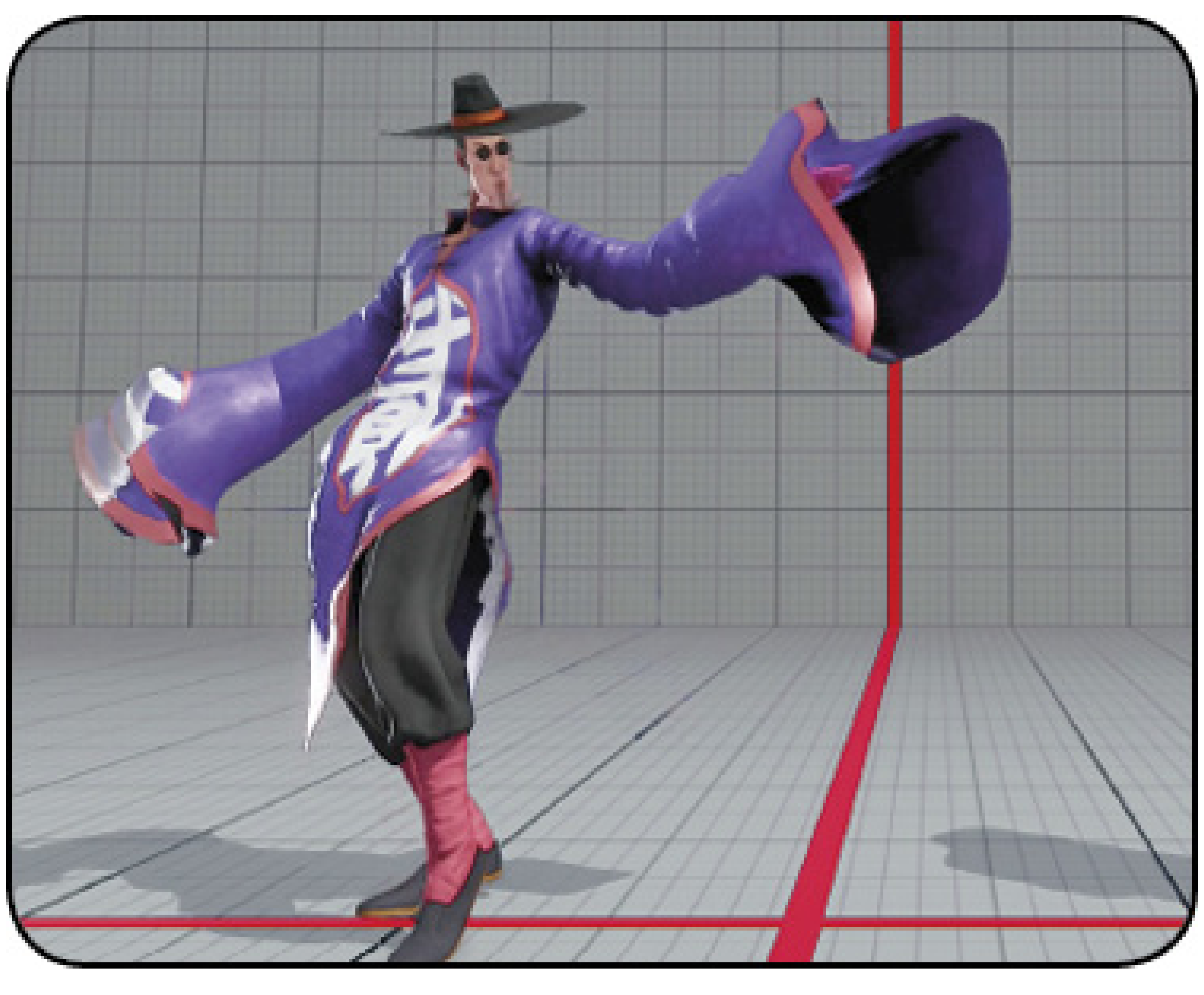




F.A.N.G.

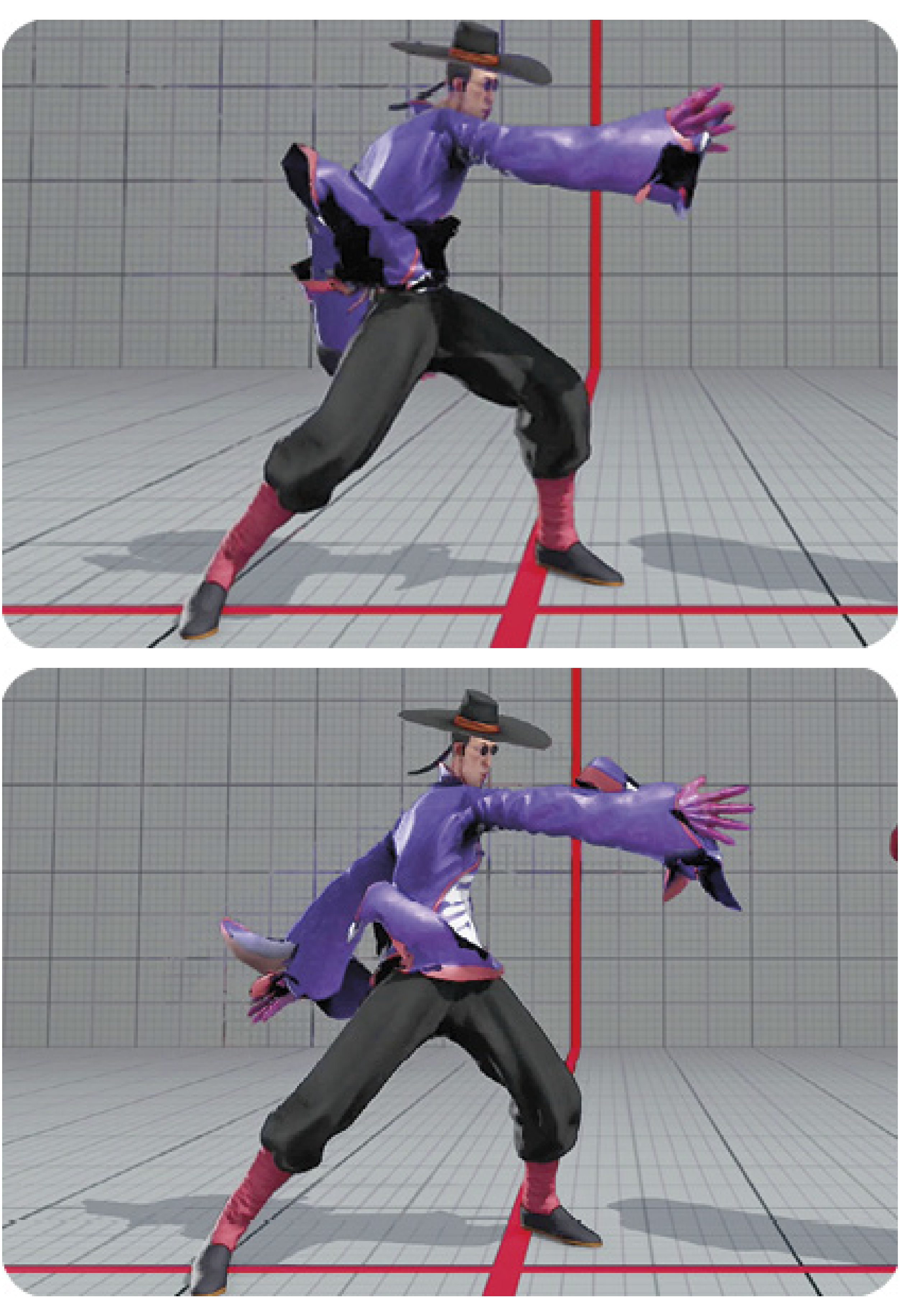
Standing Normal Moves

STANDING JAB (LP)



STARTUP	4
ACTIVE	3
RECOVERY	6
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
VTX HIT	2
VTX GUARD	±0
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG (MP)

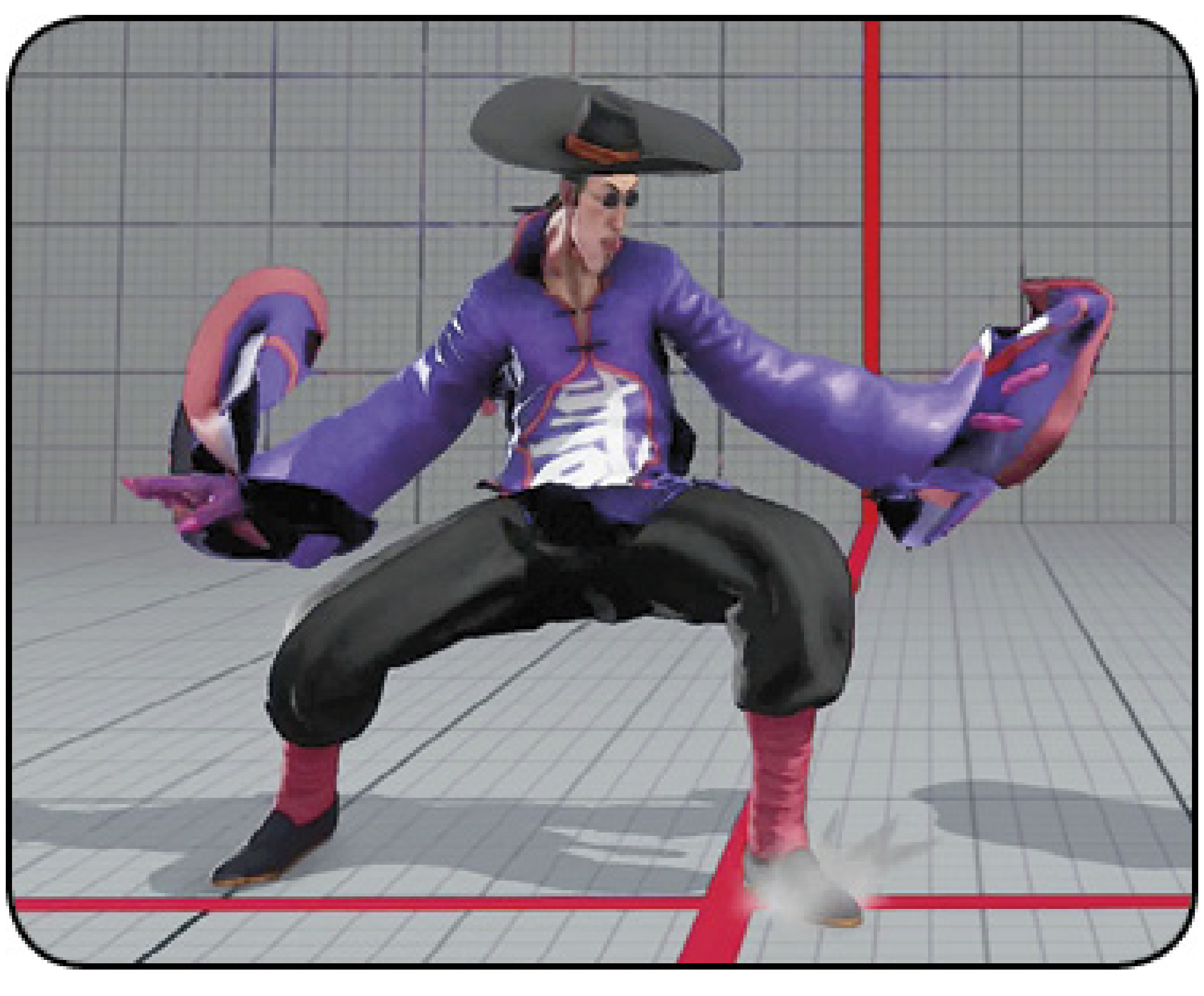


STARTUP	7(14)
ACTIVE	2(5)2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
VTX HIT	9
VTX GUARD	5
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	SP, V/×
DAMAGE	60(40+20)
STUN	100(50+50)
METER GAIN	30/16

NOTES

Second hit does not hit airborne opponents

STANDING FIERCE (HP)

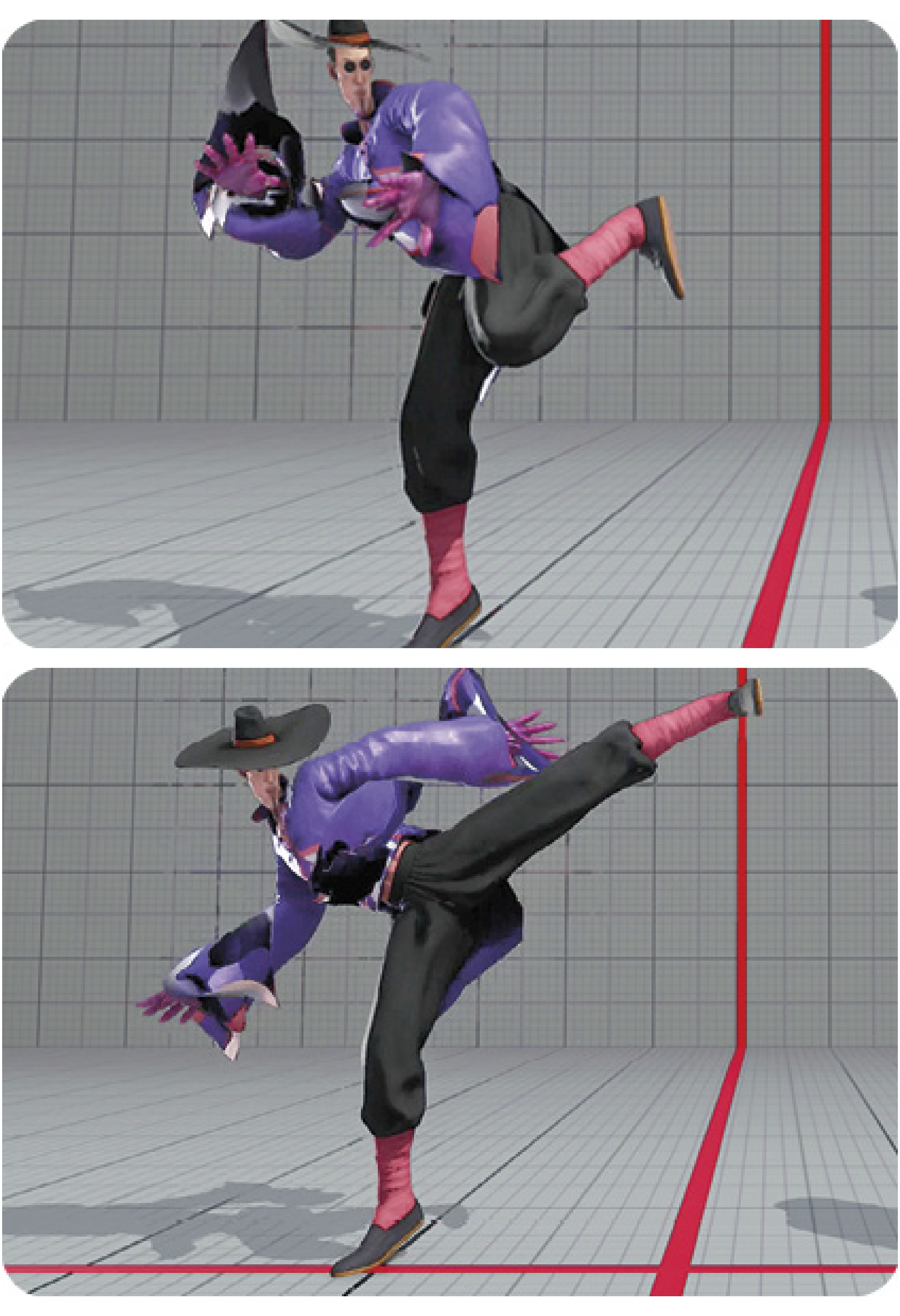


STARTUP	8
ACTIVE	3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	12
VTX GUARD	9
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +16 frame advantage, +150 V-Gauge

STANDING FORWARD (MK)

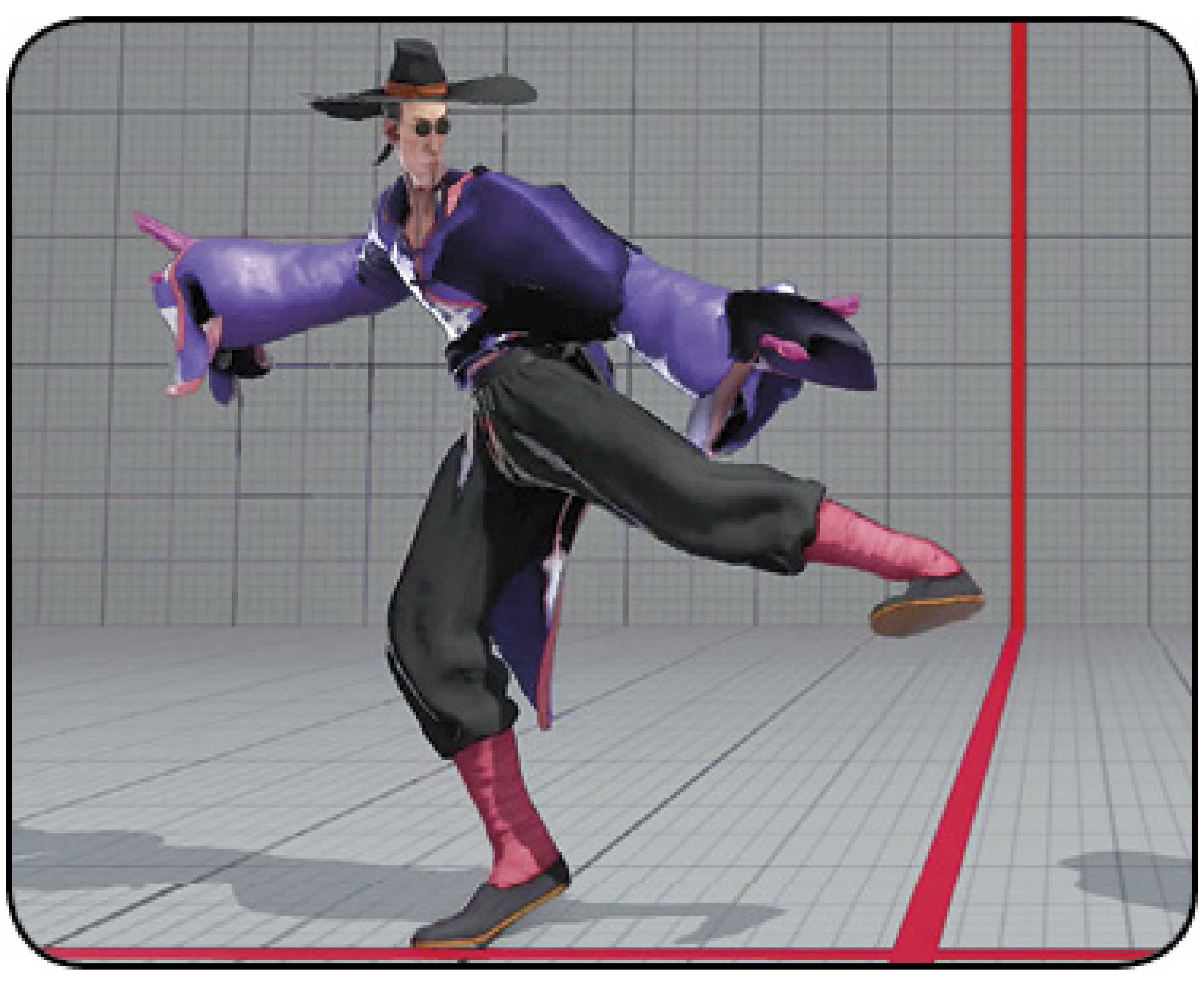


STARTUP	5(7)
ACTIVE	2/2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
VTX HIT	10
VTX GUARD	5
VTX HIT 2	8
VTX GUARD 2	6
CANCEL	SP, V/V
DAMAGE	60(30+30)
STUN	100(50+50)
METER GAIN	30/16

NOTES

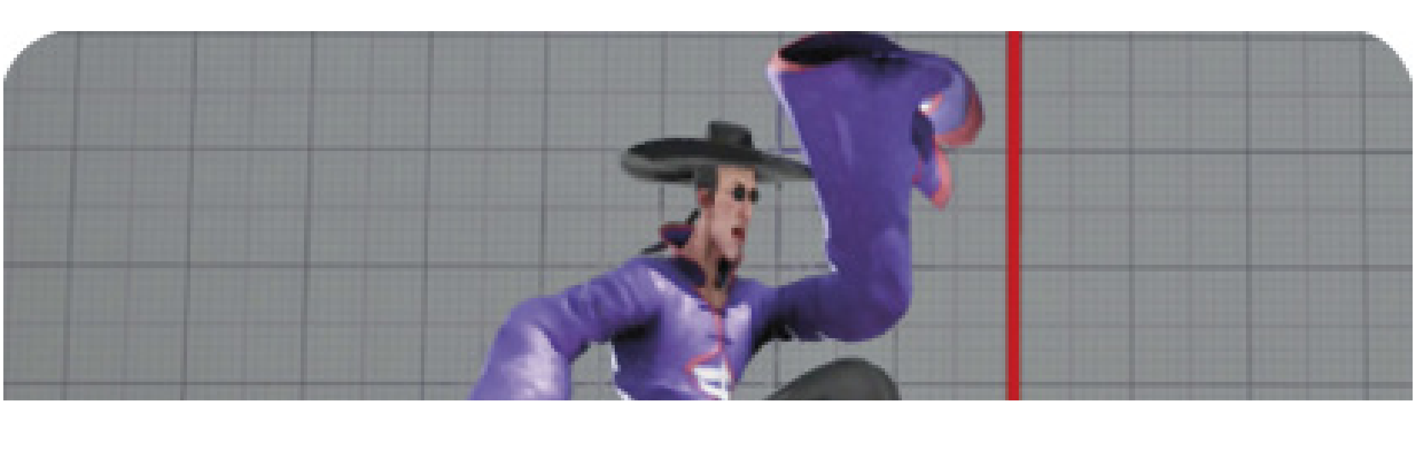
First hit does not hit airborne opponents; if second hit hits an airborne opponent it deals 60 damage

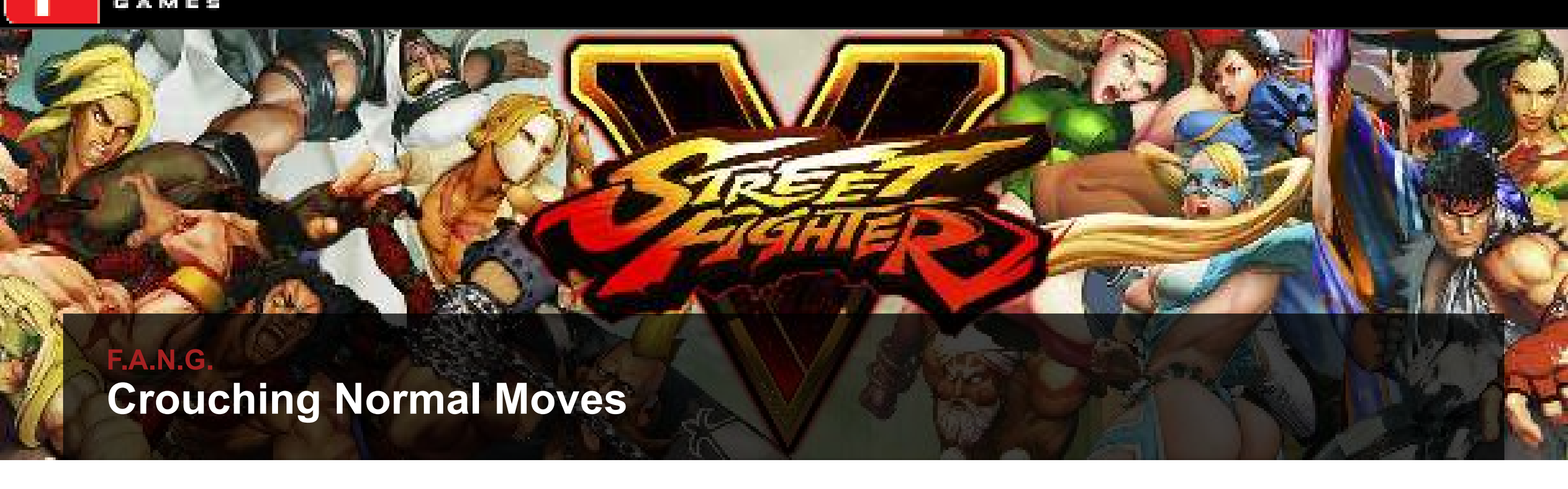
STANDING SHORT (LK)



STARTUP	5
ACTIVE	3
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	3
VTX GUARD	1
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	SP, V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING ROUNDHOUSE (HK)

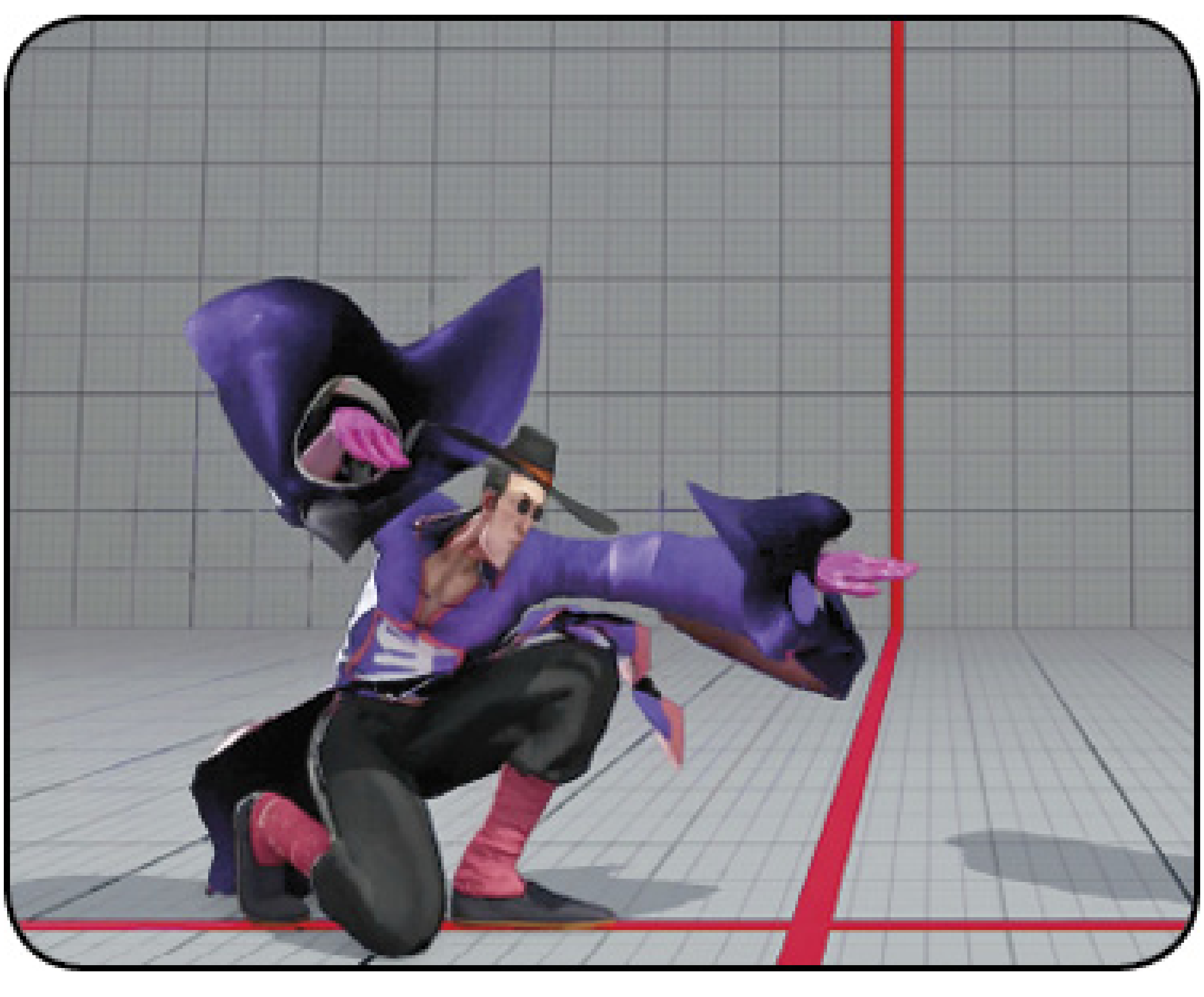




F.A.N.G.

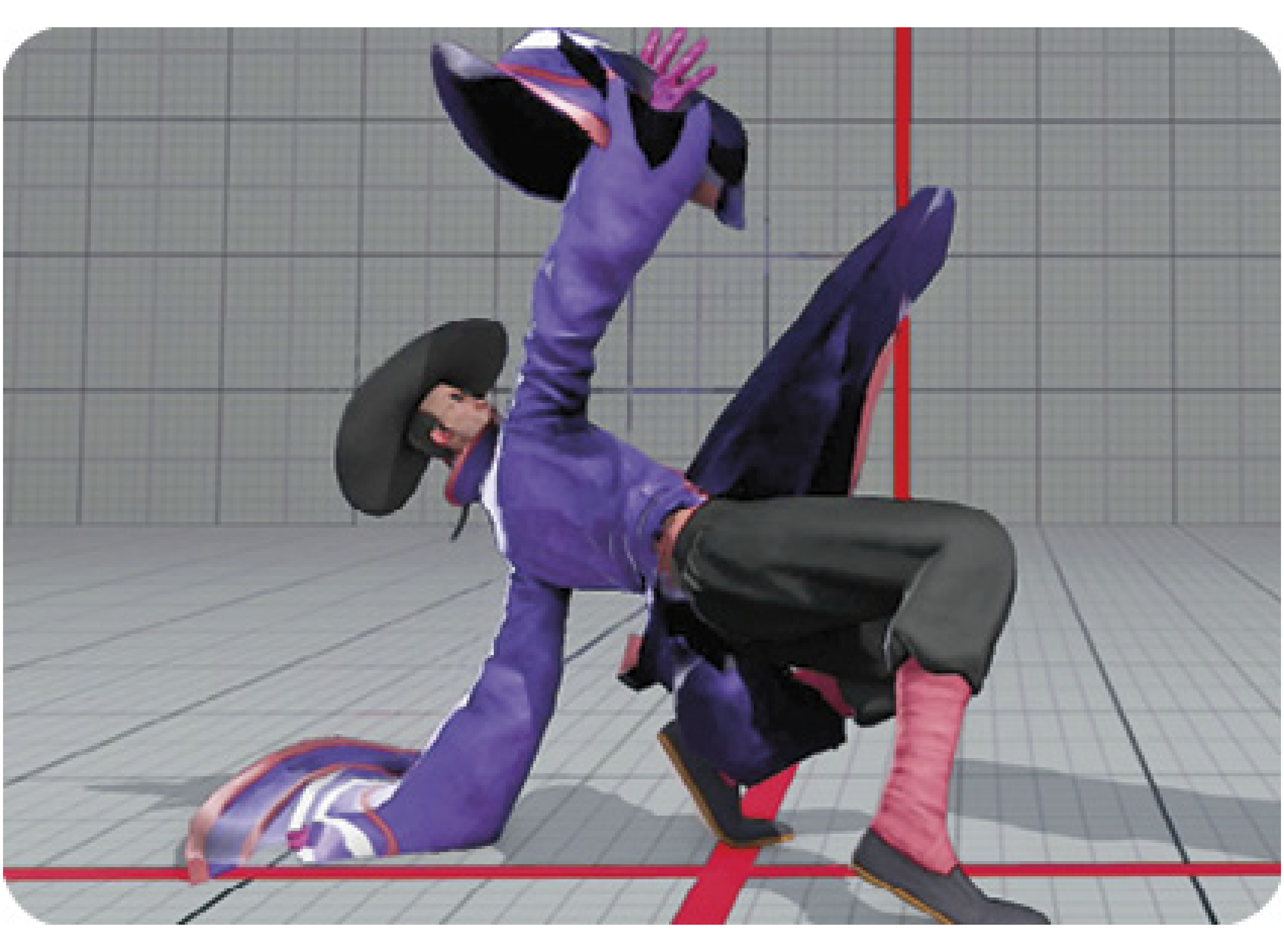
Crouching Normal Moves

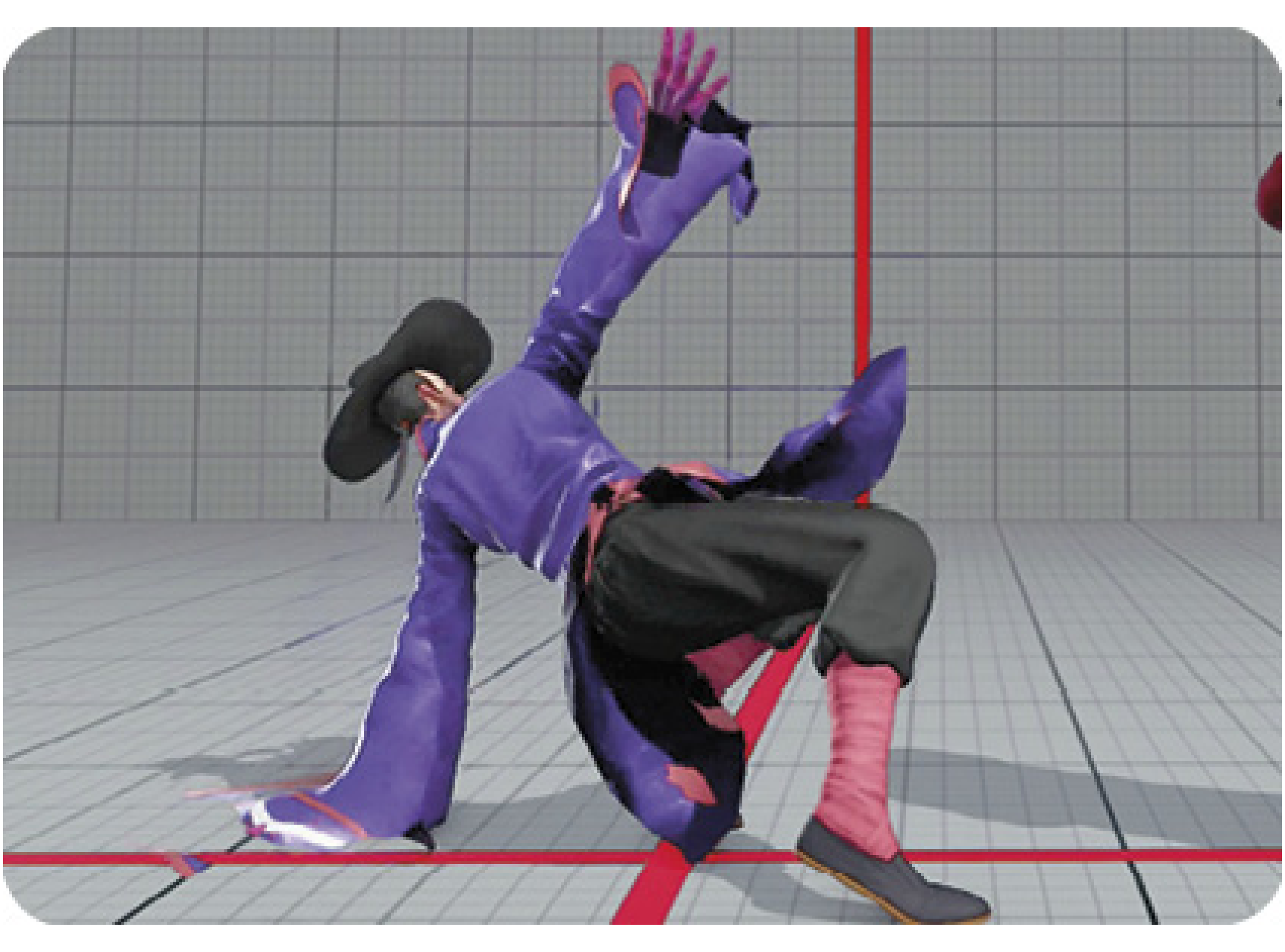
CROUCHING JAB (LP) WHILE CROUCHING



STARTUP	4
ACTIVE	3
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
VTX HIT	3
VTX GUARD	1
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING FIERCE (HP) WHILE CROUCHING



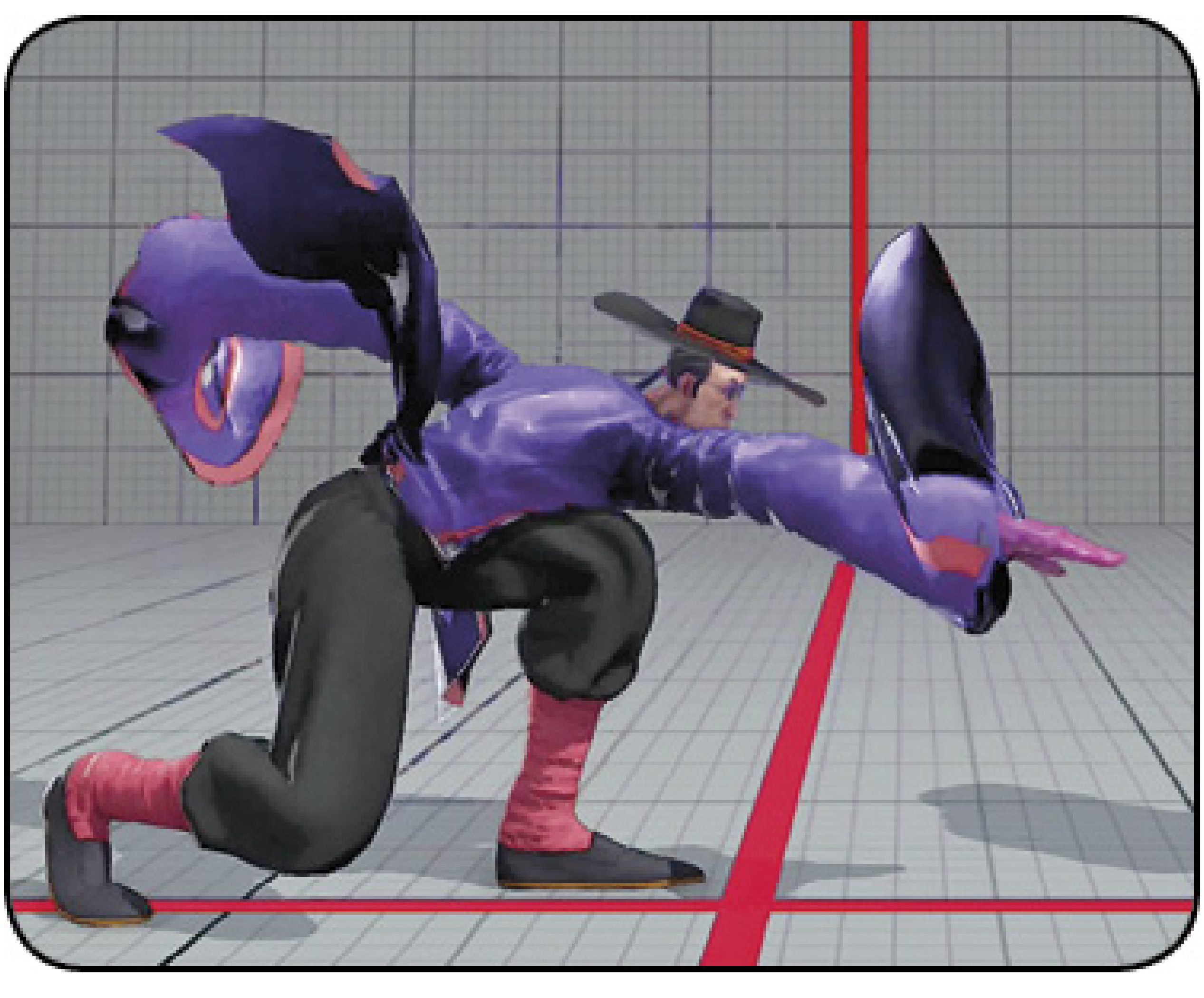


STARTUP	9(17)
ACTIVE	2(9)3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VTX HIT	D
VTX GUARD	7
VTX HIT 2	8
VTX GUARD 2	5
CANCEL	SP, V/SP, V
DAMAGE	90(50+40)
STUN	150(75+75)
METER GAIN	50/25

NOTES

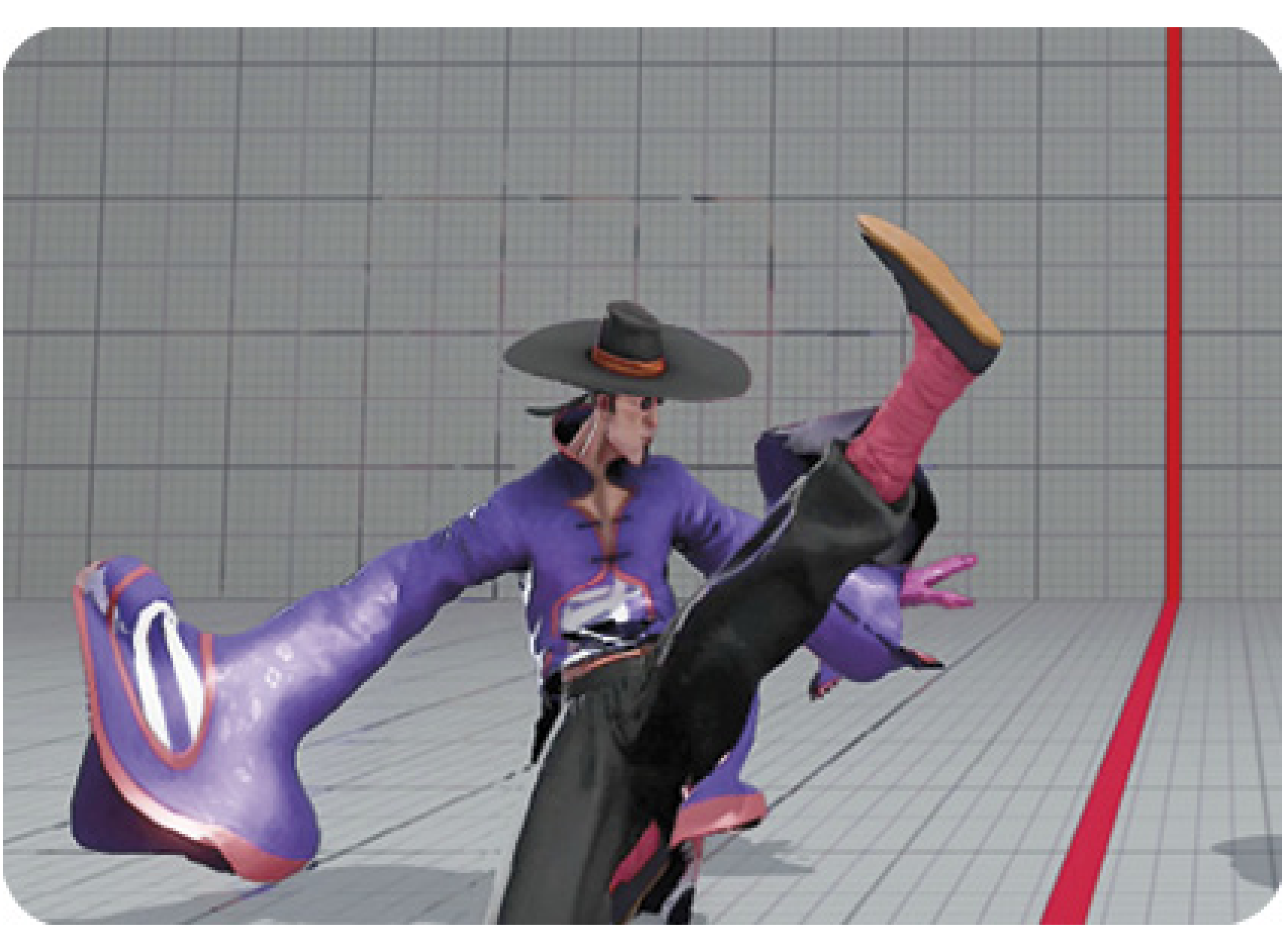
First hit puts opponent in juggle state

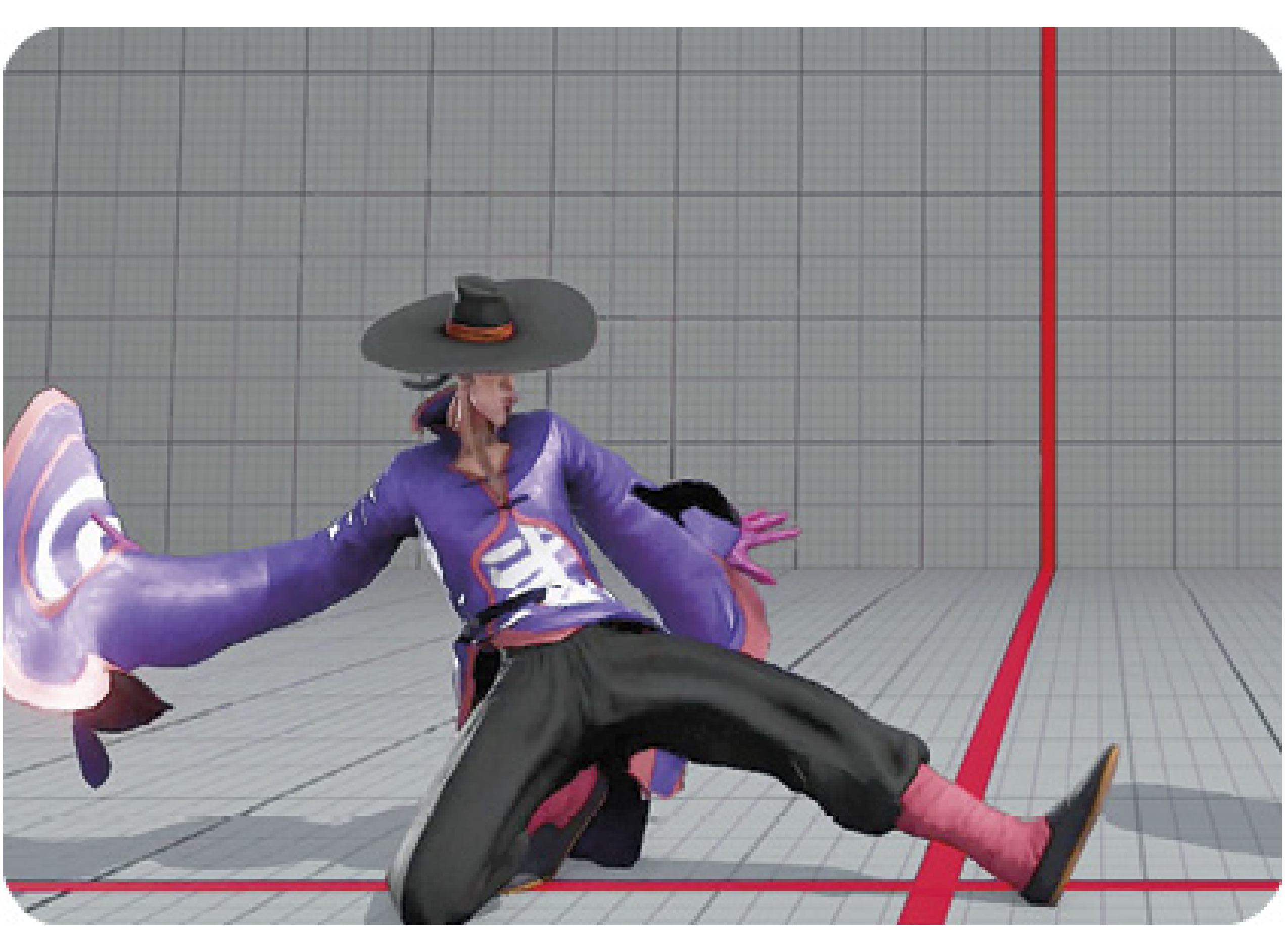
CROUCHING STRONG (MP) WHILE CROUCHING



STARTUP	6
ACTIVE	2
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	8
VTX GUARD	5
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING FORWARD (MK) WHILE CROUCHING



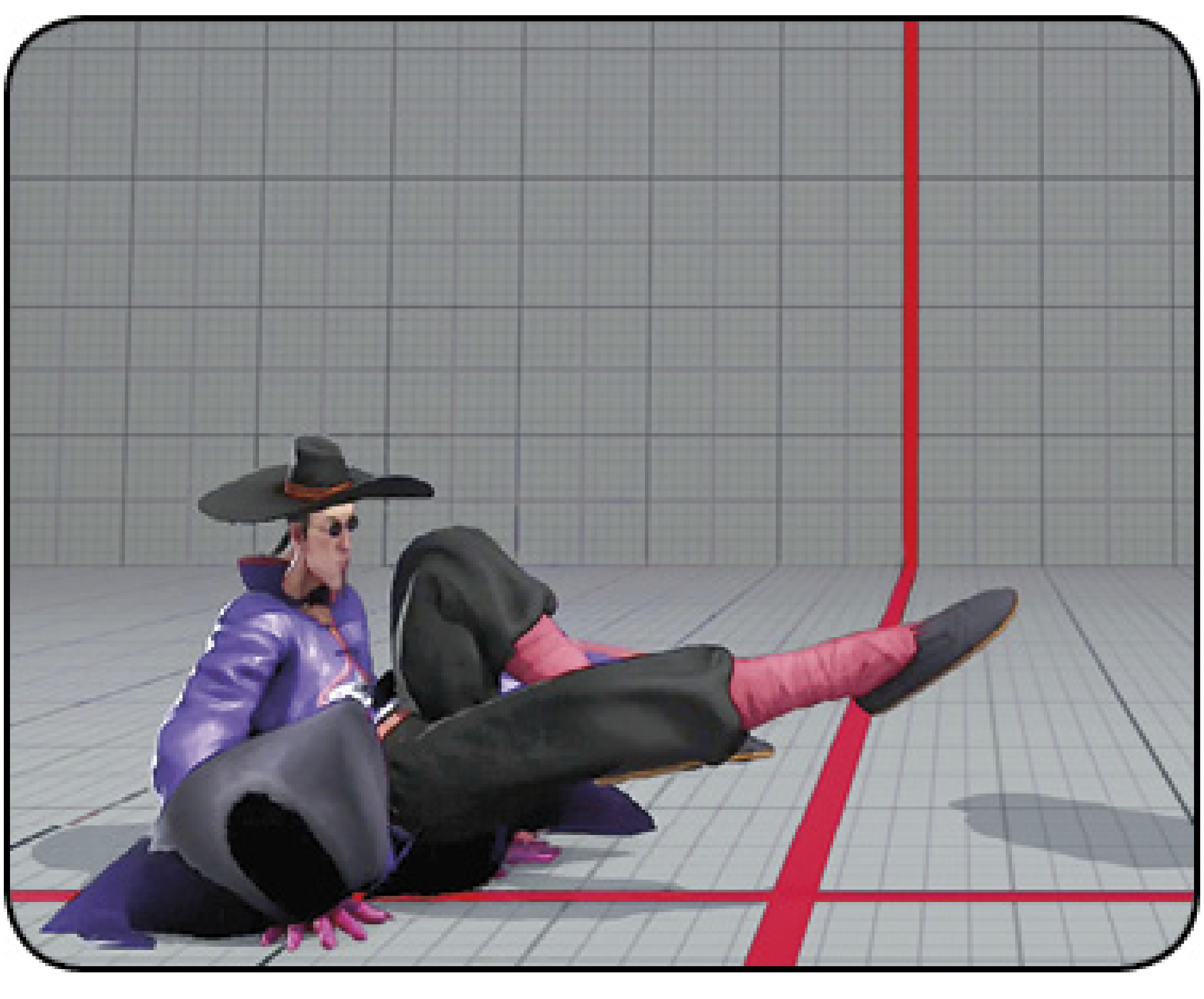


STARTUP	7(10)
ACTIVE	3/2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	9
VTX GUARD	6
VTX HIT 2	9
VTX GUARD 2	7
CANCEL	SP, V/V
DAMAGE	60(20+40)
STUN	100(50+50)
METER GAIN	30/16

NOTES

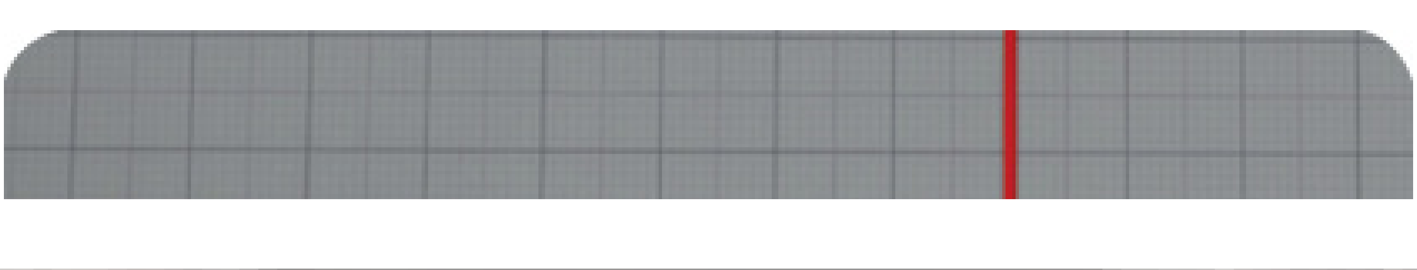
If first hit hits an airborne opponent, deals 60 damage and 100 stun; second hit will not hit airborne opponents

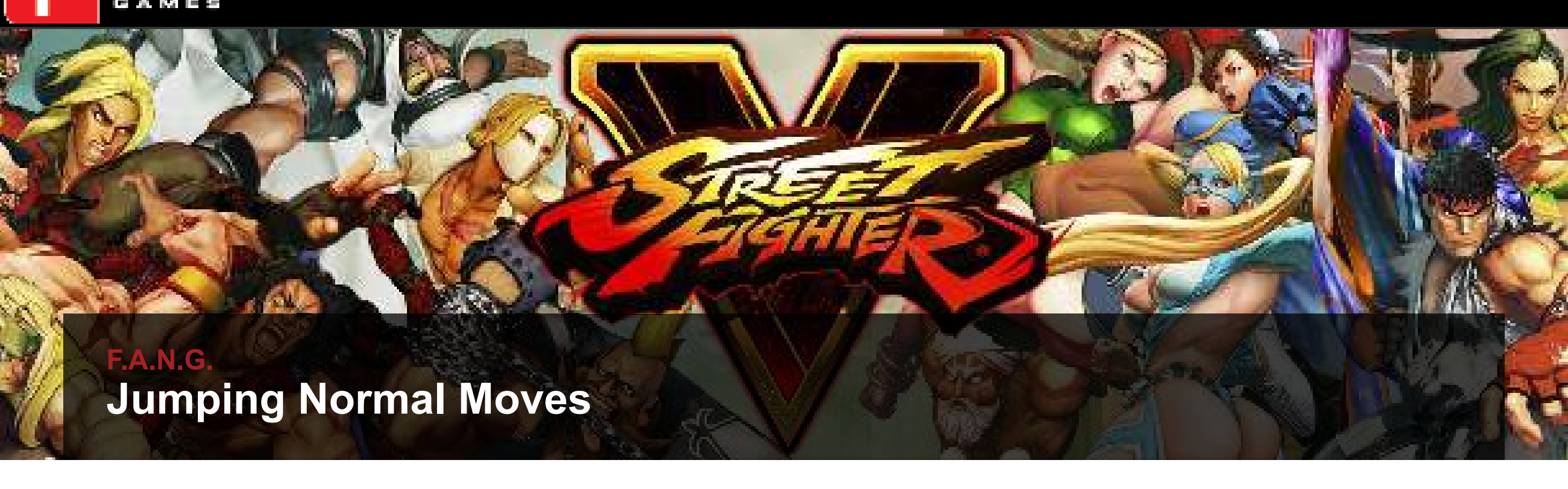
CROUCHING SHORT (LK) WHILE CROUCHING



STARTUP	5
ACTIVE	3
RECOVERY	7
GUARD LEVEL	L
ON HIT	4
ON GUARD	1
VTX HIT	3
VTX GUARD	±0
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING ROUNDHOUSE (HK) WHILE CROUCHING

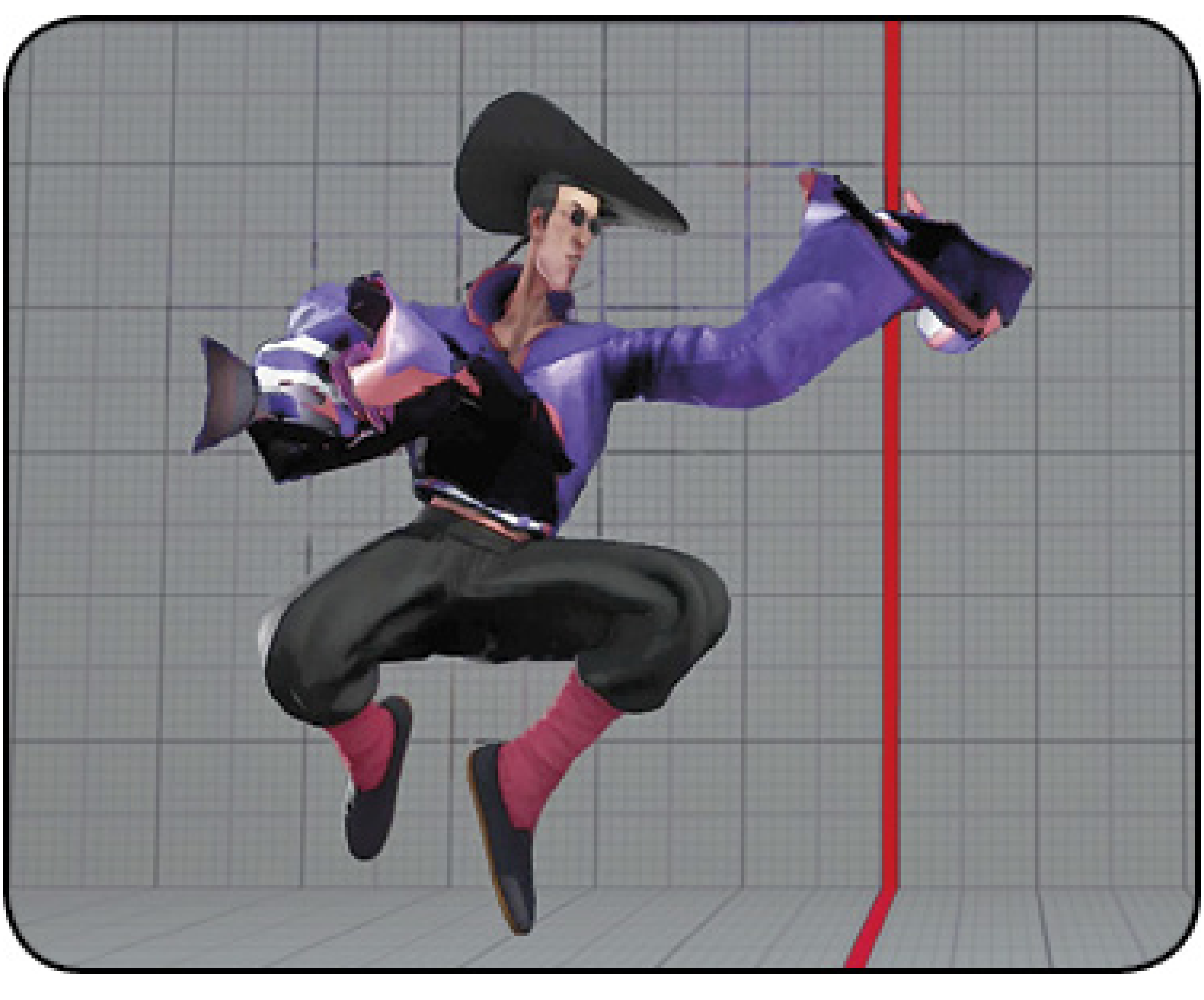




F.A.N.G.

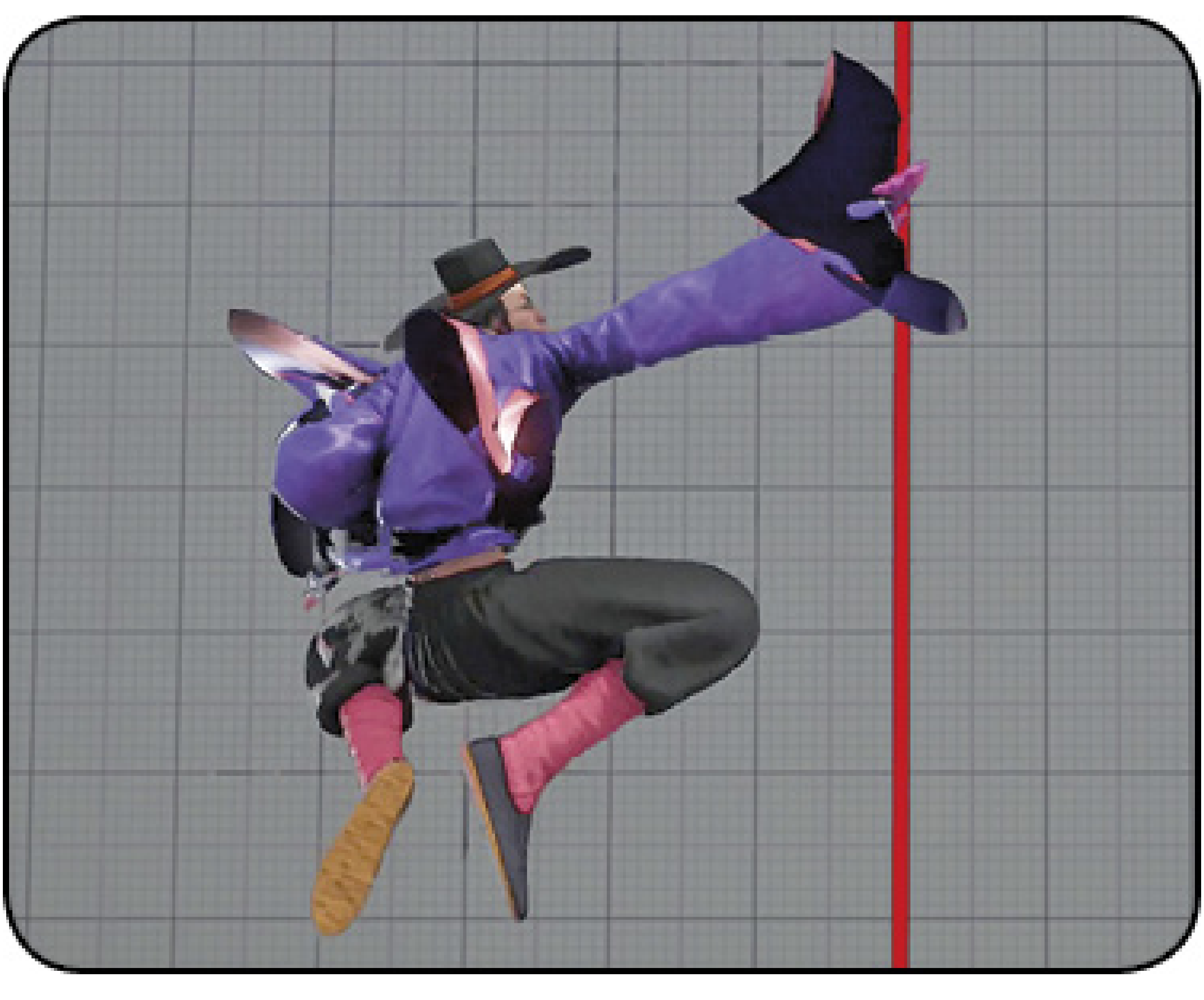
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



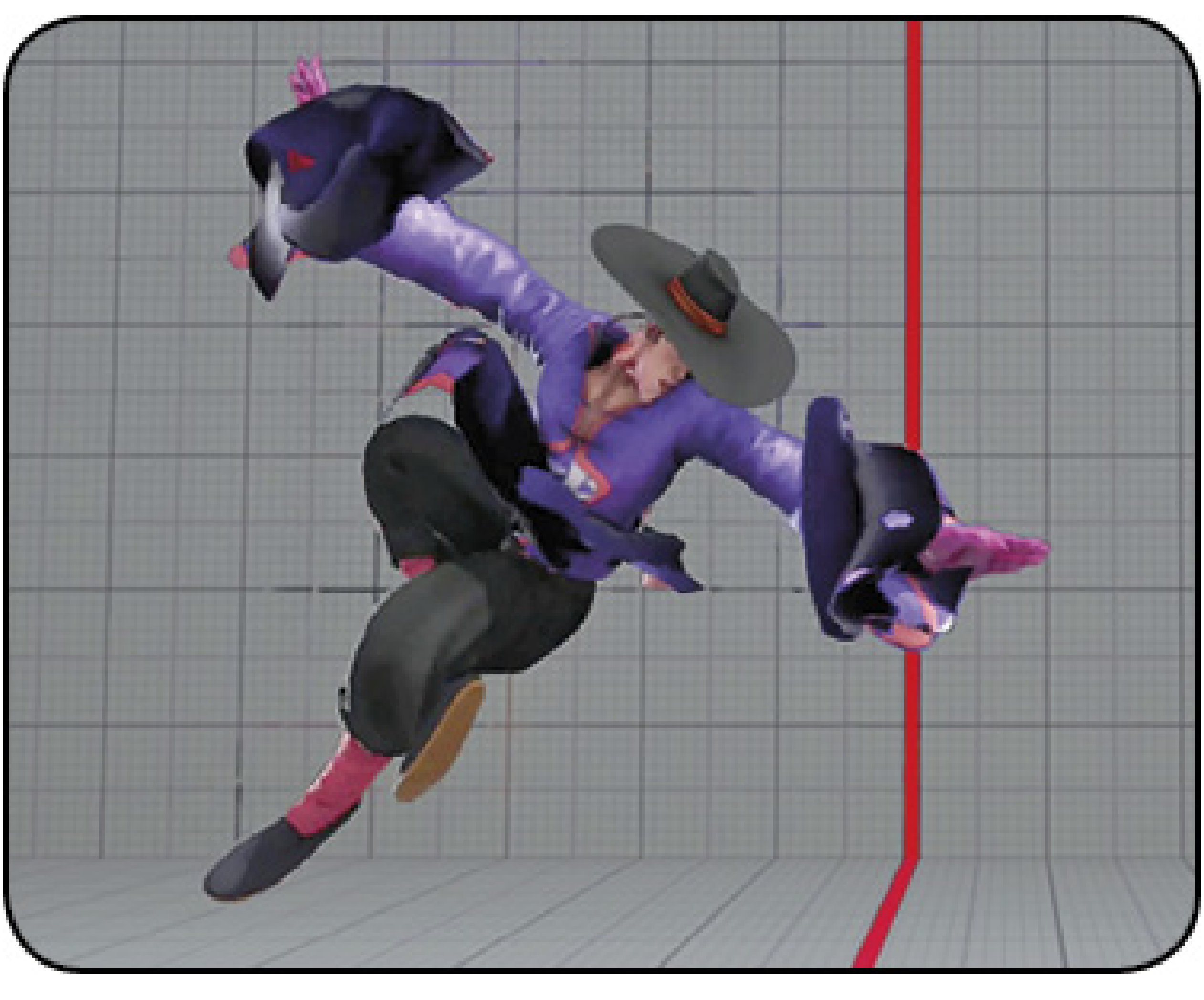
STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
DAMAGE	40
STUN	50
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



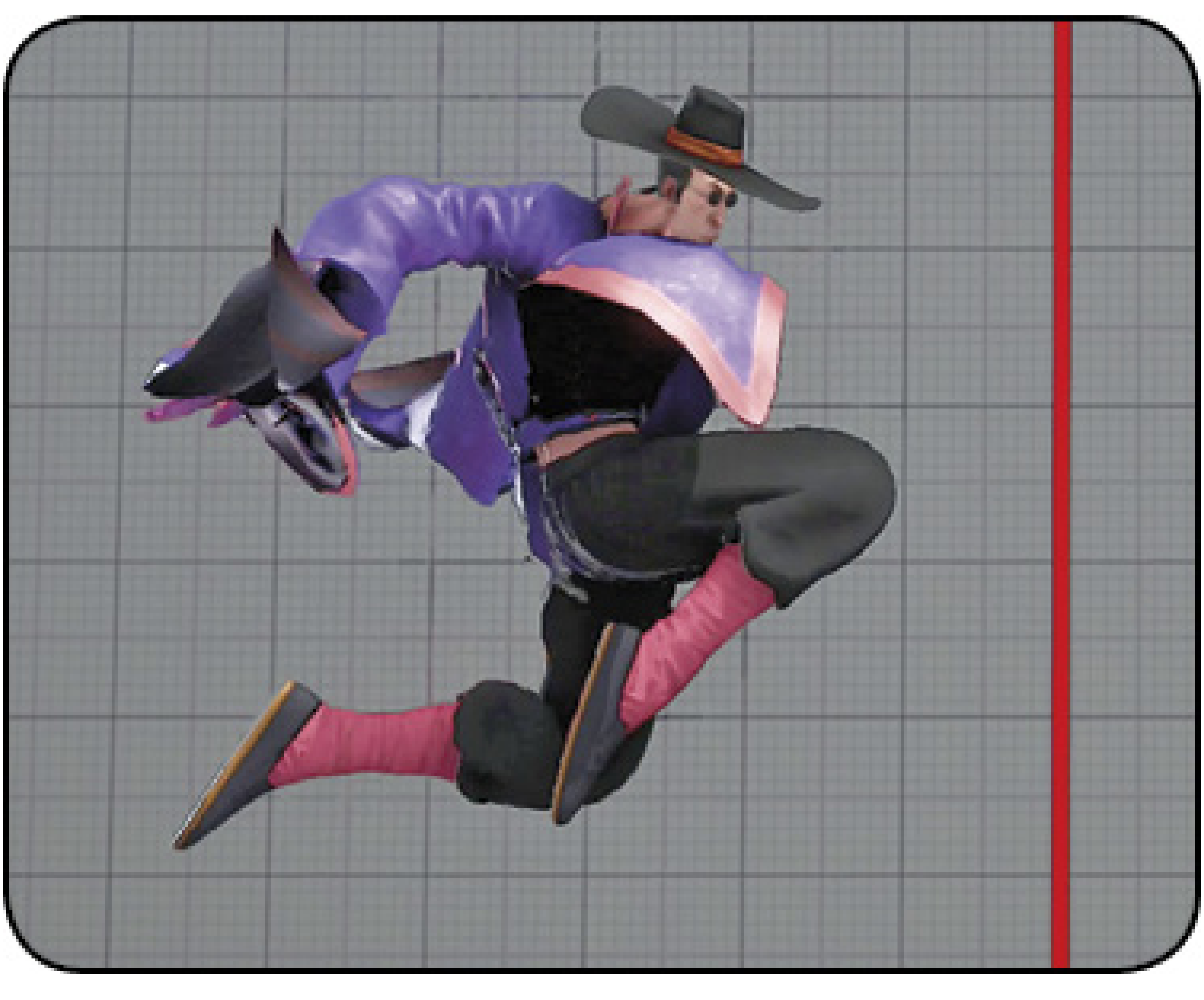
STARTUP	5
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



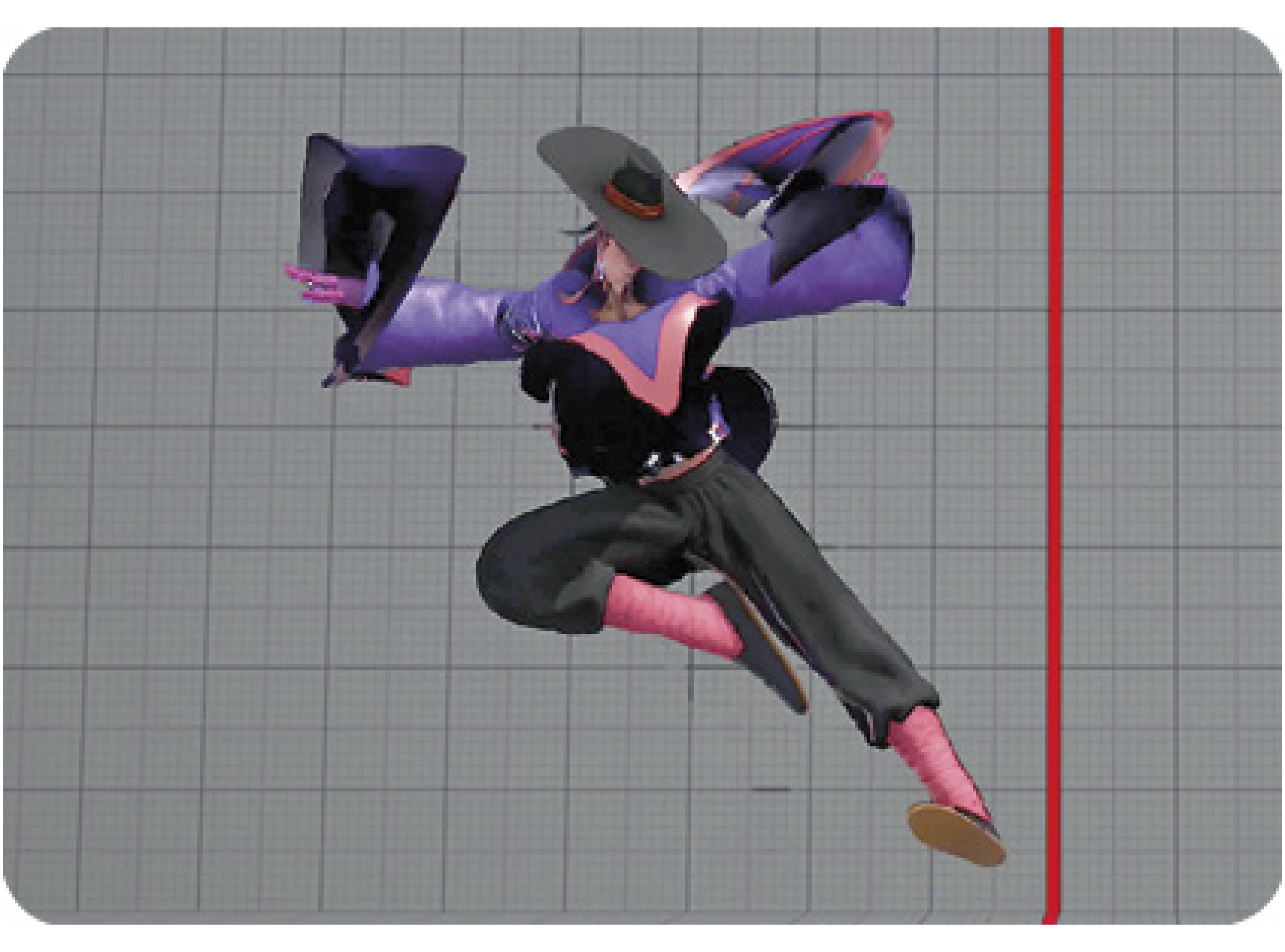
STARTUP	8
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
DAMAGE	90
STUN	150
METER GAIN	50/25

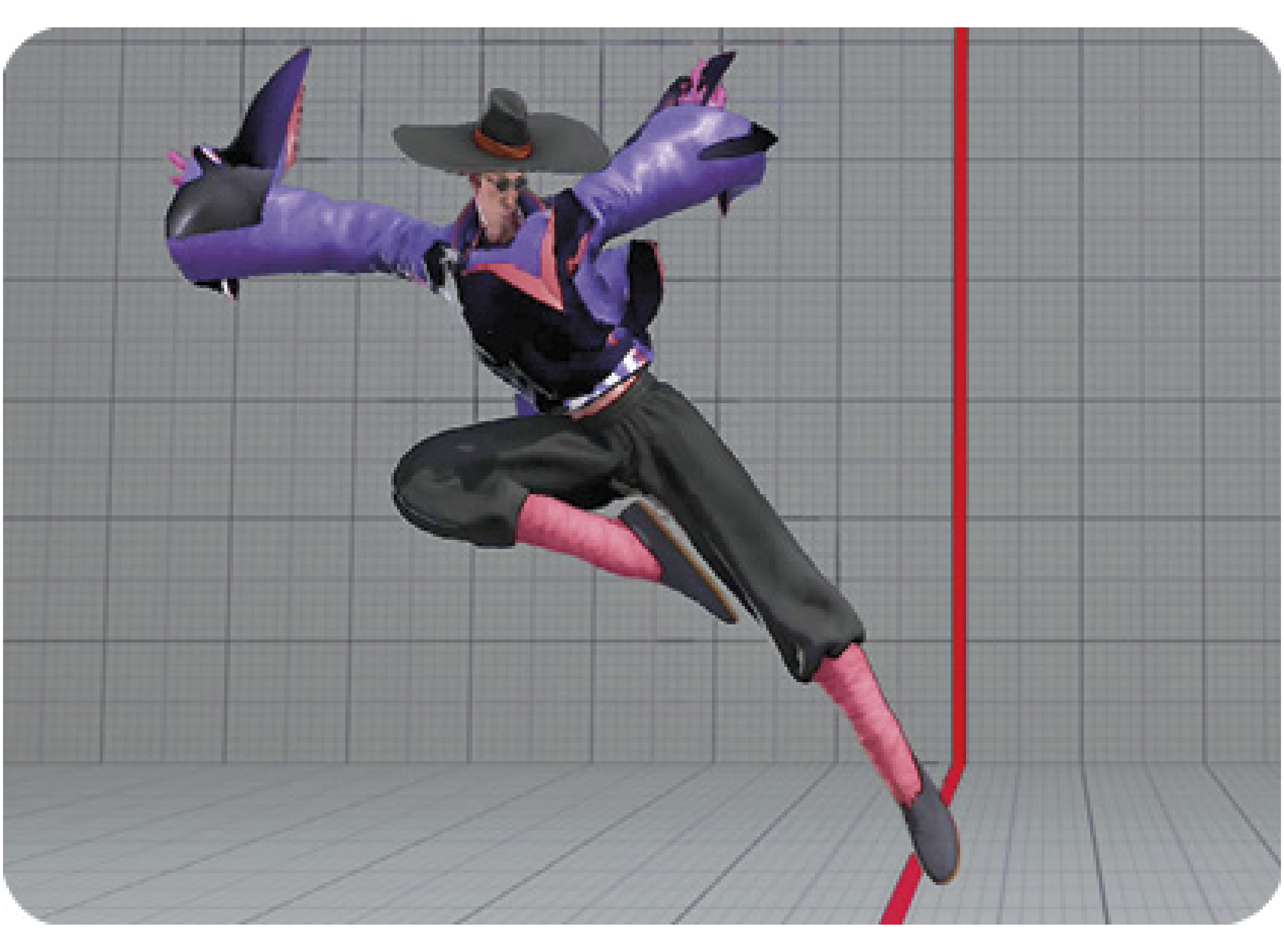
JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
DAMAGE	40
STUN	50
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING



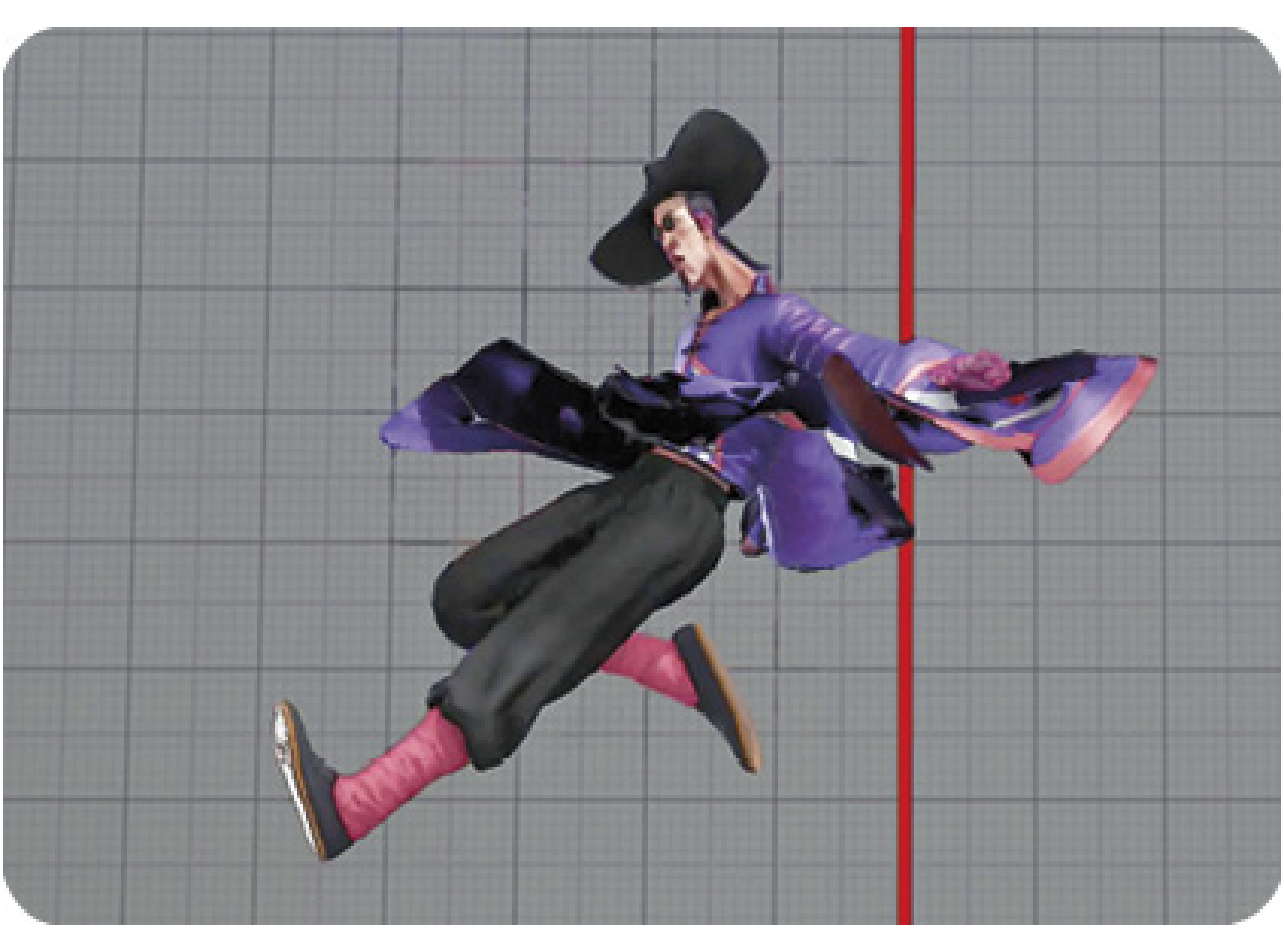


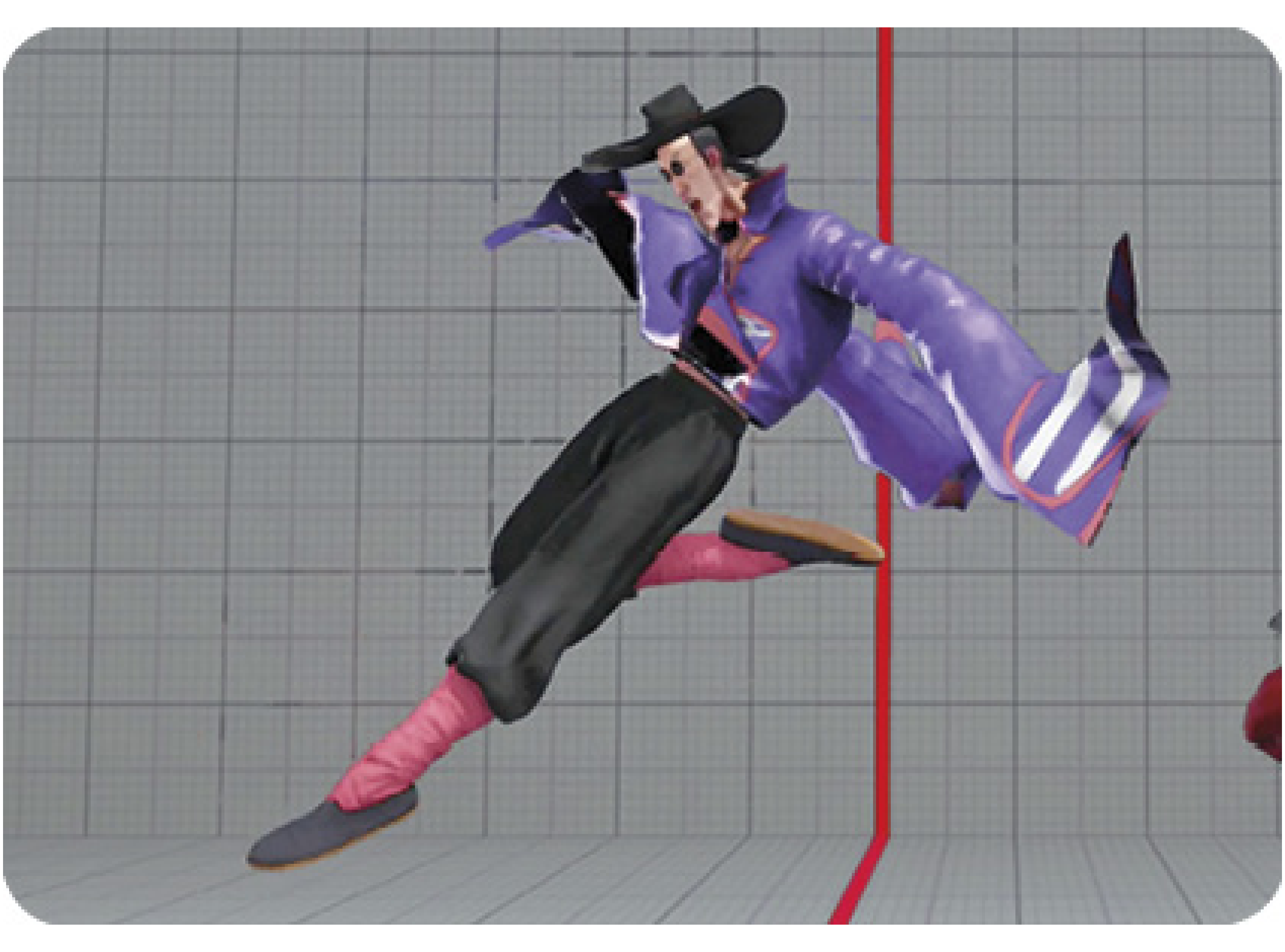
STARTUP	5(7)
ACTIVE	2/2
RECOVERY	—
GUARD LEVEL	H
DAMAGE	70(35+35)
STUN	100(50+50)
METER GAIN	30/16

NOTES

First hit puts opponent in juggle state

JUMPING ROUNDHOUSE HK WHILE JUMPING



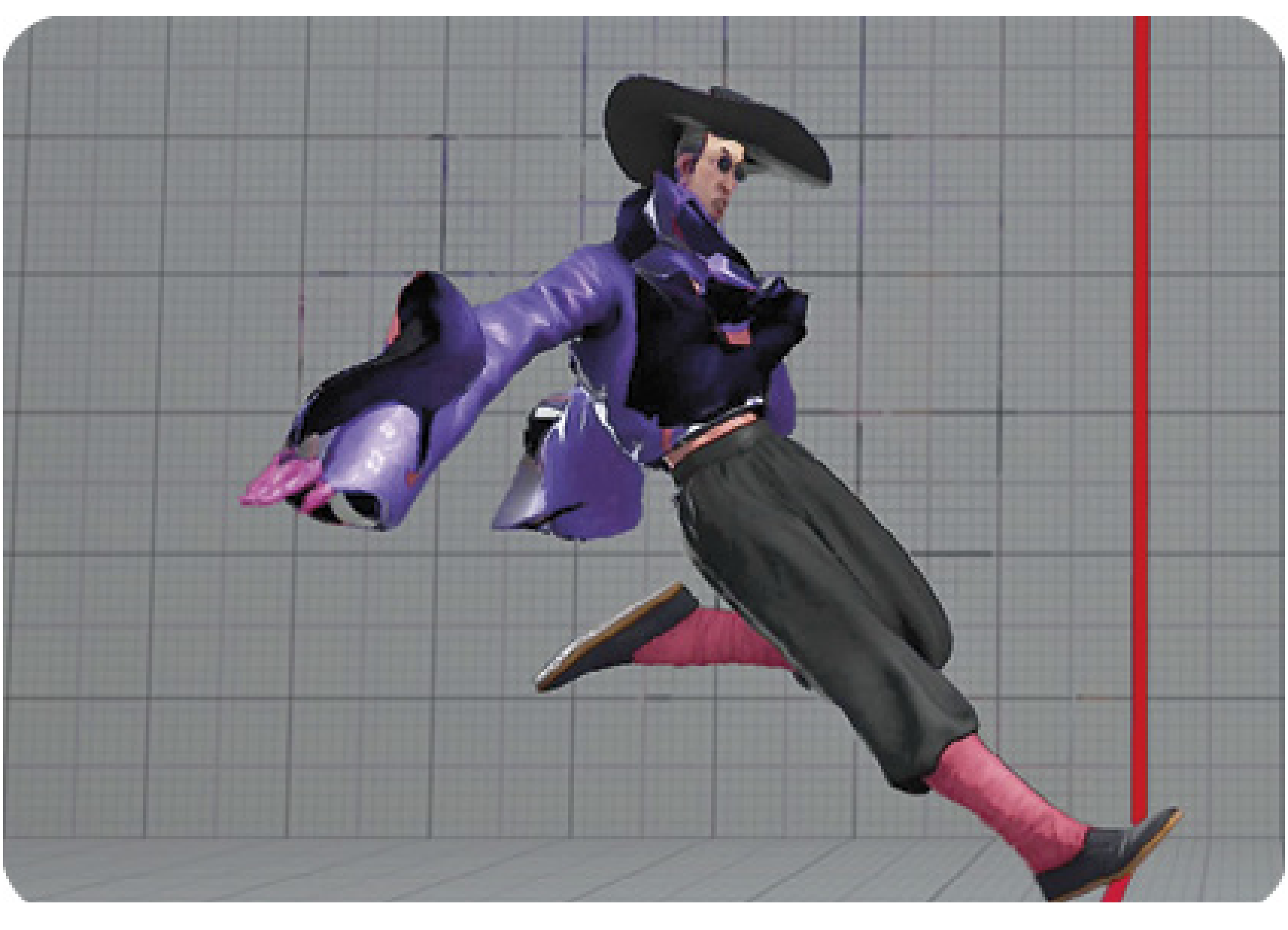


STARTUP	9(11)
ACTIVE	2/2
RECOVERY	—
GUARD LEVEL	H
DAMAGE	80(40+40)
STUN	150(75+75)
METER GAIN	50/25

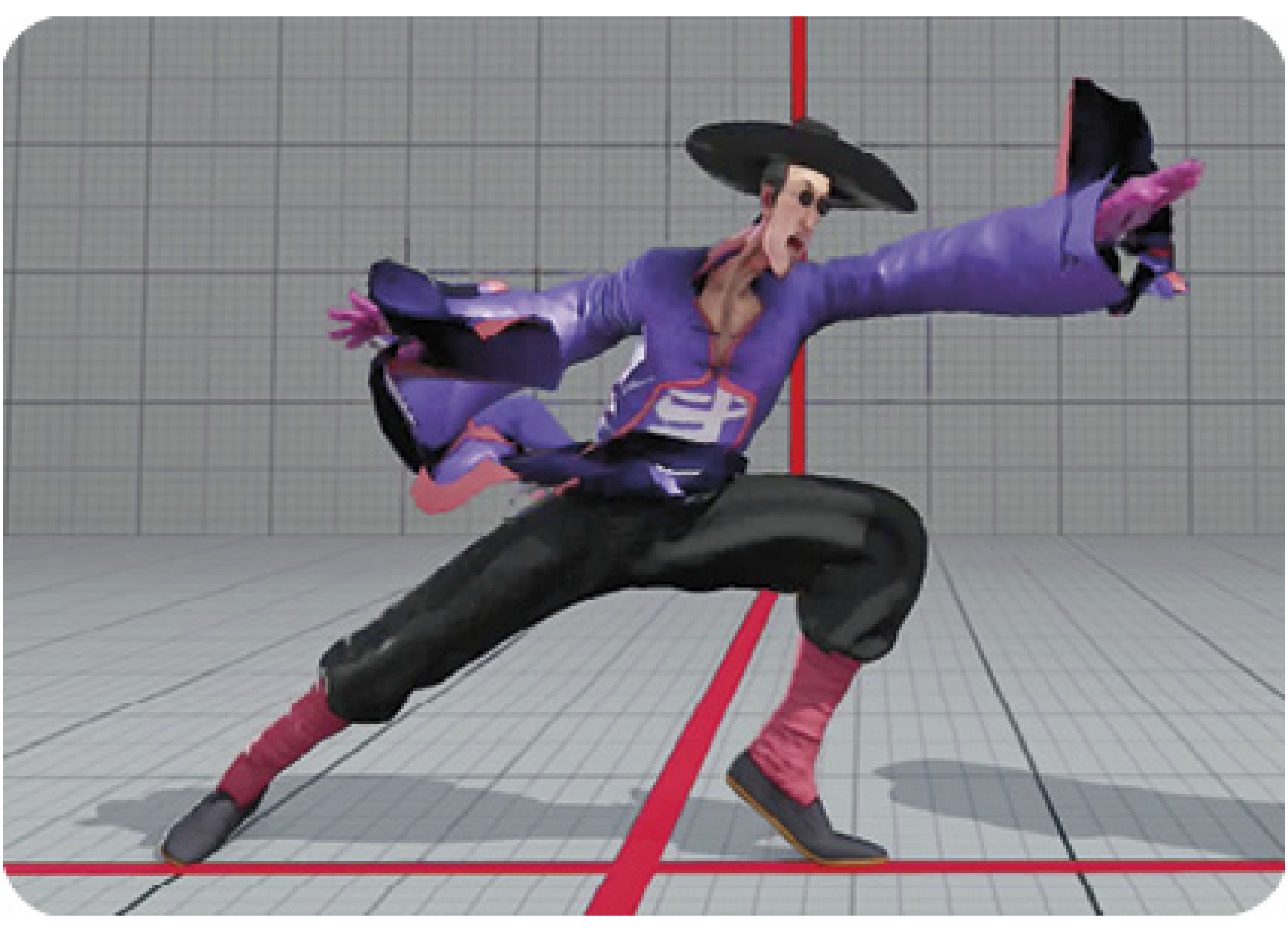
NOTES

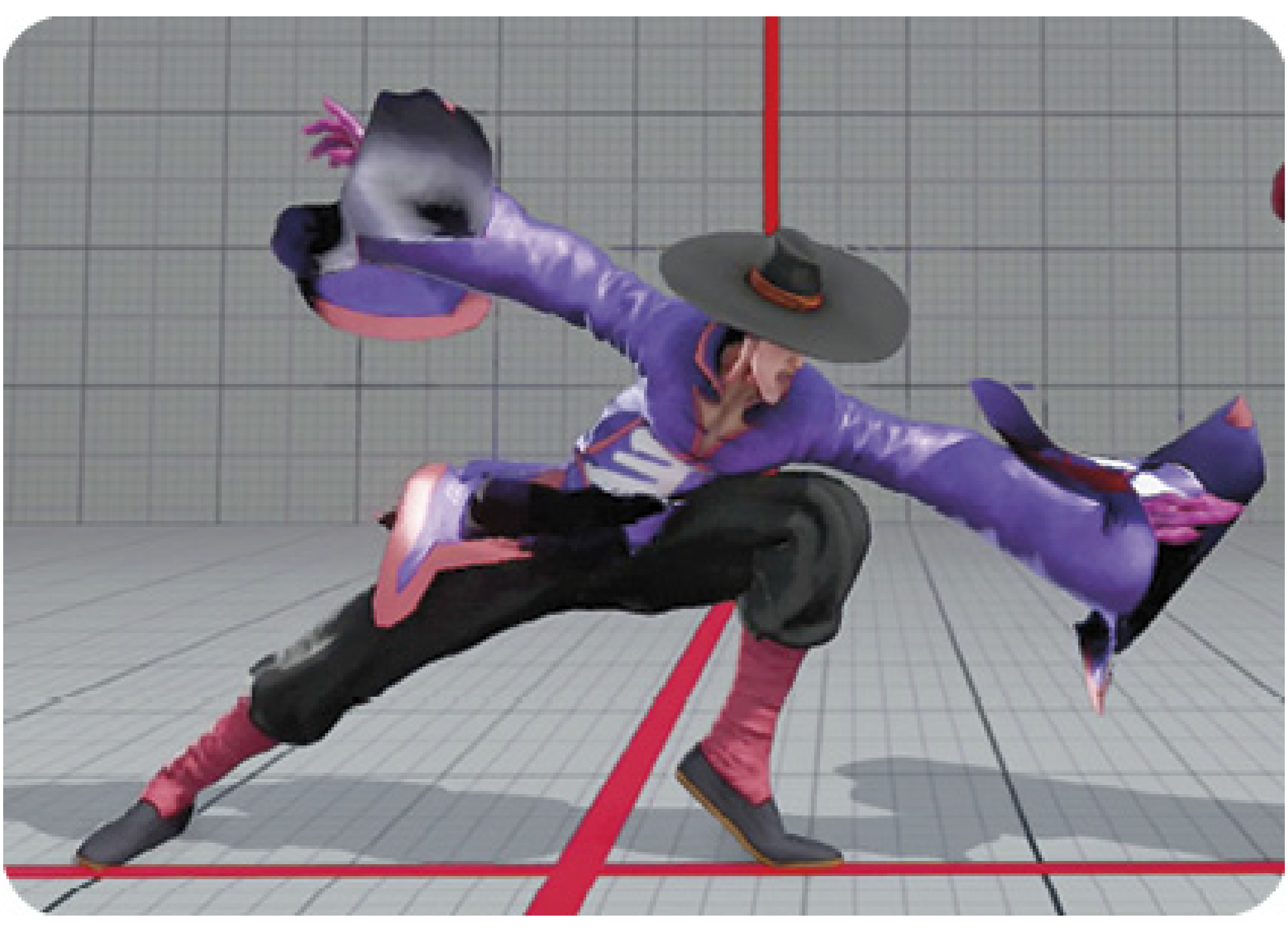
Cross-up; first hit puts opponent in juggle state

NEUTRAL JUMPING ROUNDHOUSE HK WHILE NEUTRAL JUMPING



NIRENKO ↘ + HP

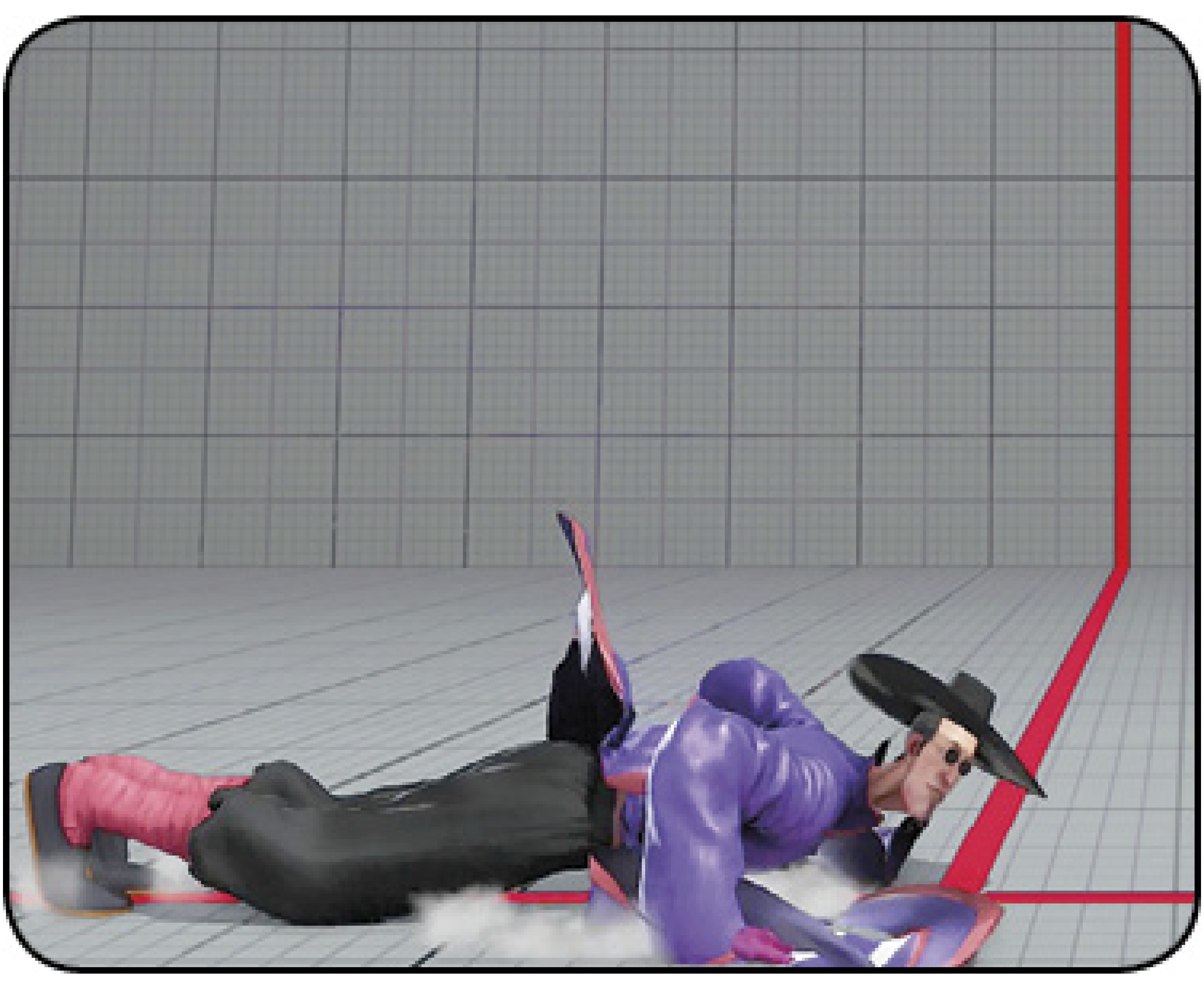




STARTUP	12(19)
ACTIVE	2(5)2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-5
VTX HIT	13
VTX GUARD	7
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	V/×
DAMAGE	100(60+40)
STUN	200(100+100)
METER GAIN	30+30/15+15

Nirenko: For this attack, F.A.N.G. sweeps an arm forward and then down. If both hits connect, this is one of F.A.N.G.'s strongest attacks, dealing 60+40 damage. However, this attack is important mostly for its incredible range for a non-special: Nirenko reaches 45 percent of the screen away! This is not quite a Dhalsim limb, though, since F.A.N.G. steps forward during this swiping attack before backstepping to his starting position. Stepping forward into the attack pulls his torso's big hurtboxes with him. It's disadvantaged on block, leaving F.A.N.G. at -5, so use it from max range. When V-Gauge is full, Nirenko can be V-canceled on the first hit only, for lot of frame advantage whether hit (+13) or blocked (+7).

SENPUKUGA ↓ + P P P



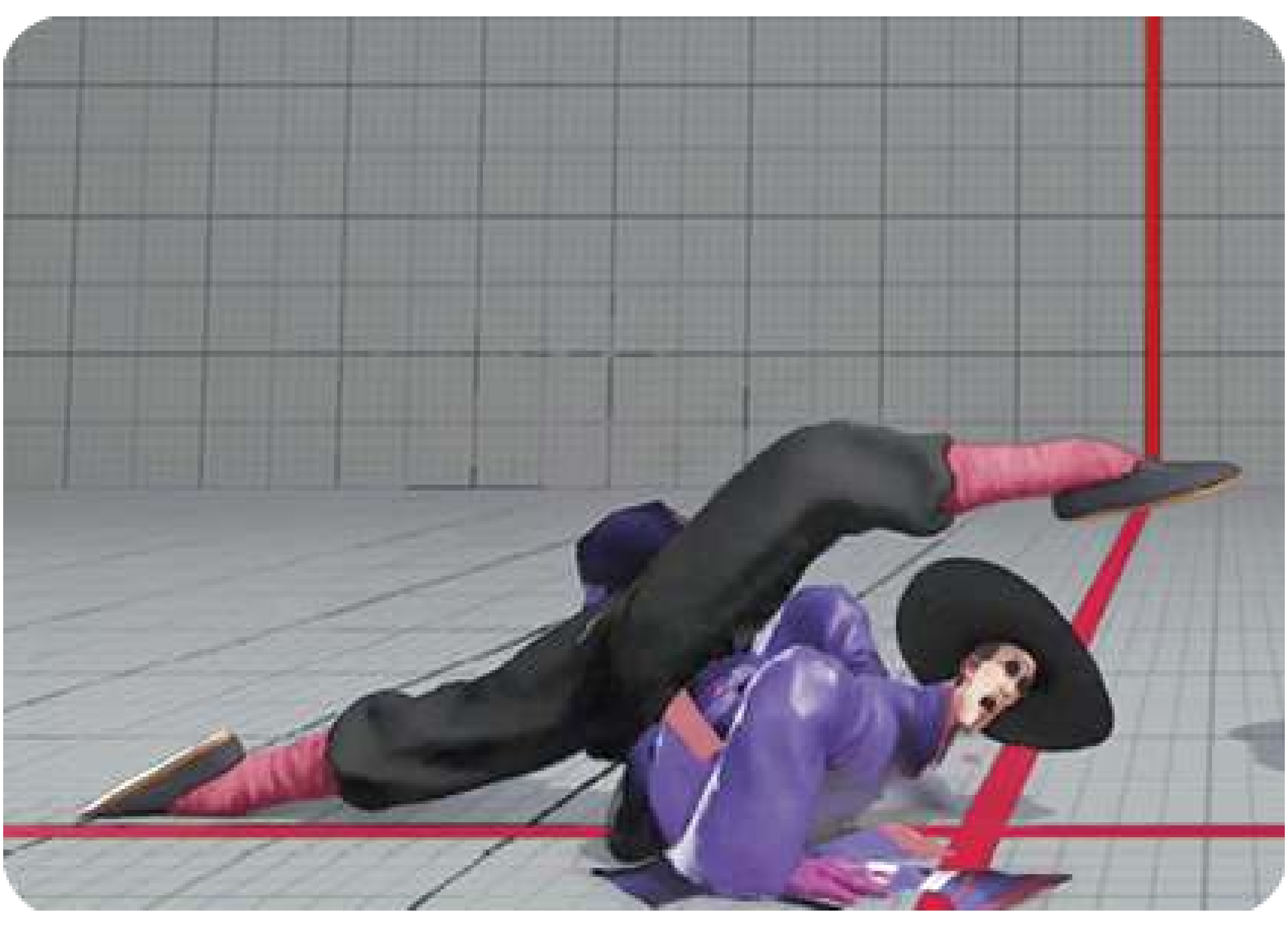
STARTUP	—
ACTIVE	—
RECOVERY	55 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
VTX HIT 2	—
VTX GUARD 2	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

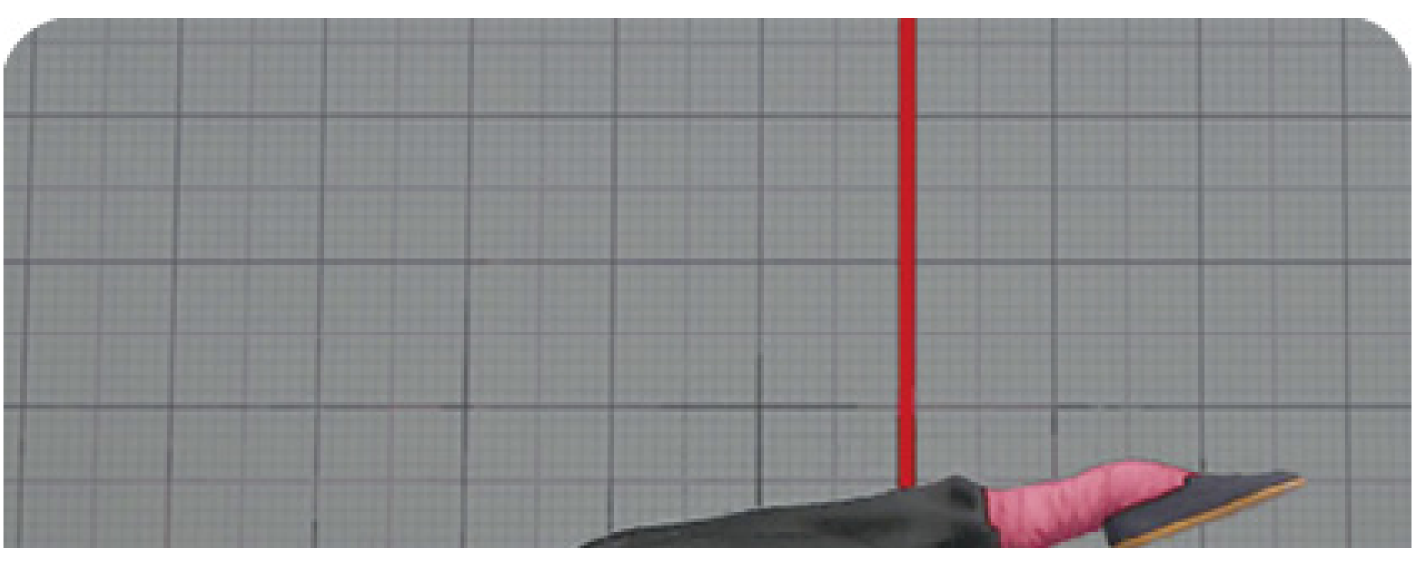
NOTES

Upper-body invincible on frame 7; upper-and-mid-body invincible on frame 8 and on until rising; can be extended by 32 frames by holding ↓ for 87 total frames

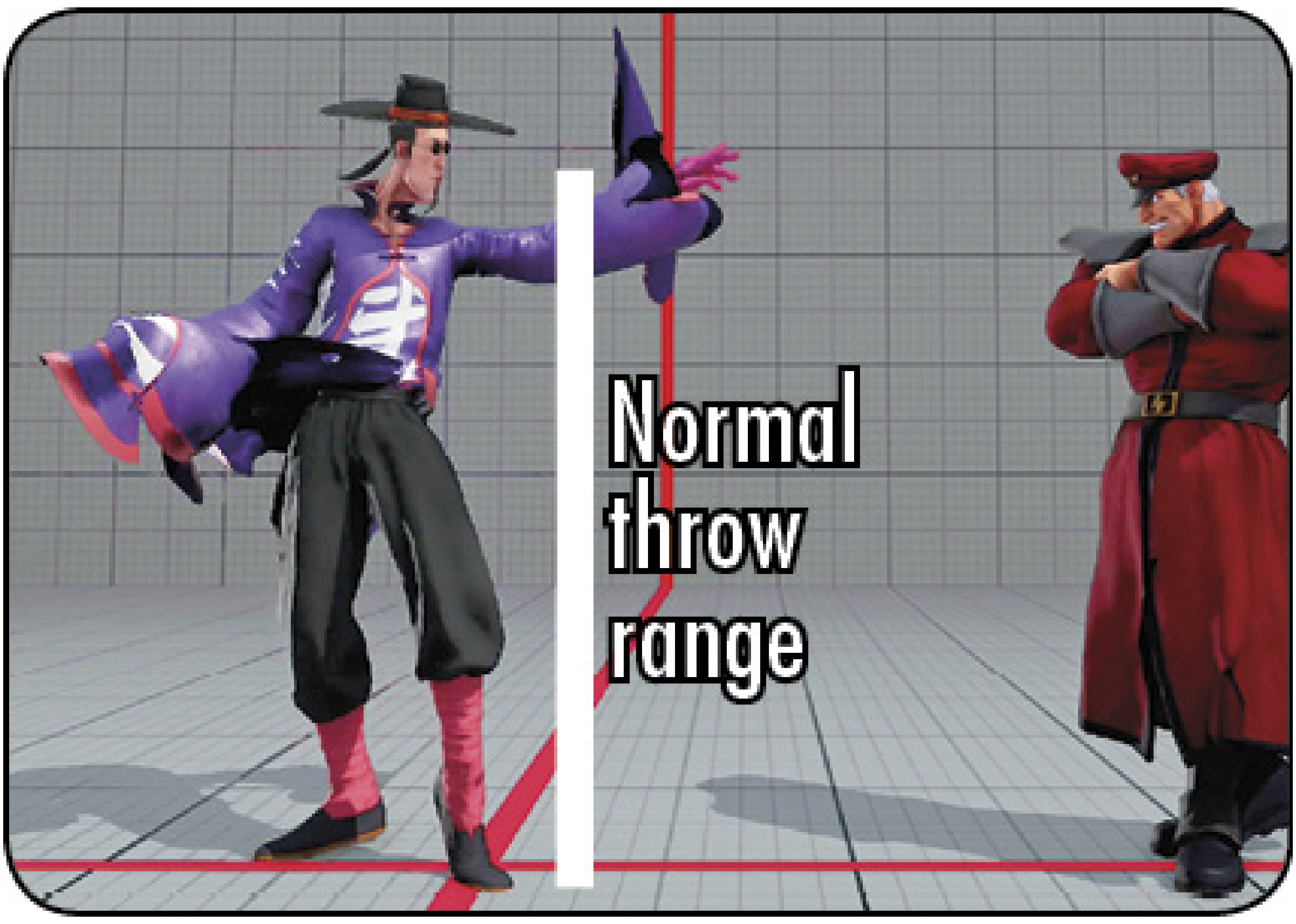
Senpukuga: F.A.N.G.'s self-flooring unique move is a lot like Blanka's Coward Crouch from *SFIV*. Tap the input to make F.A.N.G. lay flat, and hold ↓ to extend the duration. From the eighth frame after it starts until the eighth frame and on before rising, F.A.N.G. is low-profile, lying under the path of lateral fireballs. Senpukuga slips into a low crouch quickly enough to use in reaction to projectiles. With this move, F.A.N.G. ducks under them whenever needed, as long as they're not already just about to be on top of him. Depending on their hitboxes, high and mid-section attacks may also whiff over this command crouch. (No such luck against throws, though.) You can cancel into Senpukuga from the end of F.A.N.G.'s Nikankyaku special movement. Senpukuga itself can also lead to his Senpukuga Follow-Up kick.

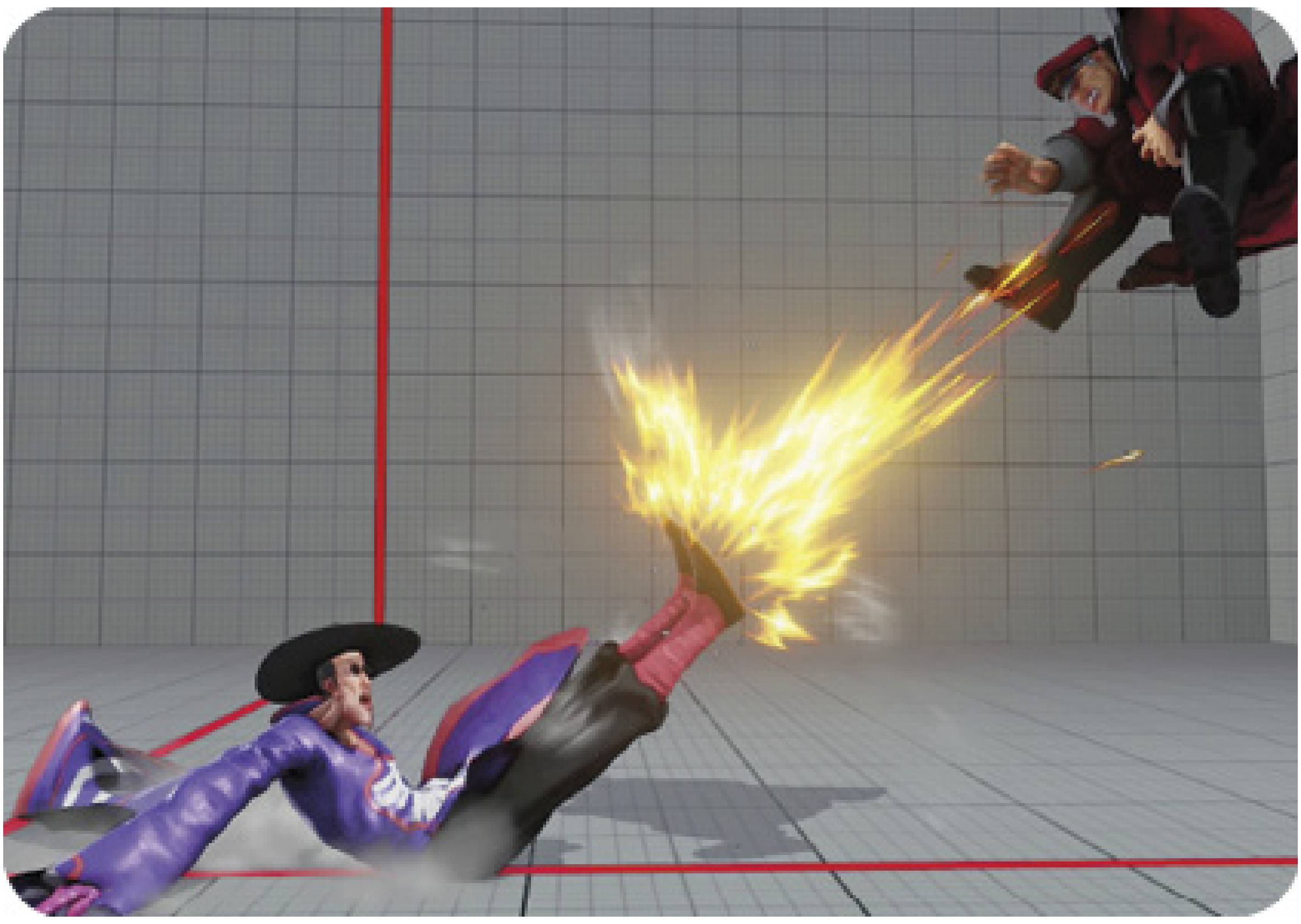
SENPUKUGA FOLLOW-UP K DURING SENPUKUGA

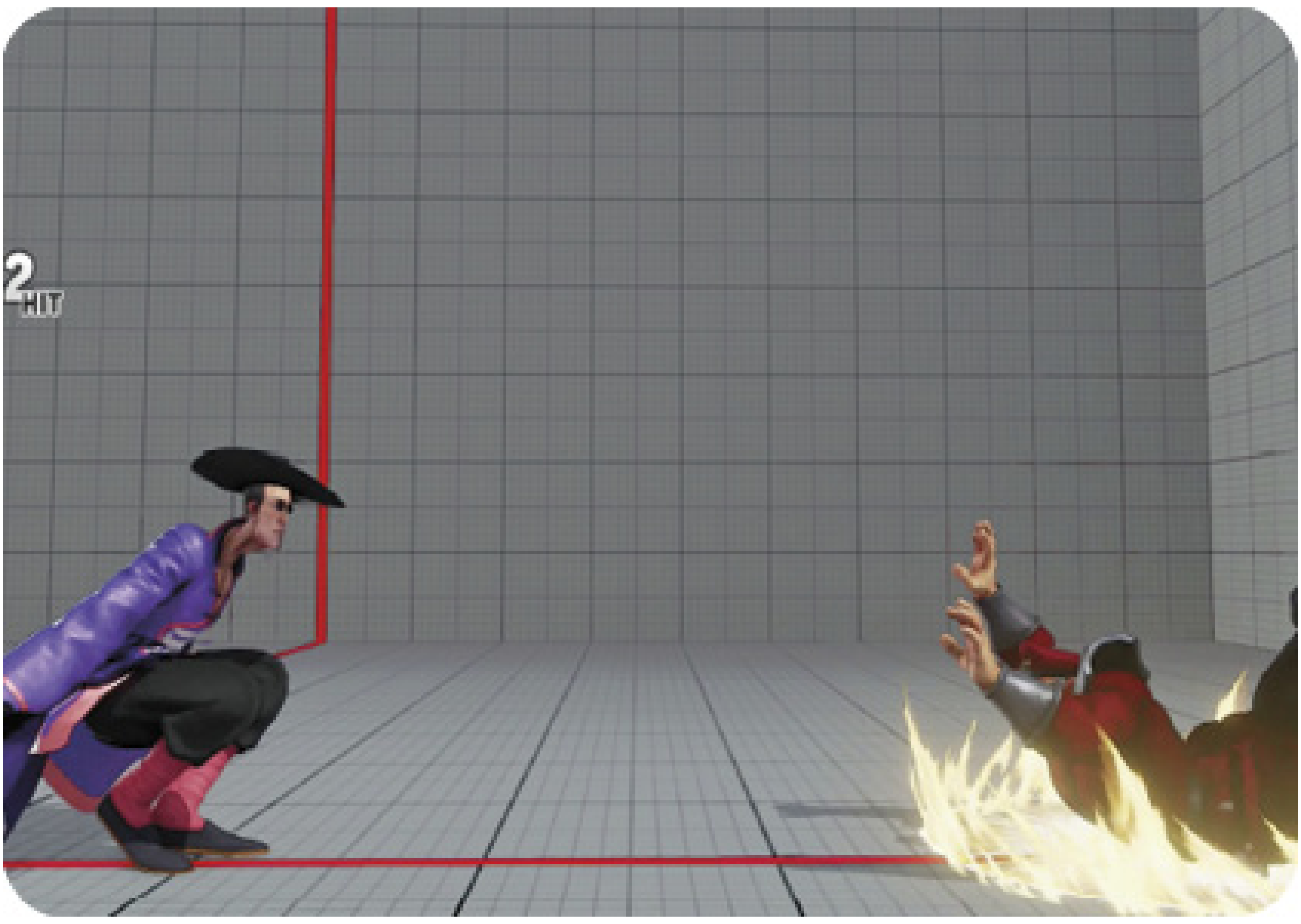




SHIMONSHU LP + LK


Normal throw range





Special Moves

Nishikyu: F.A.N.G. tosses two poison balls at parabolic arcs across the screen. The poison balls deal minor damage on hit (just 20 apiece), but they inflict poison. The button used determines the projectiles' arc. LP Nishikyu sends balls out on tall arcs that peak only 20 percent of the screen away, then fall at 20 percent and 40 percent of the screen's distance, blocking jump-ins immediately and ground movement as the projectiles descend. MP Nishikyu sends balls out on shallower arcs that peak 40 percent of the screen away, then fall at 50 percent and 80 percent screen distance; this version misses targets who are very close or full screen. Finally, HP Nishikyu fires two shots on shallow arcs that peak 40 percent of the screen away; both fall at a full screen's distance. The heavy version will miss foes within a half-screen, but it is still a dominating long-range tool.

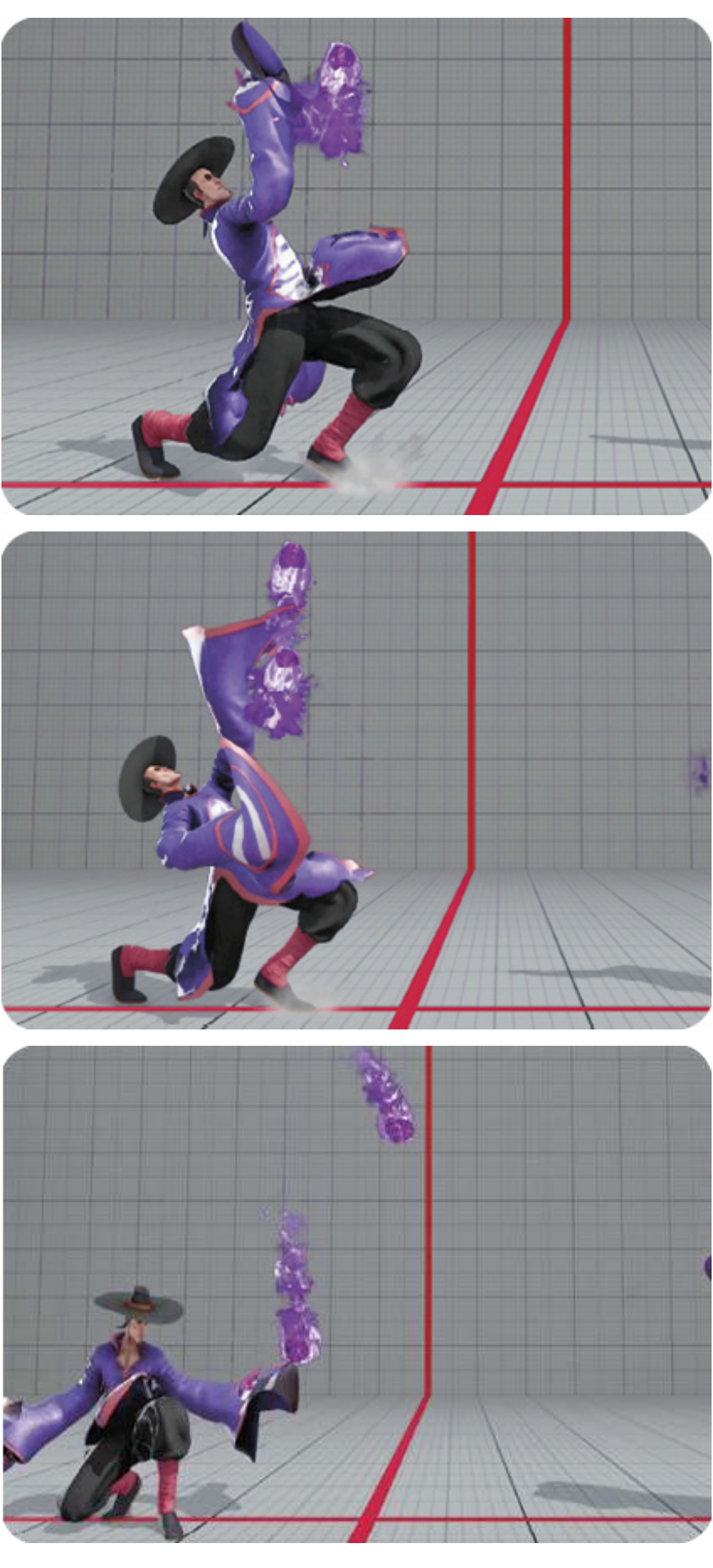
The EX version expends one stock of EX Gauge on a double-damage version (40x2) that has a trick-shot effect. One ball is tossed at a tall arc to land 60 percent of the screen away, while another ball is tossed low, bouncing once 40 percent of the screen away before traveling on a short secondary arc that ends 75 percent of the screen away.

The various versions of Nishikyu will work in combos point-blank against standing characters, but non-EX versions leave F.A.N.G. at a frame disadvantage here even on hit, so they're definitely not recommended up close. Because they miss over crouching foes' heads, they're also not good for blockstring pressure up close. Nishikyu can sometimes start combos for you, though: if these hit an airborne opponent, the target will fall to the ground, perhaps in range for a Sotoja juggle (see **Combo 10**).

Use the LP version as an early anti-air and space-control tool up close, basically walling F.A.N.G. off from assault briefly. Employ the MP/HP versions to harass foes at mid to long range. The EX version temporarily asserts total screen control of three-quarters of the playing field and is a great asset in tense neutral games when you're willing to spend meter. F.A.N.G.'s charge times are historically low for a fighting game charge character, so you should have no problem aggressively firing off Nishikyu back-to-back, with no old-school charge tricks needed. Perform Nishikyu with a motion of charging ↓ to ↑ + P so that you also retain charge for Ryobenda and Sotoja if needed.

Nishikyu can be canceled during its final few recovery frames into Nikankyaku (EX Nikankyaku can even be buffered earlier than the other versions and still work), allowing for long-range hit-confirms and rapid transitions from faraway zoning to close-range attacks. You can toss poison balls and then immediately slither in behind them, using lighter versions of Nikankyaku to gain ground and stop in front of the enemy, and heavier versions to potentially slip through them and attack from the other side.

LP NISHIKYU CHARGE ↓ , ↑ + LP

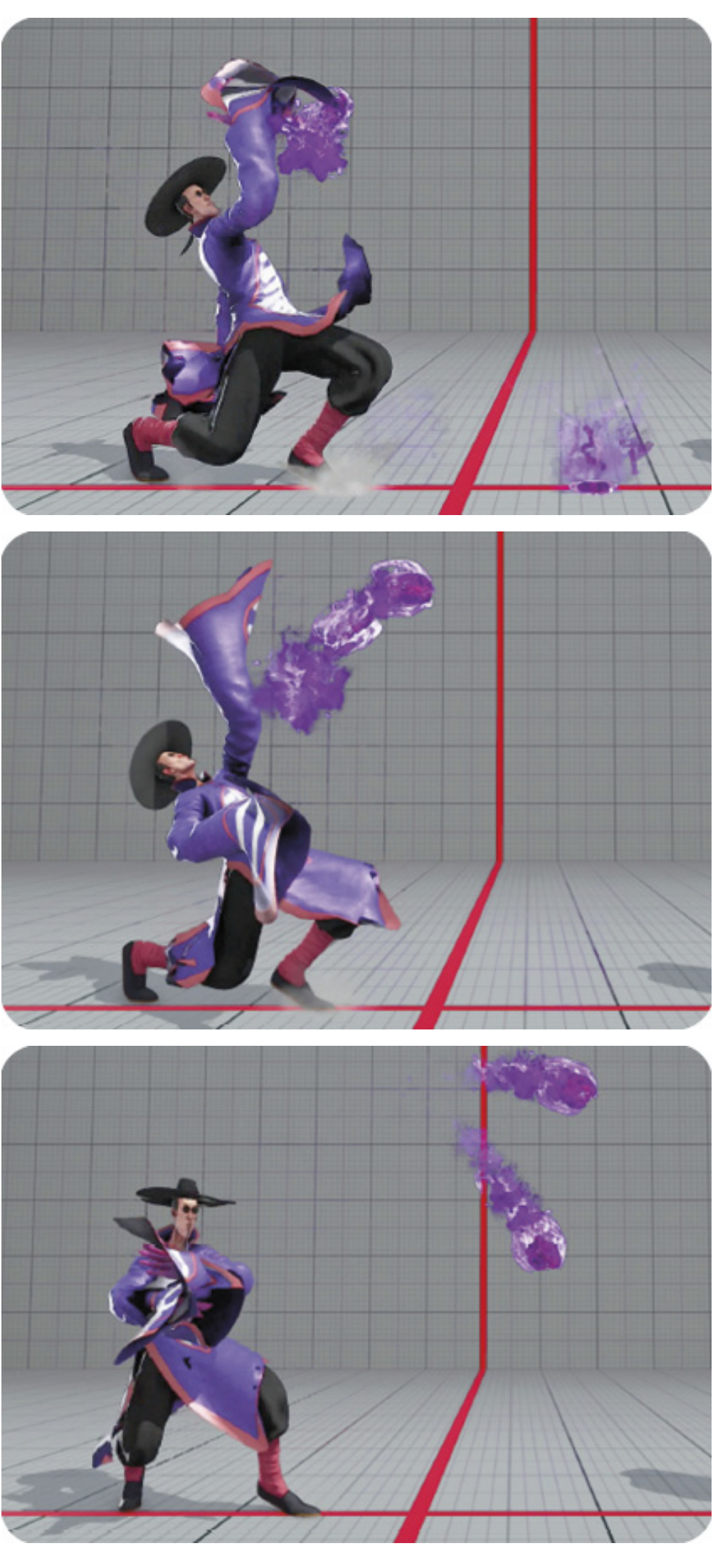


STARTUP	13
ACTIVE	Notes
RECOVERY	48
GUARD LEVEL	HL
ON HIT	-7
ON GUARD	-11
CANCEL	CA
DAMAGE	40(20+20)+50 poison
STUN	100(50+50)
METER GAIN	10/20/10

NOTES

Requires 35 frames of charge; projectiles onscreen for 84 frames; frames 40-42 can be canceled into EX Nikankyaku; hits vs. airborne opponent place them in juggle state

MP NISHIKYU CHARGE ↓ , ↑ + MP

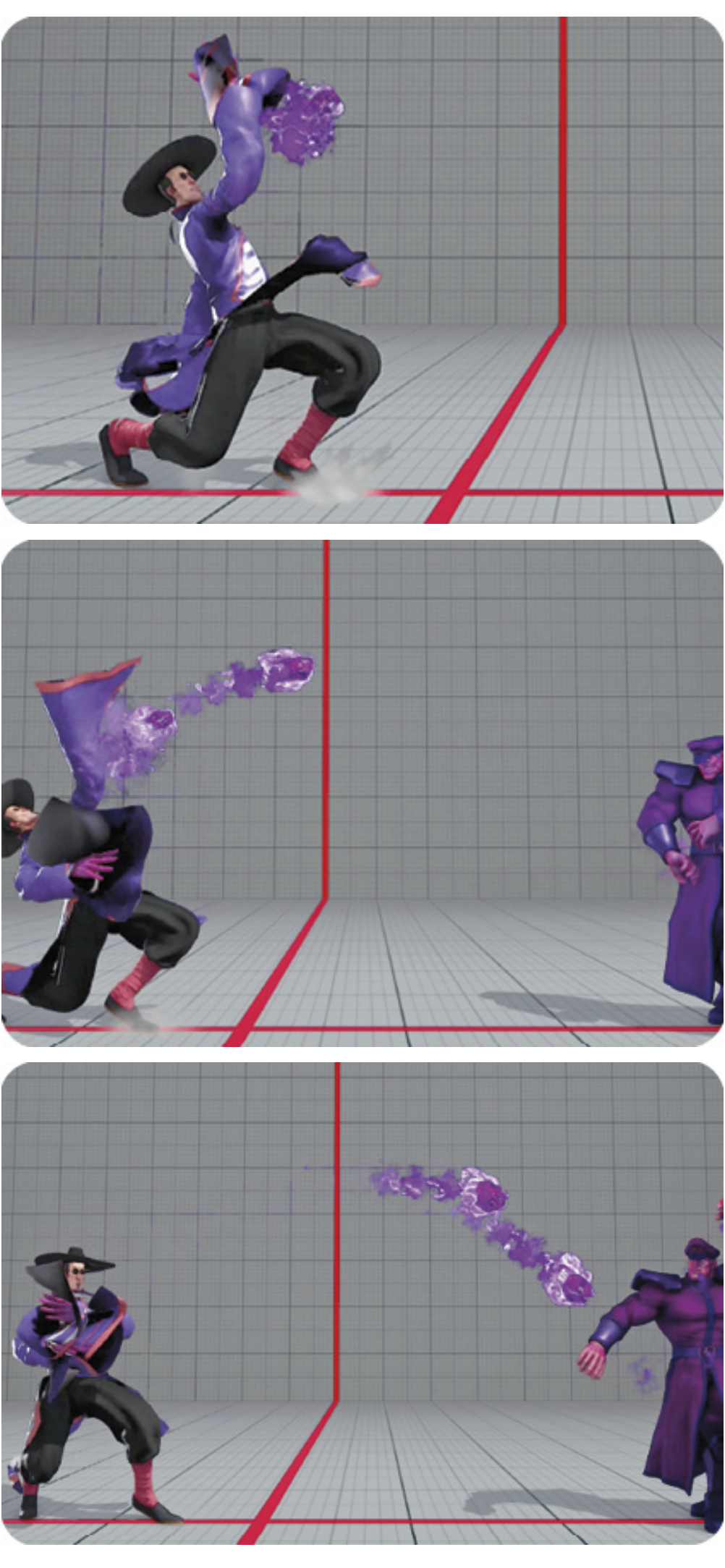


STARTUP	13
ACTIVE	Notes
RECOVERY	48
GUARD LEVEL	HL
ON HIT	-7
ON GUARD	-11
CANCEL	CA
DAMAGE	40(20+20)+50 poison
STUN	100(50+50)
METER GAIN	10/20/10

NOTES

Requires 35 frames of charge; projectiles onscreen for 66 frames; frames 40-42 can be canceled into EX Nikankyaku; hits vs. airborne opponent place them in juggle state

HP NISHIKYU CHARGE ↓ , ↑ + HP

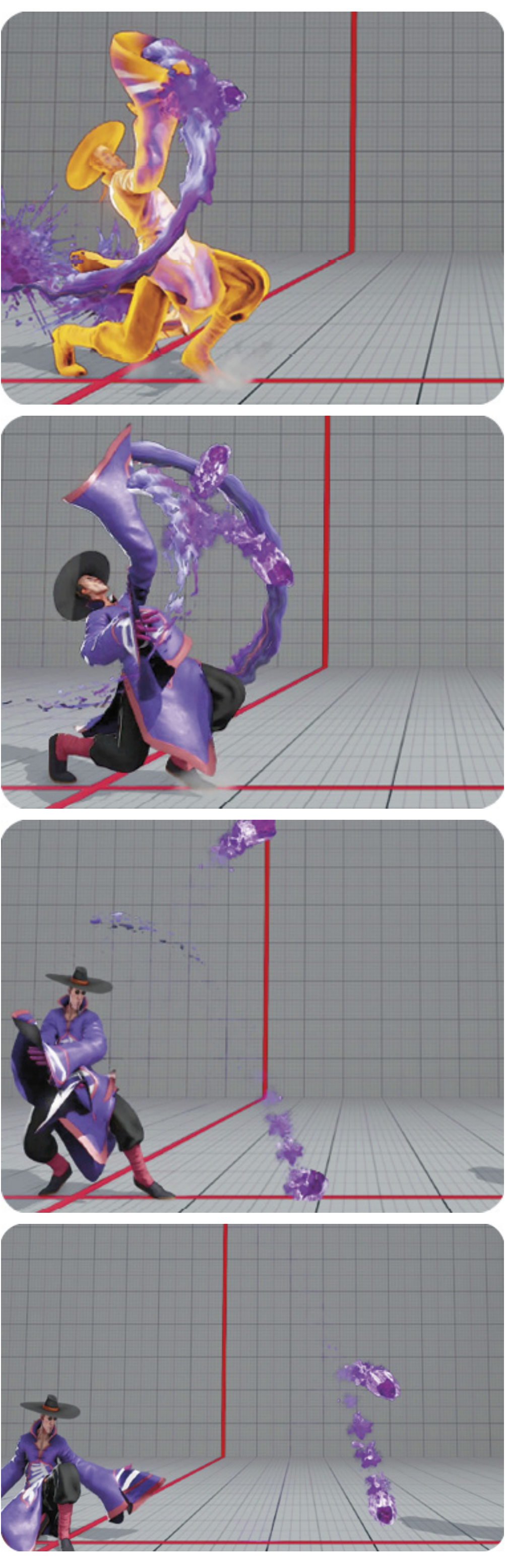


STARTUP	13
ACTIVE	Notes
RECOVERY	48
GUARD LEVEL	HL
ON HIT	-7
ON GUARD	-11
CANCEL	CA
DAMAGE	40(20+20)+50 poison
STUN	100(50+50)
METER GAIN	10/20/10

NOTES

Requires 35 frames of charge; projectiles onscreen for 60 frames; frames 40-42 can be canceled into EX Nikankyaku; hits vs. airborne opponent place them in juggle state

EX NISHIKYU CHARGE ↓ , ↑ + P P

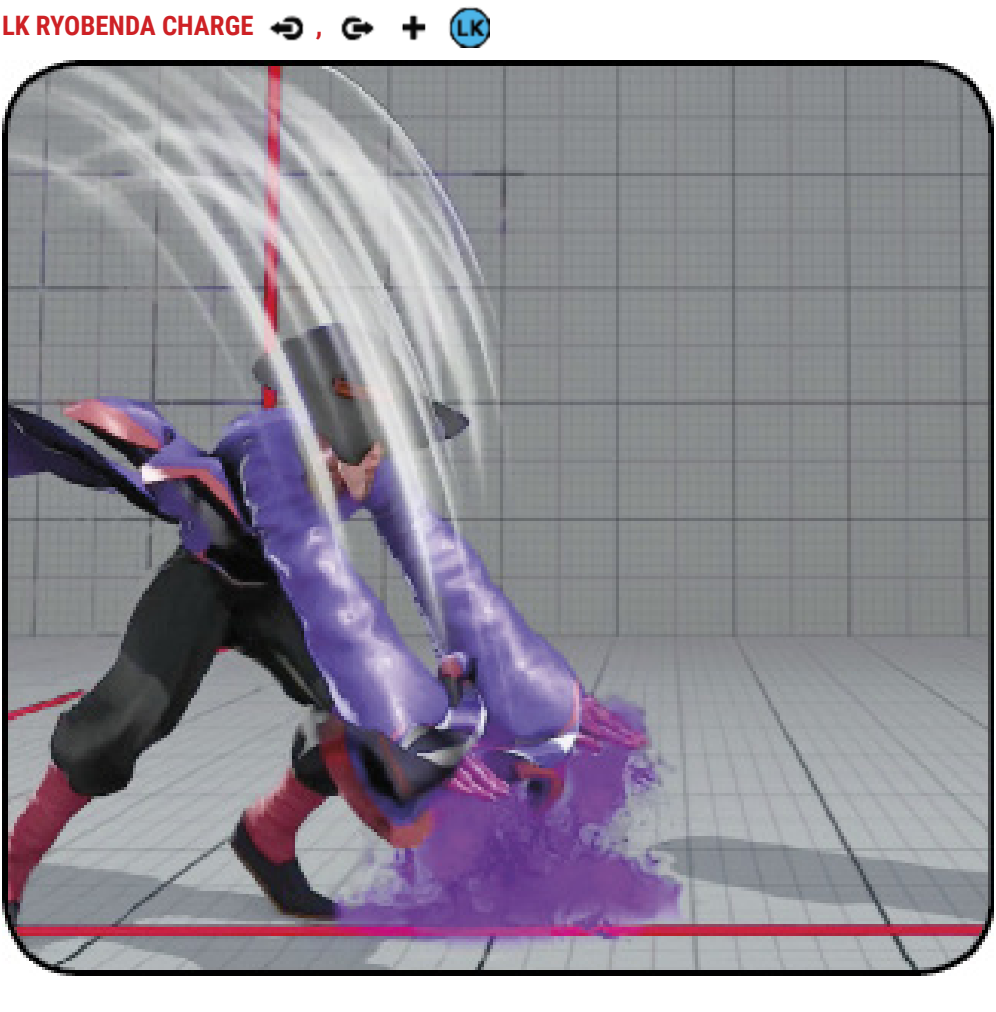


STARTUP	13
ACTIVE	Notes
RECOVERY	40
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	—
DAMAGE	80(40+40)+50 poison
STUN	100(50+50)
METER GAIN	-300

NOTES

Requires 35 frames of charge; projectiles onscreen for 98 frames; frames 40-42 can be canceled into Nikankyaku; hits vs. airborne opponent place them in juggle state

LK RYOBENDA CHARGE ← , → + LK



STARTUP	14
ACTIVE	3
RECOVERY	30
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
CANCEL	CA
DAMAGE	60(30+30)+50 poison
STUN	200(100+100)
METER GAIN	5/70/36

NOTES

Requires 40 frames of charge; frames 22-36 airborne; 2-hit projectile hitbox

MK RYOBENDA CHARGE ← , → + MK

STARTUP	19
ACTIVE	Notes
RECOVERY	28
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-8
CANCEL	CA
DAMAGE	40+50 poison
STUN	100
METER GAIN	5/10/5

NOTES

Requires 40 frames of charge; mine projectile lasts for 60 frames; rewards counter-hit to opponent if hit during recovery; 1-hit projectile hitbox

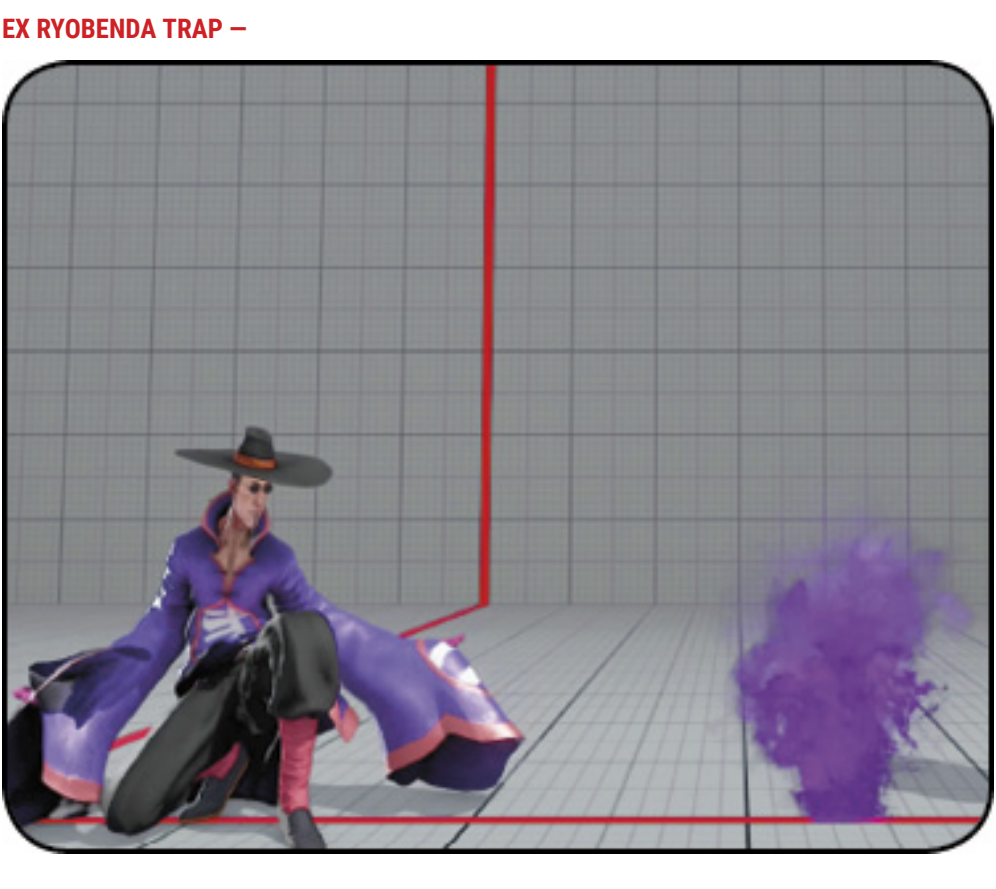
HK RYOBENDA CHARGE ← , → + HK

STARTUP	23
ACTIVE	Notes
RECOVERY	30
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-10
CANCEL	CA
DAMAGE	40+50 poison
STUN	100
METER GAIN	5/10/5

NOTES

Requires 40 frames of charge; mine projectile lasts 100 frames; rewards counter-hit to opponent if hit during recovery; 1-hit projectile hitbox

EX RYOBENDA TRAP —

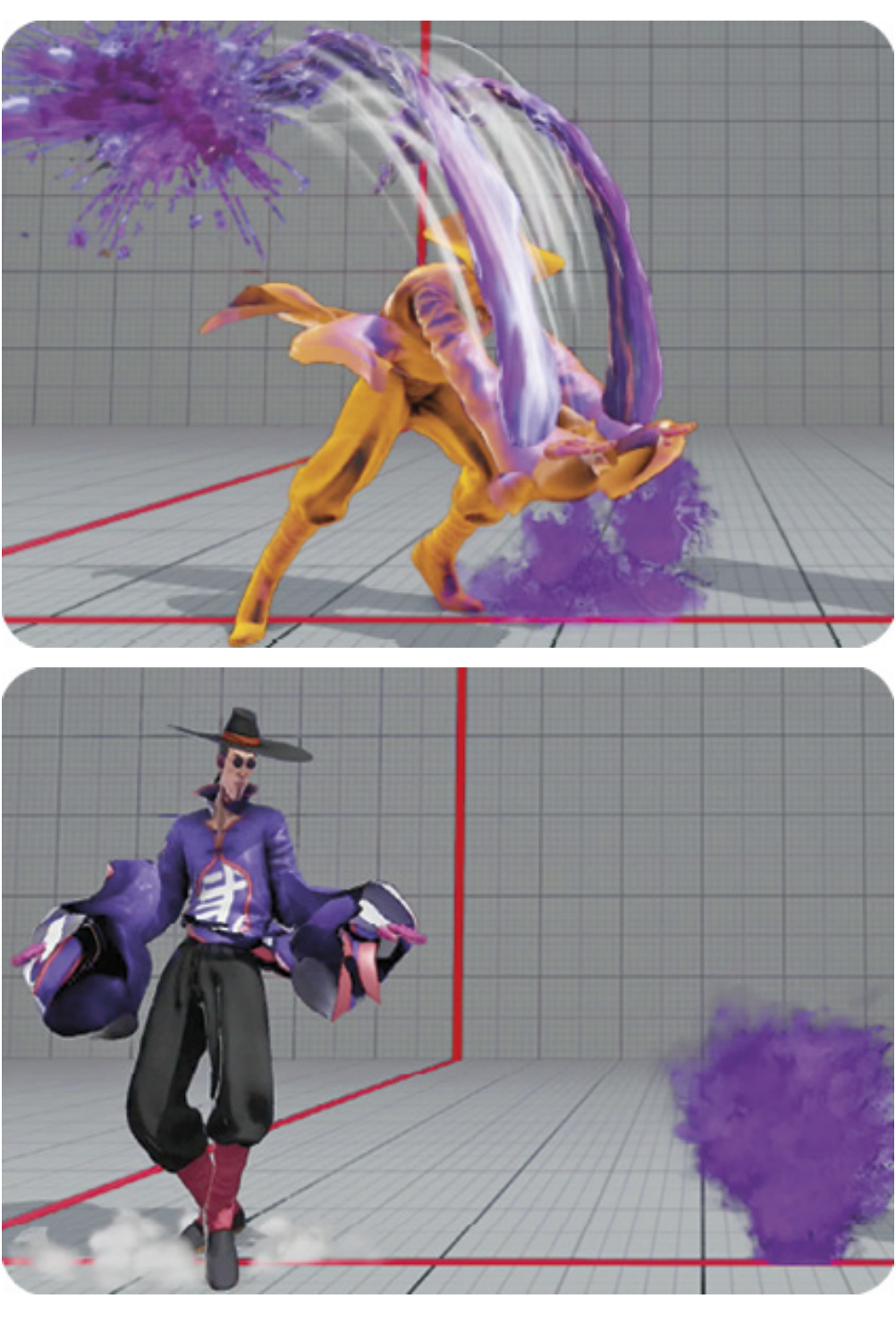


STARTUP	—
ACTIVE	220
RECOVERY	—
GUARD LEVEL	HL
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40(20+20)+50 poison
STUN	44(22+22)
METER GAIN	0/0

NOTES

2-hit projectile hitbox

EX RYOBENDA CHARGE ← , → + K K



STARTUP	15
ACTIVE	2
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	—
DAMAGE	60(30+30)+50 poison
STUN	200(100+100)
METER GAIN	-300

NOTES

Requires 40 frames of charge; rewards counter-hit to opponent if hit during recovery; frames 25-39 airborne; 2-hit projectile hitbox

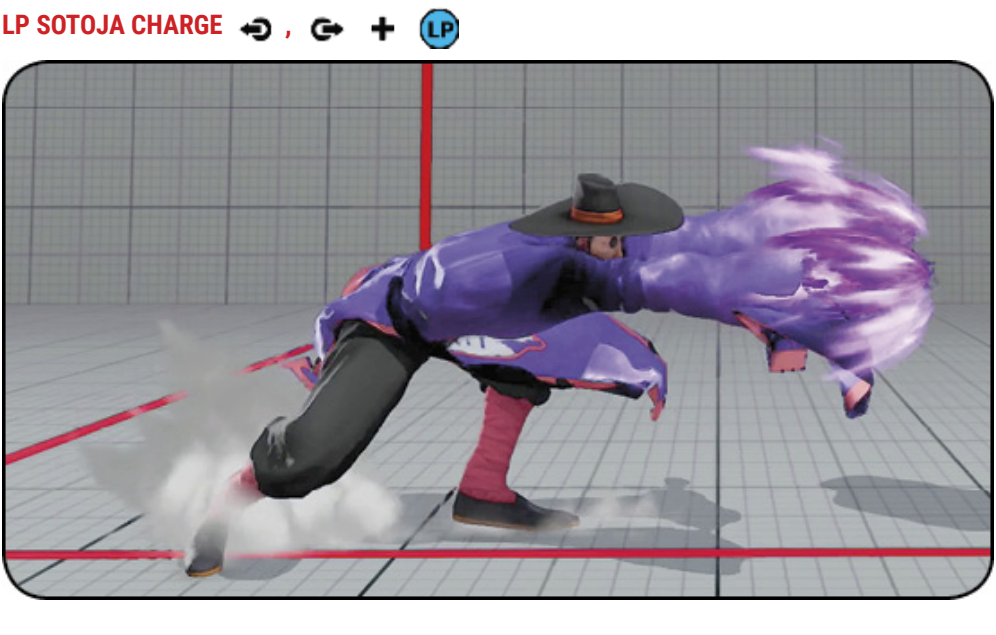
Ryobenda: F.A.N.G. slaps poison onto the ground directly in front of him with varying effects, then hops backward during recovery. LK Ryobenda has a two-hit projectile hitbox where F.A.N.G. slaps the ground. His arms are projectile-invincible during this slap, helping this move consistently destroy incoming fireballs—even two-hit ones (with good timing). On hit, LK Ryobenda poisons the opponent and knocks them up into a jugglable state, though the only way you can reach them before they're floored is by canceling into Shishiruiui, his Critical Art. Because LK Ryobenda itself is a heavy hit, and because F.A.N.G. hops backward just after it, this is a somewhat safe blockstring ender unless the opponent is loaded with an extremely fast lateral punisher, like Ryu or Chun-Li Critical Arts.

During MK and HK Ryobenda, F.A.N.G. sets down a temporary bubbling poison area on the ground in front of him. This basically works as a motionless projectile guarding space on F.A.N.G.'s behalf, like with Birdie's Banana Time. The MK version creates a cloud that lasts for one second, while the HK version takes four frames longer in execution to set down a cloud that lasts 1.66 seconds. Both versions' projectiles extend upward to about hip height and do 40 damage while inflicting poison (if your foe runs into them). F.A.N.G. doesn't hop backward while setting the poison clouds for the MK and HK versions, and if he gets hit during recovery, it will count as a recovery counter-hit, like against a whiffed Shoryuken.

EX Ryobenda combines the best aspects of the LK and HK versions, with a two-hit projectile launcher that sets down a static, two-hit poison cloud. F.A.N.G. bounces back after the slap, like with the relatively safe LK version, but hits against him during this bounce register as counter-hits, like against his MK/HK version recovery. The EX version's projectile landmine lasts for 3.66 seconds, far longer than the others. If you hit an enemy up close with EX Ryobenda, they'll be launched into the projectile and bounce off it, giving you time to build charge for an EX Sotoja juggle. Spending two stocks of EX Gauge on this juggle is one of the standard ways to beef up F.A.N.G.'s damage output.

Contrary to typical unwritten *Street Fighter* rules about projectile zoners, you can lay down MK/HK/EX Ryobenda poison mines even while Nishikyu and Nishodoku projectiles are already on screen. Also, you can still use LK Ryobenda as an attack while a poison mine for a heavier version of Ryobenda is bubbling and active. Like F.A.N.G.'s poison effect, Ryobenda poison mines disappear immediately if F.A.N.G. receives a hit himself.

LP SOTOJA CHARGE ← , → + LP

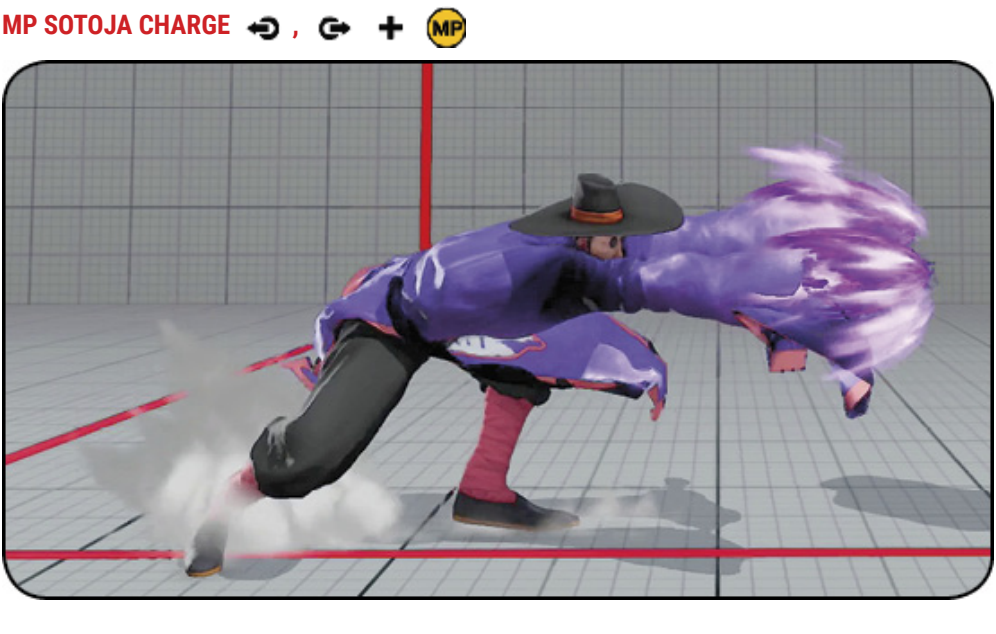


STARTUP	16/18
ACTIVE	8
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D/-4
ON GUARD	-11
CANCEL	CA
DAMAGE	60(30+30)+50 poison
STUN	200(100+100)
METER GAIN	20/40/20

NOTES

2-hit projectile hitbox; extended arms projectile invincible from frames 15-35

MP SOTOJA CHARGE ← , → + MP

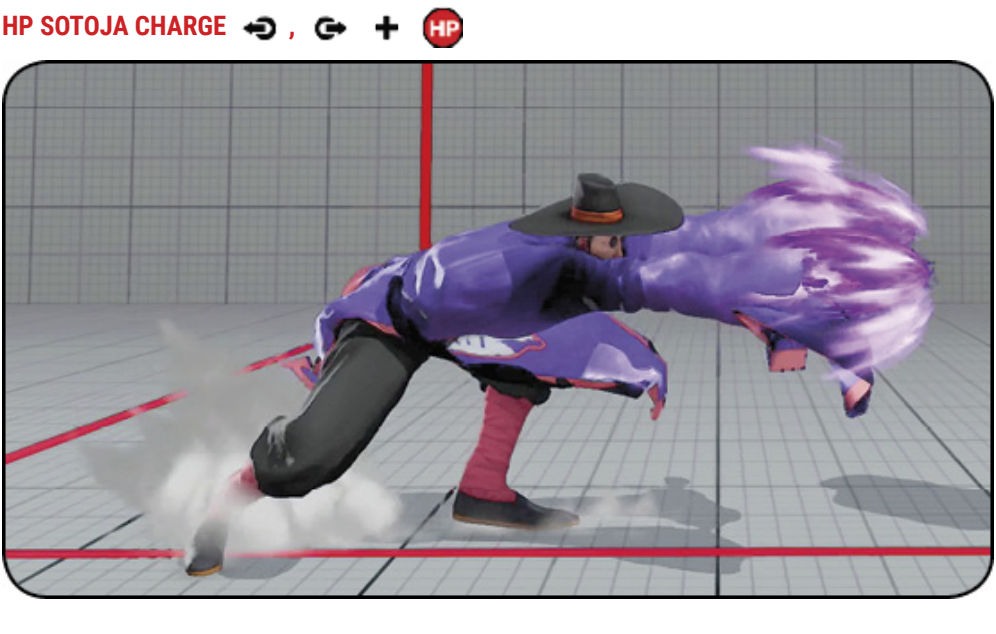


STARTUP	20/22
ACTIVE	8
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D/-1
ON GUARD	-9
CANCEL	CA
DAMAGE	70(30+40)+50 poison
STUN	200(100+100)
METER GAIN	20/40/20

NOTES

2-hit projectile hitbox; extended arms projectile invincible from frames 19-39

HP SOTOJA CHARGE ← , → + HP



STARTUP	21/23
ACTIVE	8
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D/-2
ON GUARD	-10
CANCEL	CA
DAMAGE	80(40+40)+50 poison
STUN	200(100+100)
METER GAIN	20/40/20

NOTES

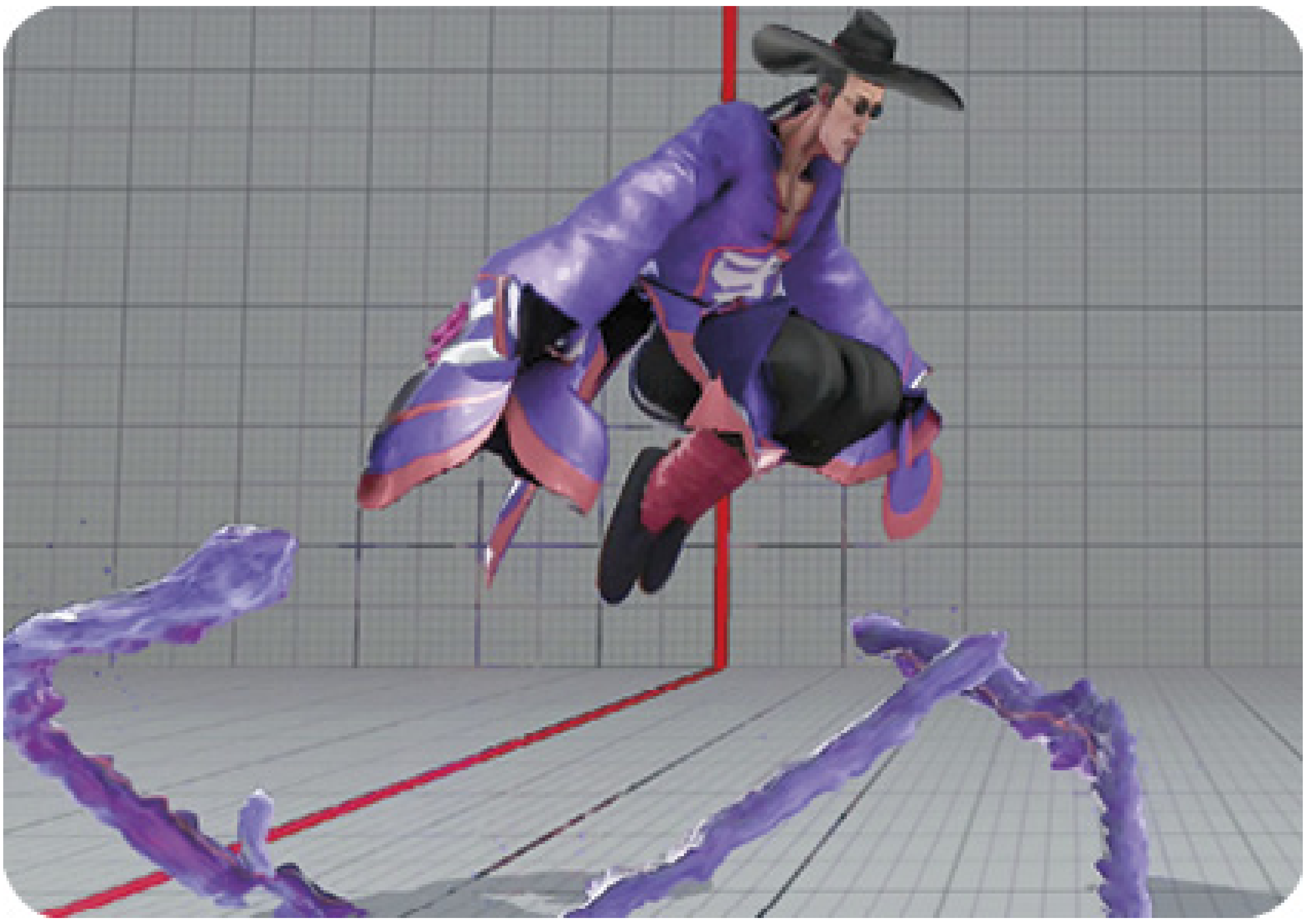
2-hit projectile hitbox; extended arms projectile invincible from frames 21-40

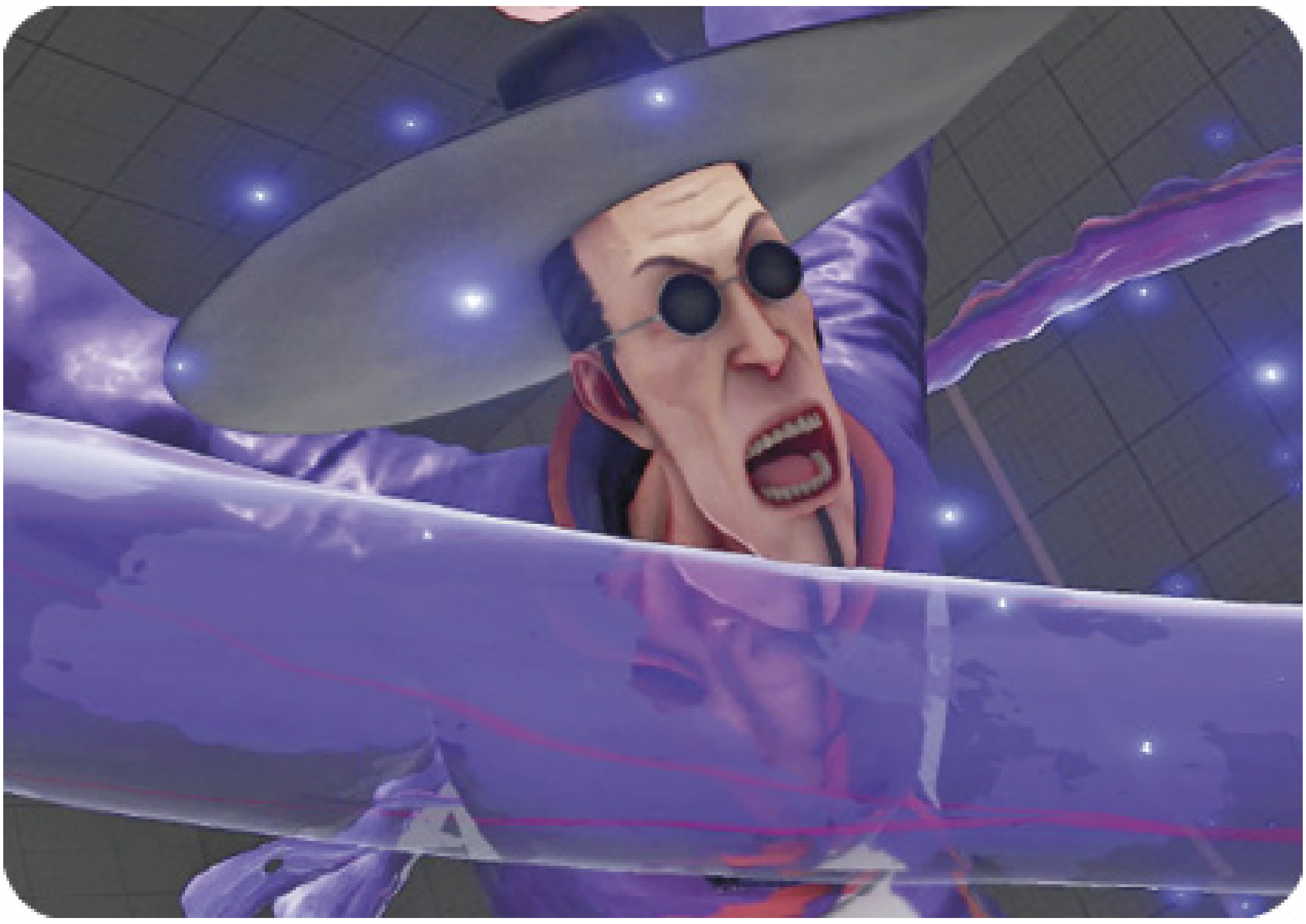
STREET FIGHTER V

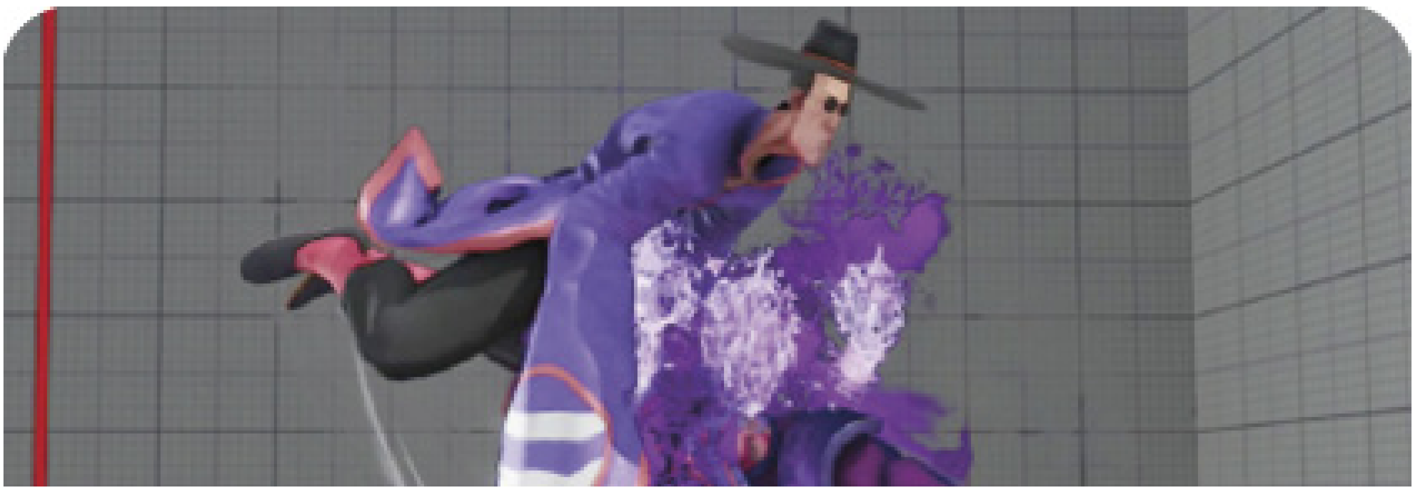
F.A.N.G.

Critical Art

SHISHIRUIRUI ↷ ↷ + Ⓟ





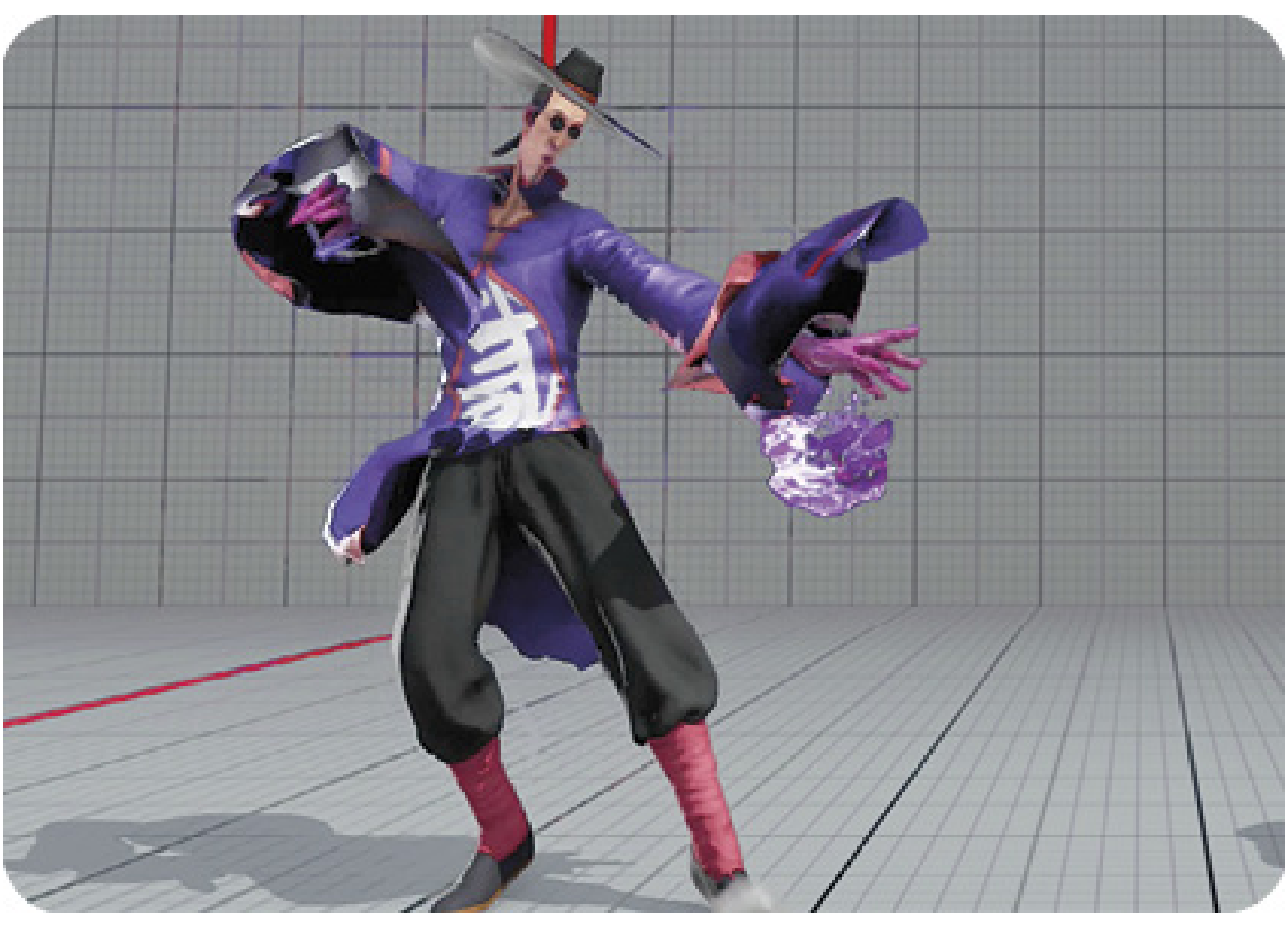


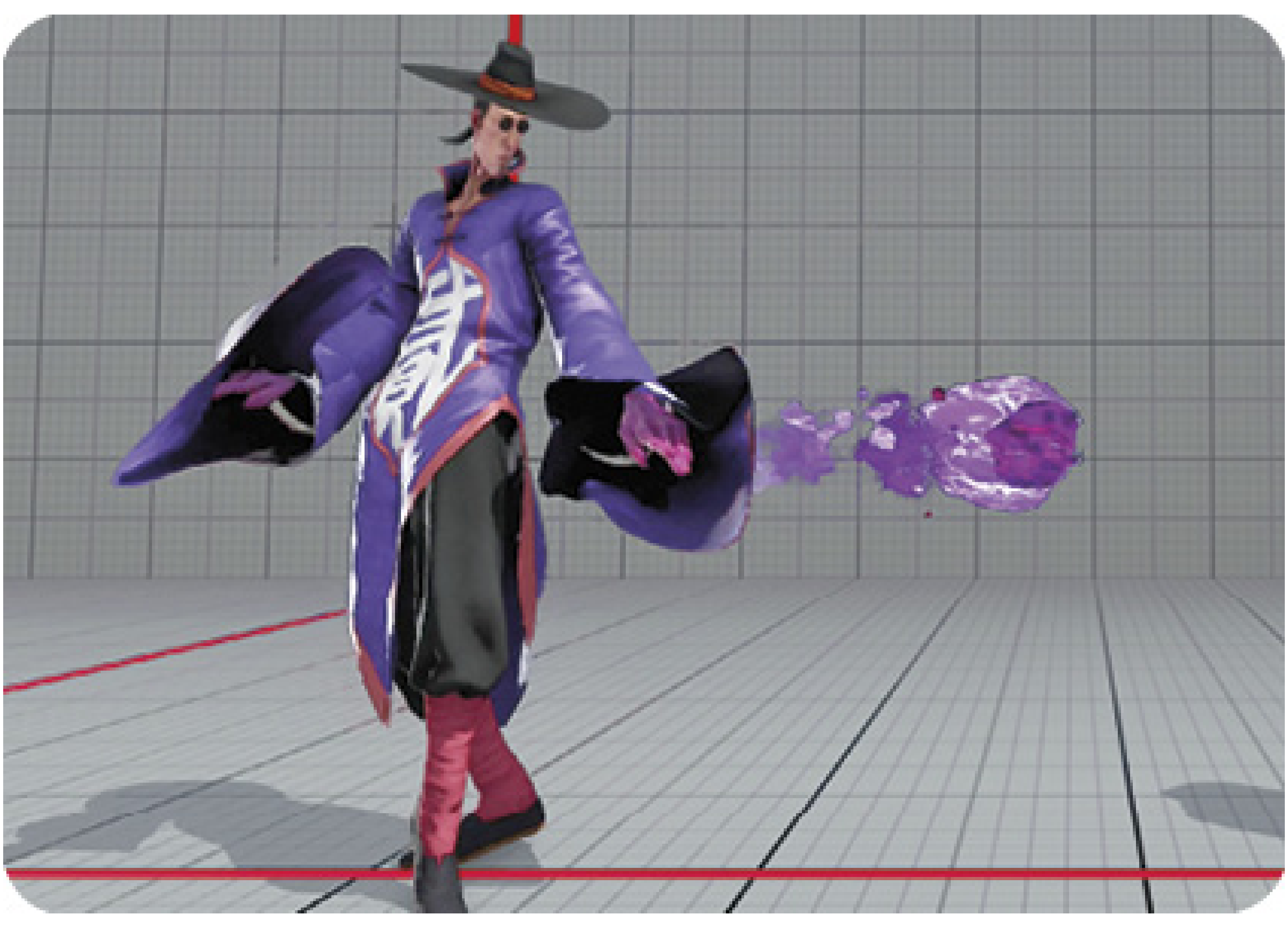
F.A.N.G.

V System

V-SKILL

NISHODOKU MP + MK





STARTUP	22
ACTIVE	Notes
RECOVERY	19
GUARD LEVEL	HL
DAMAGE	50 poison
STUN	—
METER GAIN	V: 50

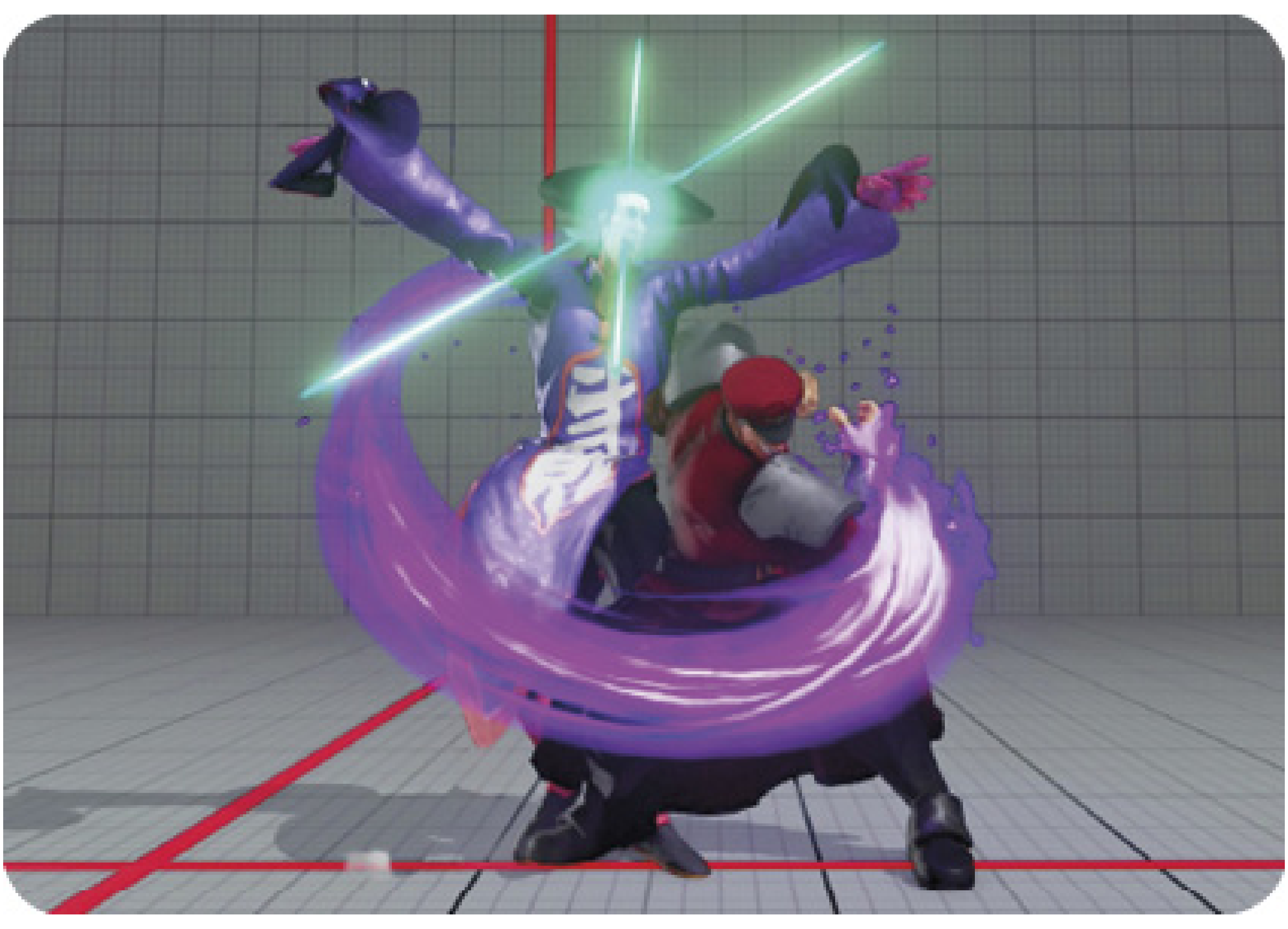
NOTES

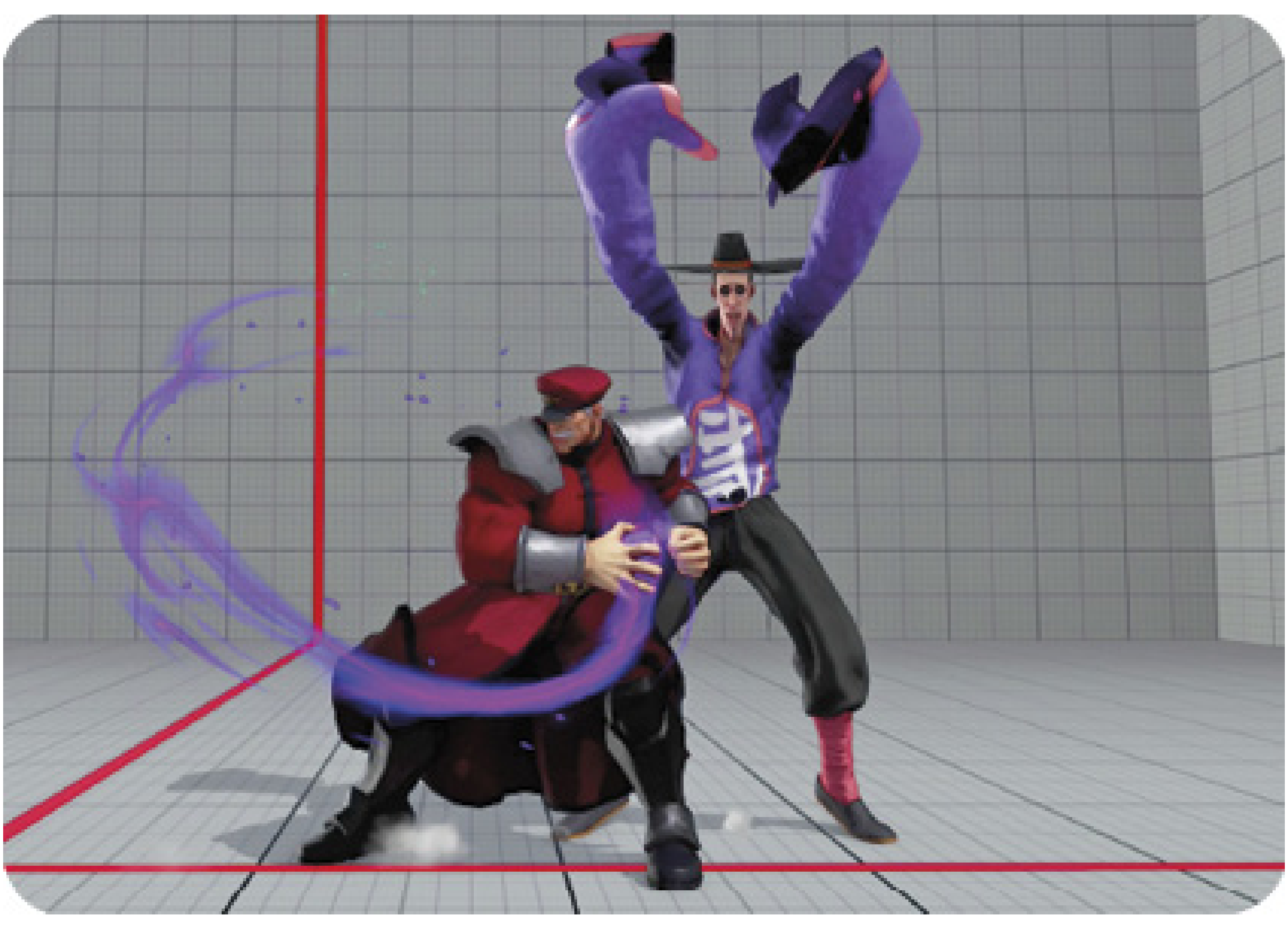
Applies poison effect; does not hit airborne opponents; projectile lasts 248 frames

Nishodoku: F.A.N.G.'s signature poison attack, this slow-moving, unblockable poison puff travels slowly for just over four seconds before dissipating. Nishodoku is unique among *Street Fighter* attacks in that it doesn't cause hitstun or blockstun. It doesn't even interact with opposing projectiles, passing through them instead. Indeed, all it does is inflict F.A.N.G.'s standard 50-damage poison effect the opposing character. You can still throw Nishodoku when Nishikyu and Ryobenda projectiles are on screen, and this serves to supplement those ranged options. Nishikyu covers the sky, Ryobenda blankets the ground, and Nishodoku works as an annoying almost-unavoidable luxury when you can get it out. If you're against an aggressive, attentive enemy, they'll probably respond to Nishodoku by immediately dashing in because it doesn't actually control space. If you have HK/EX Ryobenda out beforehand, and they're not sure when you're going to use LP/MP Nishikyu instead, that'll go a long way toward allowing you to safely deploy Nishodoku. Unlike Ryobenda's poison mine, Nishodoku remains on screen if F.A.N.G. gets hit after throwing it.

V-REVERSAL

NIKAIHO → + P P P





STARTUP	—
ACTIVE	—
RECOVERY	35 (total)
GUARD LEVEL	—
DAMAGE	—
STUN	—
METER GAIN	V: -300

NOTES

Frames 1-31 strike and projectile invincible; recovers 200 of own stun

Nikaiho: One of the game's most specific V-Reversals in what it's useful for, Nikaiho features F.A.N.G. interrupting his blockstun with a wiggling forward crab-walk that moves half the screen's distance forward for 35 frames, with the last four frames vulnerable to attack. Against light attacks up close, this won't lead to anything—F.A.N.G. will end up well behind the enemy, won't have a shot at a counter attack, and might even be at a disadvantage. But against certain blocked specials and mid-range tactics (like half-screen fireballs, Dhalsim's pokes, and specials like Birdie's Hanging Chain), Nikaiho becomes a free path to close range and maybe a guaranteed combo or throw.

V-TRIGGER

DOKUNOMU HP + HK

Street Fighter V

F.A.N.G.

Overview

PROS

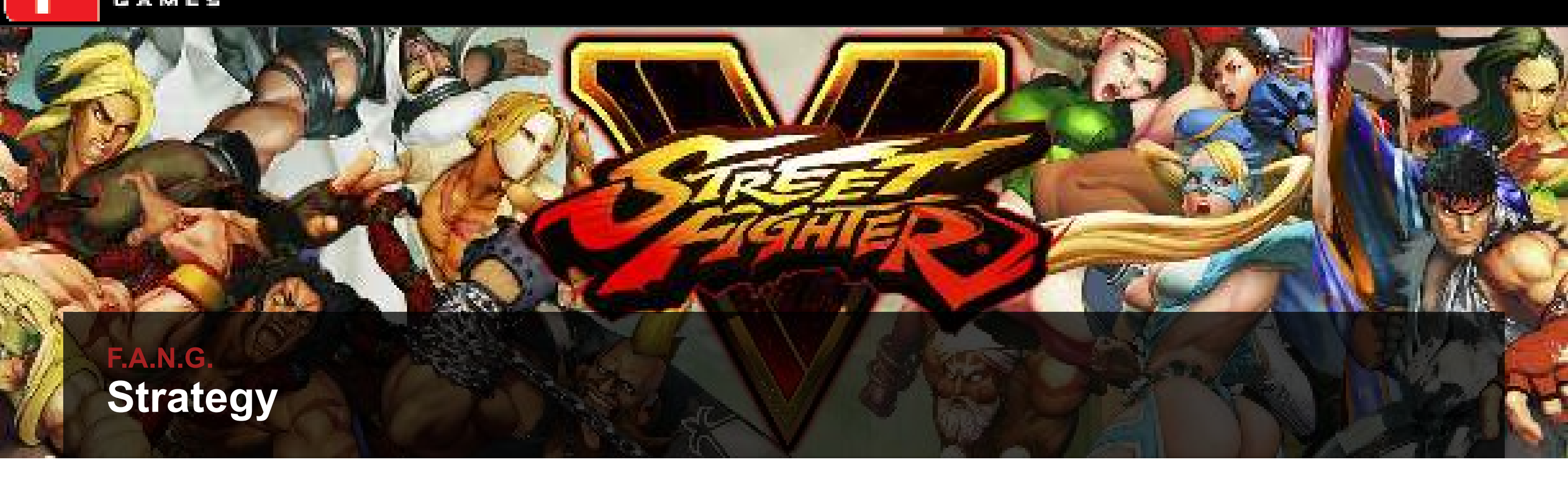
- F.A.N.G. has a unique damage over time effect, with V-Skill and all contact specials inflicting poison status on his foe.
- A wide array of unique, space-controlling projectile moves allows for harassment from any range.
- He has great anti-air and anti-ground normals at all ranges.
- His V-Trigger is easy to apply.

CONS

- Relatively slow offensive movements (forward jumps and Nikankyaku command dashes) will require conditioning to land against truly quick players.
- F.A.N.G. has no true reversal, as he is reliant on EX Nikankyaku to escape danger.
- With low pure damage, his output must be supplemented with poison.

Your objective is to harass the enemy from mid to long range, applying poison and coaxing them into mistakes. Achieve this by:

- Keeping Ryobenda, Nishikyu, and Nishodoku projectiles on screen when possible
- Resisting pressure with F.A.N.G.'s powerful normals
- Canceling close to mid-range hits into special move enders, knocking the enemy away and poisoning them
- Using his V-Trigger to open up combo potential and inflict damage with his mere presence



F.A.N.G.

Strategy

LONG RANGE

First things first, F.A.N.G.'s poison effect is applied by any hitting special or Critical Art, and also by his V-Skill and V-Trigger. It applies 500 frames of a damage-over-time effect: 1 stamina damage every 10 frames, or 50 damage across just over eight seconds. Giving this effect time to work (not to mention taking shots at reapplying it) is F.A.N.G.'s main incentive to sit far away, peppering his foes with HP/MP Nishikyu and Nishodoku.

From long range out to full screen distance, HP Nishikyu is great for peppering long-range challengers. Use MP Nishikyu as a change-up to interdict attempted movement in the space between the characters. Depending on your opponent's actions at long range, you may be able to repeat Nishikyu tosses back-to-back, easily building charge for the next projectile rep while the previous ones are in transit. If you suspect that your opponent will do something extra-aggressive to suddenly close in from full screen (like Rashid's running dash, a double-dash from Nash or M. Bison, or a Dhalsim frontal Yoga Teleport, as a few examples), that's when it becomes useful to set up HK Ryobenda whenever you have the chance. HK Ryobenda means they have to blast through with a two-hit projectile, pass through with a move that's projectile-invulnerable, or try to jump in over the poison mine. But by the time they can jump in, you'd have plenty of time to charge and fire LP Nishikyu preemptively. Getting LP Nishikyu out behind HK Ryobenda gives you a temporary poison shield behind which F.A.N.G. can reposition and see whether you need to prioritize setting Ryobenda back up, or if you can go for a few rounds of Nishikyu harassment first.

If your Nishikyu/Ryobenda rain adequately restricts your opponent's movement, you can mix in Nishodoku when time permits. This gives your enemy one more thing to worry about because you can repeatedly hurl Nishikyu over the path of Nishodoku, preventing them from jumping over and basically guaranteeing that they take the poison. Getting poison onto the enemy with stray long-range Nishikyu and Nishodoku projectiles can only amplify the effectiveness of a solid zoning strategy, since poisoned foes often get increasingly frustrated chasing F.A.N.G. down as their stamina slowly bleeds away. If you're having success applying and maintaining poison with Nishikyu, there's no reason to press an advantage. Run away and keep peppering them and coaxing them into stray projectile hits, punishable errors, and overly aggressive, telegraphed jump-ins that you can anti-air.

When zoning from afar, get used to continually returning to a ← or ↙ charge immediately after executing charge specials. F.A.N.G.'s charge times are so short that you can easily perform consecutive charge moves, like performing another Nishikyu the instant the previous ones disappear, firing Nishikyu right after laying down Ryobenda, and laying down Ryobenda into an immediate Nishikyu toss. The same ↙ charge prepares you to fire Nishikyu at a faraway target, lay down Ryobenda to block projectiles and provide temporary ground cover, or lash out with Sotoja to preemptively stuff ground specials and movement.

Against many characters, F.A.N.G. has all the long-range initiative. Against other projectile characters, though, he can find himself forced into reactive positions. Nishodoku doesn't actually control lateral space, and Nishikyu was never meant to. Someone like Ryu dedicated to firing Hadokens as fast as possible will quickly overpower F.A.N.G. in a ranged firefight. Luckily, F.A.N.G. has several tools to at least stalemate a long-range attacker. Senpukuga crouch allows F.A.N.G. to dodge under incoming projectiles on reaction. Sotoja can slap them aside, as can LK Ryobenda. You can quickly place MK Ryobenda in the path of single-hit projectiles. Finally, all versions of Nikankyaku pass through incoming projectiles, so fireball throwers must be wary of F.A.N.G.'s ability to gain ground against their zoning efforts.

Whether moving in against a fireball thrower who outclasses your ranged game or transitioning to close-range offense when you detect passivity or an opponent with poor defensive habits, you can always transition to offense with Nikankyaku. From full screen, HK Nikankyaku puts F.A.N.G. in position for the tip of standing MP and crouching HK. Any closer as a starting point, and you're into close-range offense. These command dashes are slower than forward dashes, but they're faster than forward jumps, while traveling farther than either. Combined with the ability to pass through enemies for ground cross-up tactics, you can think of these as being like a slower, variable version of rolls from the *Capcom vs. SNK* series.

The enemy is unlikely to attack from the air from far away, since your long-distance Nishikyu assaults usually make that a total non-starter. But if you're going more toe-to-toe against an enemy and not depending on Nishikyu zoning, or if you just haven't posted up from a given location yet and they're already leaping in from long range somehow (like with some Vega, M. Bison, and Rashid attacks), then you can rely on the second hit of standing MK (which is active on Frame 7 of the move) for a far-reaching, reliable anti-air. F.A.N.G.'s extended leg has a vulnerable hurtbox, but only as high up as where his pants meet his ankle wrappings and as far out as his toes. His hitbox is slightly taller and farther forward-reaching than his fully extended heel. This is a great ratio, and this move is a terrific anti-air against anything that doesn't reach far enough forward to hit F.A.N.G.'s arm and head.

MID RANGE

Closer in, once F.A.N.G. is in range for the opponent's longest-reaching jump-ins and pokes, you'll have to discard HP Nishikyu. Here, LP Nishikyu is good to put a wall into the air before F.A.N.G, and MP Nishikyu is good to assault opponents directly. The LP version is more appropriate after you've laid down HK or EX Ryobenda, while MP Nishikyu can provide a little cover if you want to move closer (whether by just moving forward after MP Nishikyu recovers, or by canceling the end of it into Nikankyaku).

While long range provides you the luxury of a little time to react if someone tries to rush in against projectile zoning, mid range doesn't give you that space cushion. Someone who makes a good read against your Nishodoku or Nishikyu startup may just dash forward, while someone reacting late might pass through Nishikyu with a move like Karin's EX Sappo dash or Laura's EX Bolt Charge (or even another F.A.N.G.'s Nikankyaku). If you're worried about your opponent's aggressive movement, try to keep either MK or HK Ryobenda out before you use mid-range Nishikyu. MK Ryobenda's poison mine doesn't last as long as the HK version's (one second vs. 1.66 seconds), but it takes four fewer frames to place. That small difference is huge when trying to set up space-controlling mines at the edge of your enemy's attack range. When you don't feel imminently threatened, though, opt for the HK version for the lengthier ground projectile. If you really want to exert some temporary control, you can spend a stock on EX Ryobenda, which activates almost as fast as the LK version and sets out an extremely long-lasting mine that can absorb two incoming projectile hits. This is good at mid range to simultaneously control ground movement and set up a shield against powerful fireballs like Ryu's EX Hadoken. It can also temporarily stalemate a fighter like Laura, looking to get inside with her V-Skill movement and multi-hitting Thunder Clap projectile.

The closer in that F.A.N.G. is, the more relevant it becomes that the recovery on any poison cloud-laying version of Ryobenda is suspectible to counter-hits, like whiffed Shoryukens. If your opponents get a read on your Ryobenda setup habits, they may make a bold play to dodge the Ryobenda and strike your recovery. At least it's very awkward for them to hit F.A.N.G. with anything approaching ideal punishers (outside of something like Dhalsim tiger-knee teleporting just over F.A.N.G.'s head as he finishes setting up Ryobenda, or Rashid predictively leaping clean over with his V-Skill long jump). Still, opponents may boldly walk far forward and jump clean over the poison mine as F.A.N.G. steps back, or they may use a projectile-invincible attack to blast through and hit his recovery. Try to "refresh" your Ryobenda mines when the enemy is briefly occupied with something else, like about to block falling Nishikyu balls, or trying to leap over a Nishodoku poison skill. If the enemy is within jump-in/dash-in distance in the neutral game and seems eager to attack, it may be best to momentarily shut down your barrage of specials from mid to long range, just waiting to see what offensive play the enemy has in store.

If you expect foes to move in aggressively on the ground, Nirenko can come into play as a movement-check from almost half the playing field. This is better in matchups where your opponent doesn't have a fireball, since Nirenko lacks any kind of anti-projectile properties. Against fireball characters, Sotoja specials can function as far-reaching pokes that happen to destroy any fireballs they hit, though Sotoja comes with some caveats. Sotoja can be very punishable if guarded, especially if you get blocked from closer up with the portion of it that knocks down (the first two active frames of normal versions). If blocked very late from the edge of its range during the last few active frames, it's generally safe from reprisal and serves as a check against the enemy's ground movement, but it doesn't knock them down. MP Sotoja is a mix of the LP version's speed and the HP version's range, while having better advantage than either on hit or block. Therefore, this version leaves F.A.N.G. in the best frame situation whenever you're poking with the tip of the second hit as a mid-range deterrent. If at any point you want to spend the gauge, EX Sotoja is better in every way, hitting faster and farther, doing more damage, being much safer blocked, and knocking down no matter what frame you hit with. But EX Gauge is valuable, so you shouldn't throw out things like mid-range EX Sotoja speculatively unless you're really sure you'll hit something, like a ground dash or the ends of a mid-range fireball character's hands as they try to release a projectile. The problem with both Nirenko and Sotoja as mid-range pokes is that they occupy a fair amount of time, making them vulnerable to jumps.

There's lots of reading and predicting at play: if you're worried about a foe's rush under Nishikyu, you might briefly stop with projectiles and wait and react, or occupy space with Nirenko/Sotoja. If they neutral jump, they can punish your special pokes; if you'd just kept throwing Nishikyu in the first place instead of hesitating, their neutral jump would've just gotten them poisoned. Keeping your opponent worried about a Nishikyu barrage that gets them poisoned when they go for chancy jump-ins goes a long way toward making F.A.N.G.'s laggier ground moves safe.

F.A.N.G. has great anti-air normals, so if an enemy attacks with forward jump-ins, you should be able to bop them and take back initiative. Against jumps and airborne attacks coming in from farther out, use standing MK, as explained in the Long Range section. Against jump-ins that will hit closer to F.A.N.G, approaching his center, use crouching MK or crouching HP. Crouching forward's first two active frames (frames 7 and 8 after initiating the move) arc above and in front of F.A.N.G.'s crouching hurtbox, which is great against jumps closer in on top of F.A.N.G. (They're also special-cancelable, allowing you to anti-air with crouching MK canceled into Ryobenda or Nikankyaku for instant defense/offense.) And crouching HP is an incredible two-hit anti-air (hitting on frames 9-10 and 17-19) for anything coming down from just above F.A.N.G. The first hit is even cancelable, opening the door to Combo 9. The choice between crouching MK or crouching HP as an anti-air comes down to speed and safety; both have great hitboxes that extend skyward above F.A.N.G.'s vulnerable parts, but crouching fierce's hurtbox extends farther upward, and it hits two frames slower. Crouching HP is for when you're anti-airing with comfortable timing, while crouching MK is for when the enemy isn't giving you quite so much time. If you get an early read on someone jumping in, you can change it up by jumping forward with early MP as anti-air, which hits up-forward from F.A.N.G. with good air-to-air priority.

If you want to be more aggressive, whether that just suits your playstyle or the moment calls for it (such as against a hesitant or passive adversary), F.A.N.G. has a few offensive-minded options from mid range. From a range at about half the screen and closer, if an edgy engagement is warranted, MK Nikankyaku will put F.A.N.G. into close range in front, while HK Nikankyaku will pass through to the other side. Done in anticipation through a predictable mid-range fireball, this can put F.A.N.G. in position for a close-range throw or combo. You can also start this by doing LP Nishikyu and canceling into MK or HK Nikankyaku from this range. Doing Nikankyaku "naked" in the neutral game against a watchful foe will likely get you punished, though, so you'll usually have to take a more measured path in.

Most simply, F.A.N.G. can walk forward into the edge of poke range. Aside from unique attack Nirenko, crouching HK is his farthest-reaching normal move, followed closely by standing MP. These three far-reaching attacks don't have exceptional hitbox-to-hurtbox ratios, but they do have exceptional reach. Like all sweeps, crouching HK is horrifically unsafe when blocked, but it is still necessary to use sometimes: sweeps are an instant counter to opponents who walk or dash too freely nearby, since someone moving can't be blocking low. F.A.N.G.'s sweep is also his farthest-reaching whiff punisher in footsie battles, and it causes a Crush Counter knockdown on counter-hit. This gives you the best possible situation to set up an ambiguous cross-up jumping HK, as opponents wake up with normal sluggish speed. You shouldn't be sweeping frivolously but it's worth remembering. Standing MP is a much safer baseline. It issues a mid-range double-slap, the first hit of which is special-cancelable. This poke slaps at Frame 7 and again at Frame 14 while leaving F.A.N.G. at -3 when guarded. Used from the edge of its range, this is a generally safe disadvantage. When walking forward to poke with standing MP, you won't have any charge ready to cancel the first hit into an attack special, but you can cancel it into Nikankyaku. This is a very risky way to shift to close-range offense quickly, canceling into LK or MK Nikankyaku to stay on the same side, or using the HK version to cross over to your enemy's back.

From slightly closer in, standing HP and crouching MP are also useful as poking tools. Both attacks have attack hitboxes that extend slightly ahead of F.A.N.G.'s vulnerable arm, increasing priority if you space it correctly. If you happen to have a ← charge stored (reasonable after a jump-in, a previous poke, Nikankyaku, a forward dash, etc.), either one can combo into Sotoja in a two-in-one cancel (HP Sotoja from standing HP, LP Sotoja from crouching MP). Either one leaves F.A.N.G. at -2 disadvantage when blocked. It's not an awful situation, but knowledgeable foes will take back tempo with three-frame or four-frame attacks. Still, it's OK to just leave these pokes uncanceled because you can actually be worse off canceling to a special that's scouted and punished. Standing HP is F.A.N.G.'s Crush Counter and hits in eight frames, so it can overpower your opponent's mid-range medium and light pokes, along with sniping their dashes, leading to potentially decent damage with V-Gauge gain as a bonus. If you find yourself landing a couple Crush Counters early, go ahead and burn a V-Reversal soon if it'll give you an escape or combo shot, since you'll still get enough V-Gauge for V-Trigger before the round is over. Crush Counter standing HP can lead to a combo whether you poked with standing HP by itself or with standing HP ▶ LK Nikankyaku (see Grounded Counter-Hits in the Combos section for details). Using standing HP grants F.A.N.G. the best frame situation for Nikankyaku antics (though, again, beware that certain types of players will probably quickly stop you from trying slip-through command dash tricks unless they're heavily distracted).

When walking up and poking with the tip of standing MP, and with standing HP and crouching MP, keep standing MK, standing LP / LK, and crouching MK in mind as lower-commitment edge-of-range poke options.

Standing MK isn't just great long-range anti-air: it's also a great mid-range poke, taking up lots of space in front of F.A.N.G. and preemptively shooting down forward jumps (though it will whiff against crouching characters). Standing LK is a quick five-frame counterpoint that acts as kind of a fake low crush, beating out many low-profile attacks and short-range pokes with a hitbox that extends slightly past F.A.N.G.'s leg hurtbox and heel, while leaving F.A.N.G. at +4 on hit and +2 on guard. Standing LP also leads to +4 on hit and +2 on guard, but hits faster (a four-frame startup, tied with crouching LP for F.A.N.G.'s fastest attack) with less range. Standing LP also hits the upper body instead of low to the ground, making it better for situations where you want to also cover against a sudden airborne attack, like Birdie's Bull Revenger or Cammy's Hooligan Combination.

When in doubt, crouching MK is a sort of all-purpose close to mid-range poke. The first two frames have hitboxes extending upward above and ahead of F.A.N.G.'s head at close range (mostly anti-air oriented, though they will hit flush targets and are the only special-cancelable frames), and the next three frames have hitboxes extending without a hurtbox forward onto his foot, with the final active frame reaching as far as crouching MP. Crouching forward's chopping trajectory makes it a great warding move, a low-damage but reliable anti-air, or a meaty, and it leaves F.A.N.G. no worse than +2 when guarded.

When using these attacks, which you typically won't cancel from, start charging ← / ↙ as soon as you poke so you can special-cancel your next attack if needed. Each of these leaves F.A.N.G. with positive frames on block, giving you the leg up for an immediate (somewhat sluggish) mid-range frame trap with crouching MP or standing HP.

While seeking to move forward, F.A.N.G.'s jump is an option, depending on your enemy's habits and reactions. He has the farthest-traveling jump in the game, though it's also floatier than usual. So, for example, jumping over fireballs predictively becomes basically a guess (or, charitably, a "hard read"); Nikankyaku is much faster for passing through fireballs. Still, a forward jump is often appealing if you think your opponent isn't looking for it or has weak anti-air abilities, since you get a quick ticket to close range. Also, F.A.N.G.'s floating jump and auto-turning air HK give you tools to go for cross-ups from mid-range jump-in distances beyond the reach of most characters.

CLOSE RANGE

You'll end up in close-quarters combat from several ways (most readily, if your opponent is rushing you down and forcing it on you). But this could also occur if you sense passivity in the opponent and vary your Nishikyu game by Nikankyaku-dashing in, or jumping in from mid range. You'll also score a heavily advantaged close-range situation if you back-throw a foe. Up close, F.A.N.G.'s game is solid but rigid. Your objective is going to be to push or knock your enemy far away, preferably with poison on them.

When moving in, use F.A.N.G.'s long, floaty jump for frontal HP / MK jump-ins and HK cross-ups. His jump's ultimate destination can be confusing if you vary when you press your jump-in attack. Whenever you do jump in aggressively, if you read that your opponent will probably block your jump-in/cross-up and then instinctively switch to crouching block (which is what pretty much everyone does), then just land and jump out again with immediate jumping MK for an overhead hit. Strictly speaking, F.A.N.G. lacks a command overhead attack, but in practice, "instant" jumping MK is exactly that.

As another counter to guarding up close (like after Nikankyaku, simply dashing in, or a going for a deep jump-in HP / MK or cross-up HK that you expect to be blocked), you can use forward throw. This doesn't inflict poison, but it immediately gains you a big position advantage, putting F.A.N.G. back at long range. On the other hand, back throw swaps sides and scores you a knockdown up close, keeping the close-range situation going (and perhaps getting F.A.N.G. out of a corner). Point-blank, his standing LP and LK pokes give you the most frame advantage to go for tick-throws into a forward or back throw, while representing combo openers.

When you want to fish for solid hits instead of an overhead trick or throw attempt, there are a few openers depending on what you need. F.A.N.G.'s failsafe poke up close is standing LP, which strikes in four frames and leaves him at +2 guarded. On hit, it allows for links into standing MK.

Crouching LP is also equally fast in four frames, but it's slightly less beneficial guarded (at +1) and doesn't lead to combos, except on counter-hit. This may occur if you stick out crouching LP into a small gap in your opponent's offense where they might step forward and start a normal throw attempt, or if you poke with crouching LP immediately after having standing HK blocked or moving in with Nikankyaku. The lower-profile aspect of crouching LP can be helpful in situations where F.A.N.G.'s height during standing LP is a problem.

Crouching LK hits one frame slower (with a five-frame startup) while also leaving F.A.N.G. at +1 blocked. Like crouching LP, it can lead to link combos on counter-hit (though at one frame faster, crouching LP will win way more of these battles, especially with the counter-hit priority system). Its main usefulness is simply in forcing the opponent to block low. F.A.N.G. doesn't have tons of low threats, so it'll be necessary to at least show crouching LK and his long sweep to the opponent sometimes.

Your big payoff move is standing HK. This close-range, double-knee strike leaves F.A.N.G. at +1 on block and affords the chance for standing MK and crouching MP links afterward. Its only deficiency is startup, which is fairly slow for a heavy attack at 12 frames. Go for this from heavy advantage, like after a deep jump-in, or when you sense the opponent is passively blocking encounters at first before reacting late. You're really in someone's head with F.A.N.G. if you can get going with Nikankyaku dashes into standing HK on one side or the other.

Standing HP is also a good fishing move in positive situations, though it doesn't give you a half hour to confirm the hit like standing HK does. Most easily, you can apply it in situations where the foe whiffs a move that's counter-hittable on recovery, like Karin's EX Ressenha and Chun-Li's Spinning Bird Kick. If they whiff and F.A.N.G. is close, go directly into a Crush Counter combo. Standing HP also works as a somewhat slow frame trap move to counter-hit foes from the same situations where standing HK is good. You can either just poke with standing HP and follow up on a confirmed Crush Counter, leaving you at -2 if fierce is blocked and giving up tempo, or you can commit to a special cancel regardless. Nishikyu, Sotoja, and Ryobenda can all be punished in blockstrings, depending on the situation, so take care canceling blockstrings up close. Of course, if your opponent isn't punishing you consistently when you do, feel free to exploit this and mix them in more freely; LK Ryobenda especially can be difficult to punish on block. Standing HP ▶ LK Nikankyaku is a sequence designed strictly to poke and dash in in front (actually fairly risky, depending on your challenger's reactions), while allowing a link combo on counter-hit (see Grounded Counter-Hits in the Combos section). You'll have time to verify your foe's hitstun or guardstun by then, so you can link on hit or go for a throw/standing LP /instant jump-back MK mix-up when guarded.

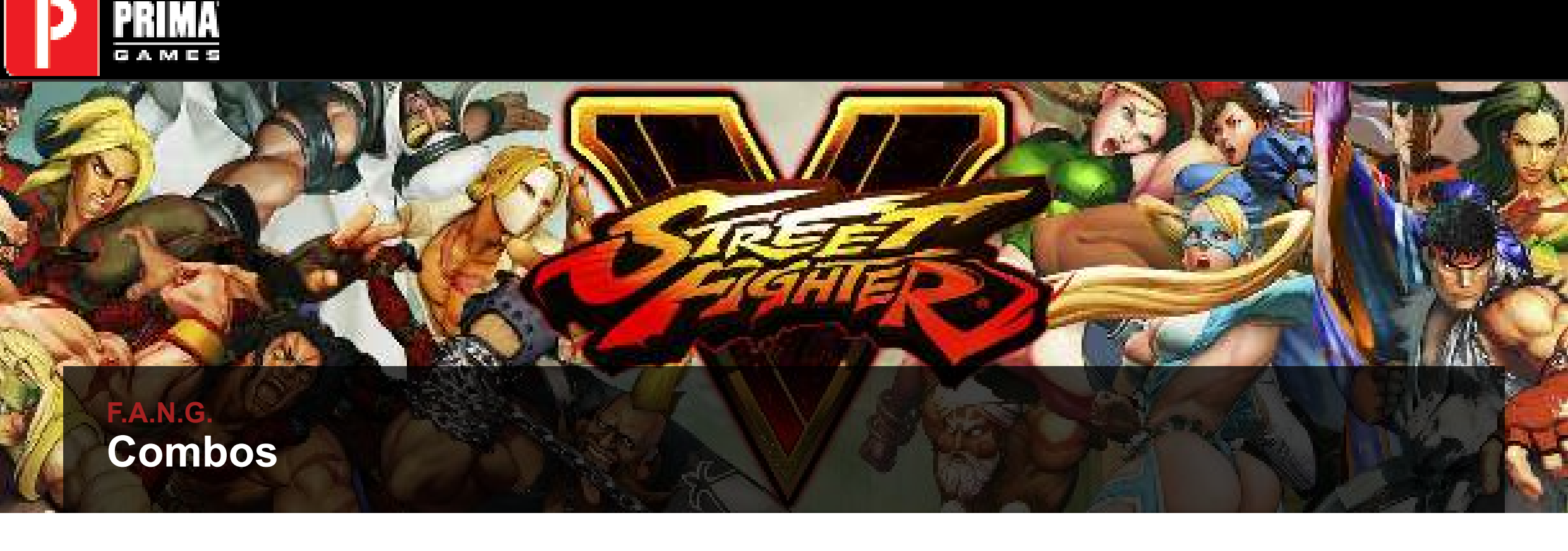
When you're under pressure up close, rely on crouching or standing LP when you need quick anti-movement/throw pokes, and use EX Nikankyaku when you simply want to vacate the area immediately. This can be especially tempting when F.A.N.G. is cornered and under pressure, as he escapes clear to the other side of the screen. Just beware that it's throwable and punishable if your enemy reads your intent and starts backpedaling at the correct moment. You can try to get cute canceling into Senpukuga at the end of the command dash, but it's unlikely to save you if they scouted you out. At least you've got anti-air covered: if a jump-in arrives anywhere above F.A.N.G.'s head, this move will knock it down, and it can even lead to combos when you have charge (see the Anti-Air Combos section). Crouching MK is also good if you think you need a faster anti-air than crouching HP. Otherwise, if the incoming attack's angle is bad for those attacks, you might have to just block, or (if you see the jump coming early) use Nikankyaku to dash under it.

DOKUNOMU ACTIVATED

When you have V-Gauge ready, your close to mid-range offense grows more teeth. Many important attacks can be V-Trigger-canceled, leaving you with advantage on both hit and block, sometimes from either hit of the attack. Either hit of standing MK and HK can be V-canceled and linked after, though for Nirenko, standing MP, and crouching HK, only the first hit can be V-Trigger-canceled. This opens up an extra avenue for blockstrings/combos every round, if you build to it. It also makes your first poison application of the Dokunomu duration automatic. If you have a stamina lead, you can activate on block and then use your advantage to back off somehow. Dokunomu doesn't need to gas out your foes the whole time; it just needs to be reapplied.

When F.A.N.G. is far away and you want to reapply, you can accomplish this easily with Nishikyu ▶ Nikankyaku. An opponent chasing you down (whether unafraid of poison in the first place or trying to remove it by hitting you somehow) can't close in without risking easy reapplication anyway.

If you're behind in stamina (and/or the timer is winding down), then you can't rely on slow-acting poison and low-damage long-range projectiles to get you back into it. Use Dokunomu to boost a combo or hit-check, then be as aggressive as you can, keeping the cloud near your opponent while hopefully scoring combos and knockdowns of successful hit-checks and throws. This kind of approach will work better if you've played more conservatively up until you activate V-Trigger and go for broke.



F.A.N.G.

Combos

LOW HIT-CHECK

COMBO 1

CROUCHING LK ▷ STANDING/CROUCHING LP X▶ ↷ ↷ + P

275 damage, 133 stun (requires full EX Gauge)

A confirmable, *Third Strike*-esque combo into Critical Art when you're loaded with EX Gauge. This is a good option to keep in mind since F.A.N.G. usually can't combo from his light attacks without some sort of specific counter-hit setup (like starting Combo 7 with crouching LK). If you want raw speed, crouching/standing LP links into itself and then cancels into Critical Art easily, and it starts up in four frames instead of five.

GROUNDED HIT-CHECKS

COMBO 2

STANDING LP (START CHARGING ⬅) ▷ STANDING MK (ONE HIT), THEN CANCEL TO:

FROM ⬅ CHARGE, ➡ + MP (X▶ ↷ ↷ + P)

89 damage, 195 stun (293 damage with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, ➡ + P P

137 damage, 275 stun (requires one stock of EX Gauge)

FROM ⬅ CHARGE, ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

172 damage, 493 stun (requires two stocks of EX Gauge)

This close-range hit-check starts with standing LP, a four-frame jab that can link into standing MK on hit. On block, there's a small gap between the attacks, so watch out for matchups against characters with three-frame attacks. This is a much faster offensive opening for combos than standing HK. It's especially useful after using Nikankyaku to get in or pass through them, or after non-deep jump-ins. Enemies who block crouching may retaliate against the second hit of standing MK, which whiffs over crouchers. If you're worried about that, then cancel to LK Ryobenda on block to bounce away, but beware of foes who are loaded with quick lateral punish moves.

COMBO 3

STANDING HK (START CHARGING ⬅ OR ↙), THEN LINK TO:

WHILE CHARGING ↙, CROUCHING MP X▶ ➡ + LP (X▶ ↷ ↷ + P)

173 damage, 400 stun (368 with Critical Art, requires full EX Gauge)

WHILE CHARGING ↙, CROUCHING MP X▶ ➡ + P P

205 damage, 400 stun (requires one stock of EX Gauge)

WHILE CHARGING ⬅, STANDING MK (ONE HIT) X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

257 damage, 531 stun (requires two stocks of EX Gauge)

WHILE CHARGING ⬅, STANDING MK (ONE HIT) X▶ HP + HK (START CHARGING ⬅) ▷ STANDING HP X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

273 damage, 546 stun (requires full V-Gauge and two stocks of EX Gauge)

This is a standard hit-confirm from double-hitting standing HK, which is slow to hit (12 frames for the first knee) but is fantastic in all other ways. It offers V-Trigger cancel opportunities on both hits and standard links after the second knee. F.A.N.G. is at +1 when standing HK is guarded, so you can feel free to go for it. Ideal opportunities including after frontal jump-in HP, cross-up jumping HK, and after closing in with Nishikyu or standing HP X▶ Nikankyaku.

After standing roundhouse's second hit, you can link crouching MP X▶ LP Sotoja, or link one hit of standing MK X▶ MP Sotoja or EX Ryobenda. With full EX Gauge, any normal Sotoja combos end in F.A.N.G.'s Critical Art.

COMBO 4

⬇ + P P P (START CHARGING ⬅) X▶ K ▷ STANDING MK (ONE HIT), THEN CANCEL TO:

FROM ⬅ CHARGE, ➡ + LK (X▶ ↷ ↷ + P)

145 damage, 305 stun (311 damage with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

247 damage, 481 stun (requires two stocks of EX Gauge)

FROM ⬅ CHARGE, ➡ + MP (X▶ ↷ ↷ + P)

153 damage, 305 stun (348 damage with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, ➡ + P P

177 damage, 305 stun (requires one stock of EX Gauge)

FROM ⬅ CHARGE, HP + HK ▷ STANDING HP X▶ ➡ + HP (X▶ ↷ ↷ + P)

201 damage, 370 stun (requires full V-Gauge; 342 with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, HP + HK ▷ STANDING HP X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

263 damage, 496 stun (requires two stocks of EX Gauge and full V-Gauge)

Senpukuga Follow-Up affords enough advantage on hit to allow for link combos afterward. The standing MK link is pretty fast, quicker than most like this, and standing MK must be canceled immediately on the first hit (which is usually the case with standing MK combos). When Senpukuga Follow-Up is blocked, either let standing MK go without canceling it, leaving F.A.N.G. at +1 if blocked by a standing foe, or cancel the first hit of standing MK into LK Ryobenda to bounce back a bit.

COMBO 5A

CHARGE ⬇, ⬆ + MP OR HP X▶ ↶ + K K ▷ STANDING HK (START CHARGING ⬅ OR ↙), THEN LINK TO EITHER:

WHEN STARTING FROM FULLSCREEN, FROM ↙ CHARGE, CROUCHING MP X▶ ➡ + LP

194 damage, 456 stun (requires one stock of EX Gauge)

WHEN STARTING FROM MIDSCREEN, FROM ⬅ CHARGE, STANDING MK (ONE HIT) X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

266 damage, 566 stun (requires full EX Gauge)

COMBO 5B

CHARGE ⬇, ⬆ + MP OR HP X▶ ↶ + K K ▷ STANDING HK (TWO HITS) X▶ HP + HK (START CHARGING ⬅) ▷ STANDING HK ▷ STANDING MK (ONE HIT) X▶ ➡ + MP

221 damage, 472 stun (requires one stock of EX Gauge and full V-Gauge)

This mid to full screen hit-check starts with Nishikyu canceled into EX Nikankyaku. With V-Trigger active, it's a great way to force poison onto foes. Start standing HK as soon as possible after the EX command dash. If you realize that the beginning is blocked and you're feeling frisky, you can cancel the first hit of standing HK into another Nikankyaku, or make a blockstring out of standing HK into either crouching MP or standing MK canceled into Nikankyaku. Otherwise, end in LK Ryobenda as long as the enemy isn't loaded for a fast, Critical Art-type punish on block.

With V-Gauge full, any standing HK gives you time to confirm the hits before V-Trigger-canceling to another standing HK into the usual single-hit standing MK or crouching MP link ender.

JUMP-INS

COMBO 6

JUMPING HP (START CHARGING ⬅), STANDING HP, THEN CANCEL TO:

FROM ⬅ CHARGE, ➡ + HP X▶ ↷ ↷ + P)

226 damage, 445 stun (421 damage with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

312 damage, 621 stun (requires two stocks of EX Gauge)

FROM ⬅ CHARGE, HP + HK ▷ STANDING HK ▷ CROUCHING MP X▶ ➡ + LP (X▶ ↷ ↷ + P)

278 damage, 551 stun (requires full V-Gauge; 419 damage with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, HP + HK ▷ STANDING HP X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

328 damage, 636 stun (requires full V-Gauge and two stocks of EX Gauge)

These are simple combos from a clean frontal jump-in, like after neutral jumping up over a command grab attempt or leaping in against a dizzied opponent.

COMBO 7A

CROSS-UP JUMPING HK, STANDING HK (START CHARGING ⬅ OR ↙), THEN:

FROM ↙ CHARGE, CROUCHING MP X▶ ➡ + LP (X▶ ↷ ↷ + P)

250 damage, 536 stun (418 with Critical Art, requires full EX Gauge)

FROM ↙ CHARGE, CROUCHING MP X▶ ➡ + P P

278 damage, 536 stun (requires one stock of EX Gauge)

FROM ⬅ CHARGE, STANDING MK (ONE HIT) X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

322 damage, 646 stun (requires two stocks of EX Gauge)

FROM ↙ CHARGE, CROUCHING MP X▶ HP + HK (START CHARGING ⬅) ▷ STANDING HP X▶ ➡ + HP (X▶ ↷ ↷ + P)

296 damage, 586 stun (requires full V-Gauge; 437 damage with Critical Art, requires full EX Gauge)

COMBO 7B

CROSS-UP JUMPING HK, STANDING HP (START CHARGING ⬅), THEN CANCEL INTO:

FROM ⬅ CHARGE, ➡ + HP (X▶ ↷ ↷ + P)

232 damage, 475 stun (427 with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

318 damage, 651 stun (requires two stocks of EX Gauge)

HP + HK (START CHARGING ⬅) ▷ STANDING HK ▷ CROUCHING MP X▶ ➡ + LP (X▶ ↷ ↷ + P)

284 damage, 581 stun (requires full V-Gauge; 425 with Critical Art, requires full EX Gauge)

F.A.N.G.'s forward-jumping roundhouse always turns him around, which means it's guaranteed to whiff for jumps landing in front but is perfect for jumping over opponents for cross-up hits. Hit with it somewhat deeply, and you'll have no trouble linking standing HK upon landing. Begin reorienting to build charge in the new direction immediately as you cross your foe up with aerial HK. Thanks to the double hit of forward-jumping HK and the generally low charge time of F.A.N.G.'s special moves, it's possible to do a jumping cross-up roundhouse into standing HP and have another charge built up to cancel off the single grounded hit.

When jumping over the enemy with forward-jumping HK, keep in mind jumping MK, which hits from the front as normal and can be regarded as a front-facing, slightly weaker version of the same attack. You can use jumping MK to jump a little shorter than usual, hitting from the front with jumping MK instead of crossing up with HK. (Your hitstun will be less, though, probably not enough to link standing HK, so you'll likely have to land and start a standing LP ▷ standing MK combo instead.) In addition to the "fake cross-up," you can use jumping MK as an "instant overhead," jumping in with an air attack you're pretty sure will get blocked, then immediately jumping back out with air MK just off the ground. This attack comes out so fast and reaches so far that it will hit enemies sitting in a crouch-blocking stance, so it is important to keep in mind if defensive players are consistently blocking your cross-ups. This kind of jump-in, jump-out double-overhead is also a classically annoying thing to do against strong close-range characters, like grapplers, whom you don't usually want to engage up close anyway.

GROUNDED COUNTER-HITS

COMBO 8A

WHILE CHARGING ↙, COUNTER-HIT CROUCHING LP ▷ STANDING MK (ONE HIT), THEN CANCEL INTO EITHER:

FROM ⬅ CHARGE, ➡ + MP X▶ ↷ ↷ + P)

119 damage, 289 stun (314 with Critical Art, requires full EX Gauge)

FROM ⬅ CHARGE, ➡ + K K (START CHARGING ⬅), JUGGLE WITH ➡ + P P

213 damage, 465 stun (requires two stocks of EX Gauge)

COMBO 8B

AGAINST STANDING FOE (WHILE CHARGING ↙), COUNTER-HIT CROUCHING LP ▷ STANDING MK (TWO HITS) X▶ HP + HK ▷ STANDING HP X▶ ➡ + HP (X▶ ↷ ↷ + P)

194 damage, 399 stun (requires full V-Gauge; 335 with Critical Art, requires full EX Gauge)

Crouching LP may lead to counter-hits up close after you move in with Nikankyaku or a blocked jump-in, or stage a secondary assault after your initial opening is blocked. Hitting in four frames, it may also counter-hit foes walking in to throw F.A.N.G. or stage a frame trap with a big gap. Crouching LK also links to standing MK (or crouching MP) on counter-hit, but it loses for raw speed. Also, the advantage of hitting low doesn't mean anything because someone in a position to be counter-hit wasn't going to be blocking anyway. Combo 7b shows how two-hit standing MK can be a confirmation tool for advanced players against standing targets.

COMBO 9A

WHILE CHARGING ⬅, COUNTER-HIT STANDING HP, THEN DEPENDING ON RANGE:

FROM MAX RANGE, ↘ + HP

186 damage, 360 stun (no knockdown or poison)

FROM MAX RANGE, CROUCHING HK

168 damage, 316 stun (no poison)

FROM MAX RANGE WITH ⬅ CHARGE, ➡ + P P

186 damage, 360 stun (requires one stock of EX Gauge)

CLOSER IN WITH ⬅ CHARGE, STANDING HP X▶ ➡ + HP (X▶ ↷ ↷ + P)

232 damage, 475 stun (427 with Critical Art, requires full EX Gauge)

COMBO 9B

COUNTER-HIT STANDING HP, THEN CANCEL INTO:

↶ + LK (START CHARGING ⬅) ▷ STANDING HP X▶ ➡ + HP

232 damage, 475 stun (427 with Critical Art, requires full EX Gauge)

↶ + LK (START CHARGING ⬅) ▷ STANDING HP X▶ ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

318 damage, 651 stun (requires two stocks of EX Gauge)

↶ + LK (START CHARGING ⬅) ▷ STANDING HP X▶ HP + HK ▷ STANDING HK ▷ CROUCHING MP X▶ ➡ + LP (X▶ ↷ ↷ + P)

284 damage, 581 stun (requires full V-Gauge; 425 with Critical Art, requires full EX Gauge)

Standing HP is F.A.N.G.'s Crush Counter, leading to a number of potential combo follow-ups. It's a good poke that leaves F.A.N.G. at -2 on block (while hitting only in front of F.A.N.G. despite its downward-slapping appearance). Your opportunities after a counter-hit standing HP vary depending on F.A.N.G.'s range and whether you canceled standing HP into LK Nikankyaku speculatively.

From max range off of standing HP by itself, the most you can link is a Nirenko, sweep, or EX Sotoja (if charge is built in time). If F.A.N.G. is close enough, you can just link another standing HP into a special-cancel. Counter-hit standing HP X▶ LK Nikankyaku combos also involve linking another standing HP. After a Nikankyaku cancel is blocked, go for a throw or light attack counter-hit combo (Combo 7).

ANTI-AIR COMBOS

COMBO 10

WHILE CHARGING ↙, ANTI-AIR CROUCHING HP (ONE HIT), THEN CANCEL TO EITHER:

FROM ⬅ CHARGE, ➡ + LK

77 damage, 165 stun

FROM ⬅ CHARGE, ➡ + K K (START CHARGING ⬅), JUGGLE ➡ + P P

220 damage, 455 stun (requires two stocks of EX Gauge)

Crouching HP is a terrific two-hit anti-air on its own. F.A.N.G. crouches down into a low profile, both hits sweep above him with extended hitboxes, and either hit suffices as anti-air. But if you happen to have charge ready, you can make it even better by canceling the first hit into LK or EX Ryobenda. This requires prep time, which isn't such a big deal; at mid range, when you suspect your opponent might really want to jump, just park yourself on ↙ sometimes for a second. If the jump materializes, great—charge is ready. If not, don't feel committed, and go back to poking or repositioning as the situation dictates. It's possible to attempt to cancel LK Ryobenda in this juggle into F.A.N.G.'s Critical Art, but your opponent's likely position in the juggle means that this can miss, potentially wasting all your EX Gauge. Only attempt it when you happen to catch someone jumping in very deep (like "as far in as possible without crossing you up" deep).

COMBO 11

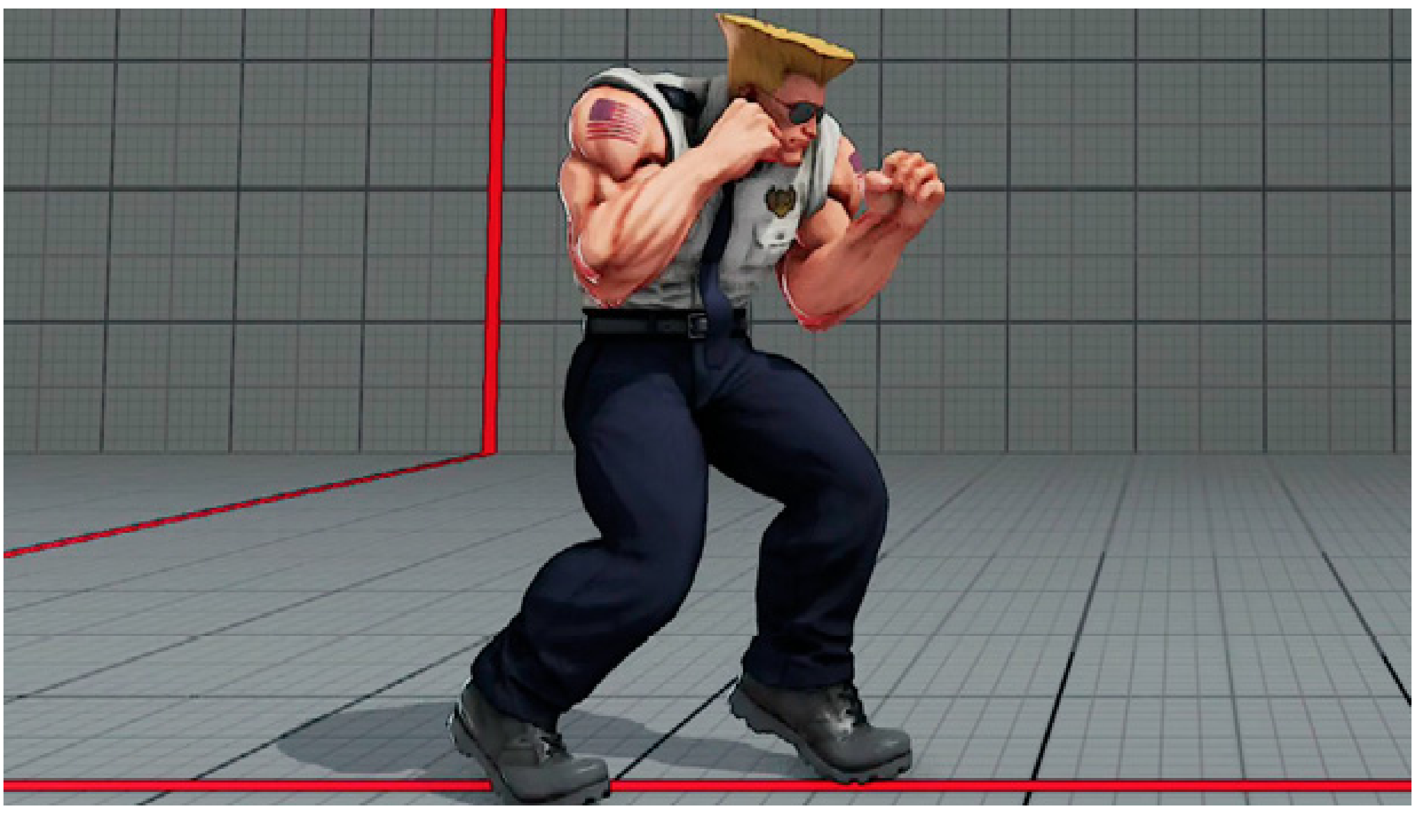
WHILE CHARGING ⬅, AFTER NISHIKYU HIT AGAINST AIRBORNE OPPONENT, JUGGLE ➡ + P P

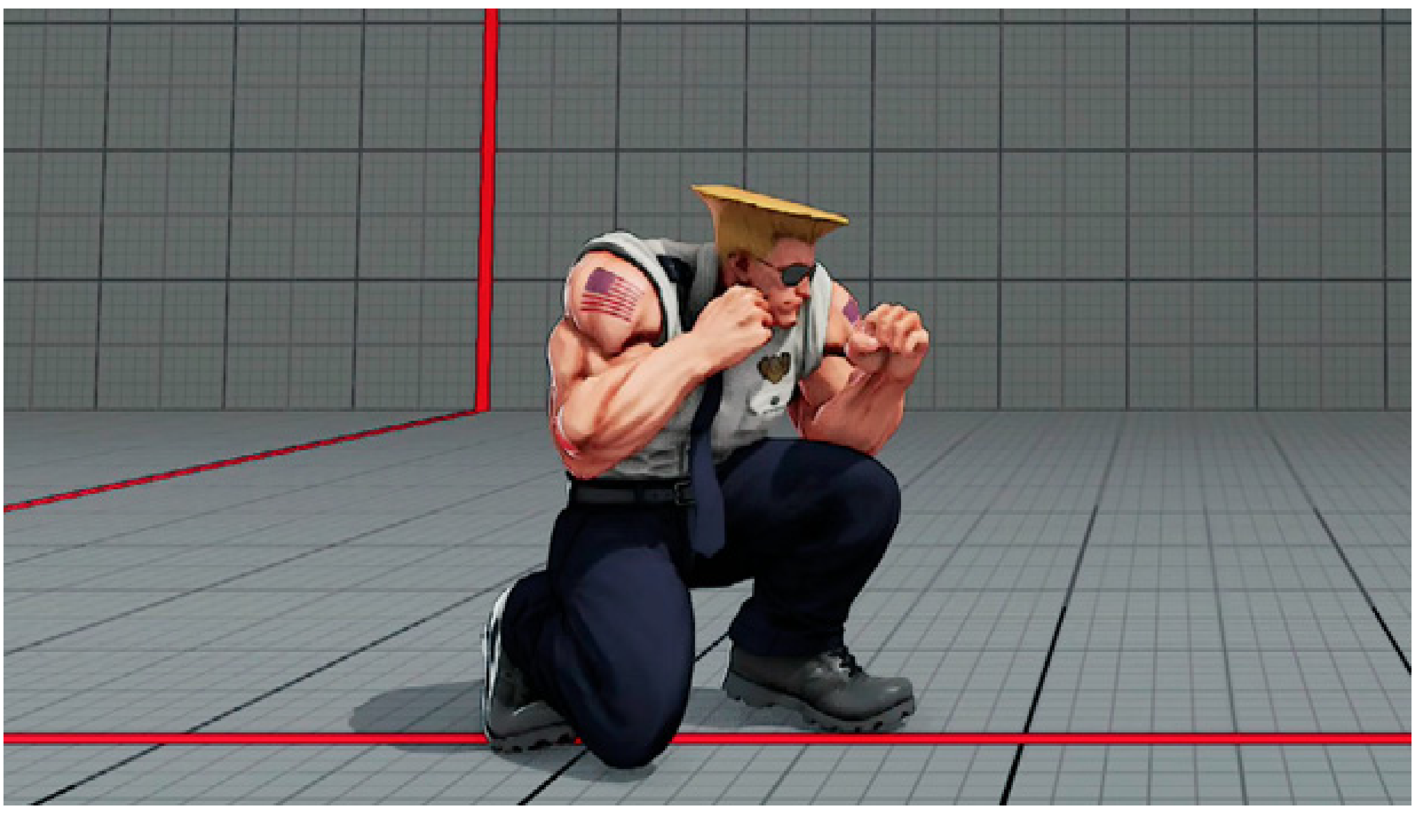
130 damage, 280 stun (requires one stock of EX Gauge)

This simple juggle is possible after any Nishikyu hit that floats your airborne enemy somewhere in front of F.A.N.G. with enough time for EX Sotoja to reach. Pestering the enemy with Nishikyu should be one of the cornerstones of your gameplan, and one of the cornerstones of their gameplan will be trying to bully inside anyway since Nishikyu doesn't really do that much damage and it's not worth letting poison add up. With HK/EX Ryobenda mines, the tips of Sotoja and Nirenko pokes, and Nikankyaku movement specials, you'll give the opponent many reasons to just try jumping in preemptively, hoping to catch you on startup of something. The point is that it's not that unlikely that LP Nishikyu sometimes hits as anti-air. Since you should usually be right back to storing ↙ charge after using a special, you should have time to react if the opponent is in the right position after a stray Nishikyu hit.

Guile

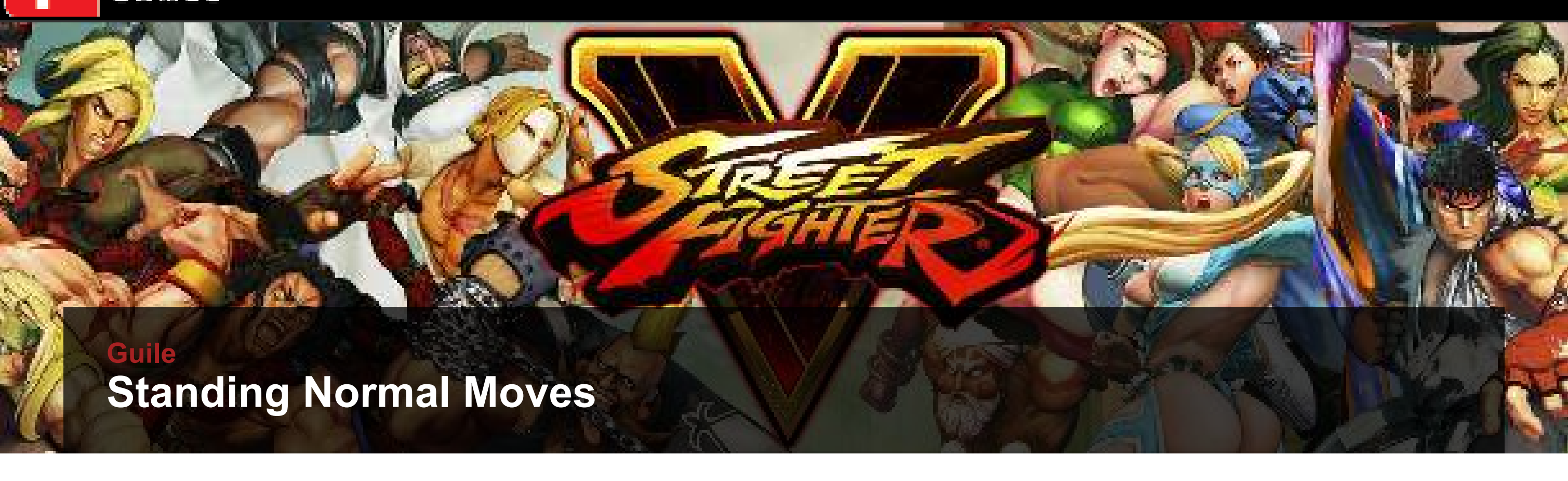
Data





VITALS

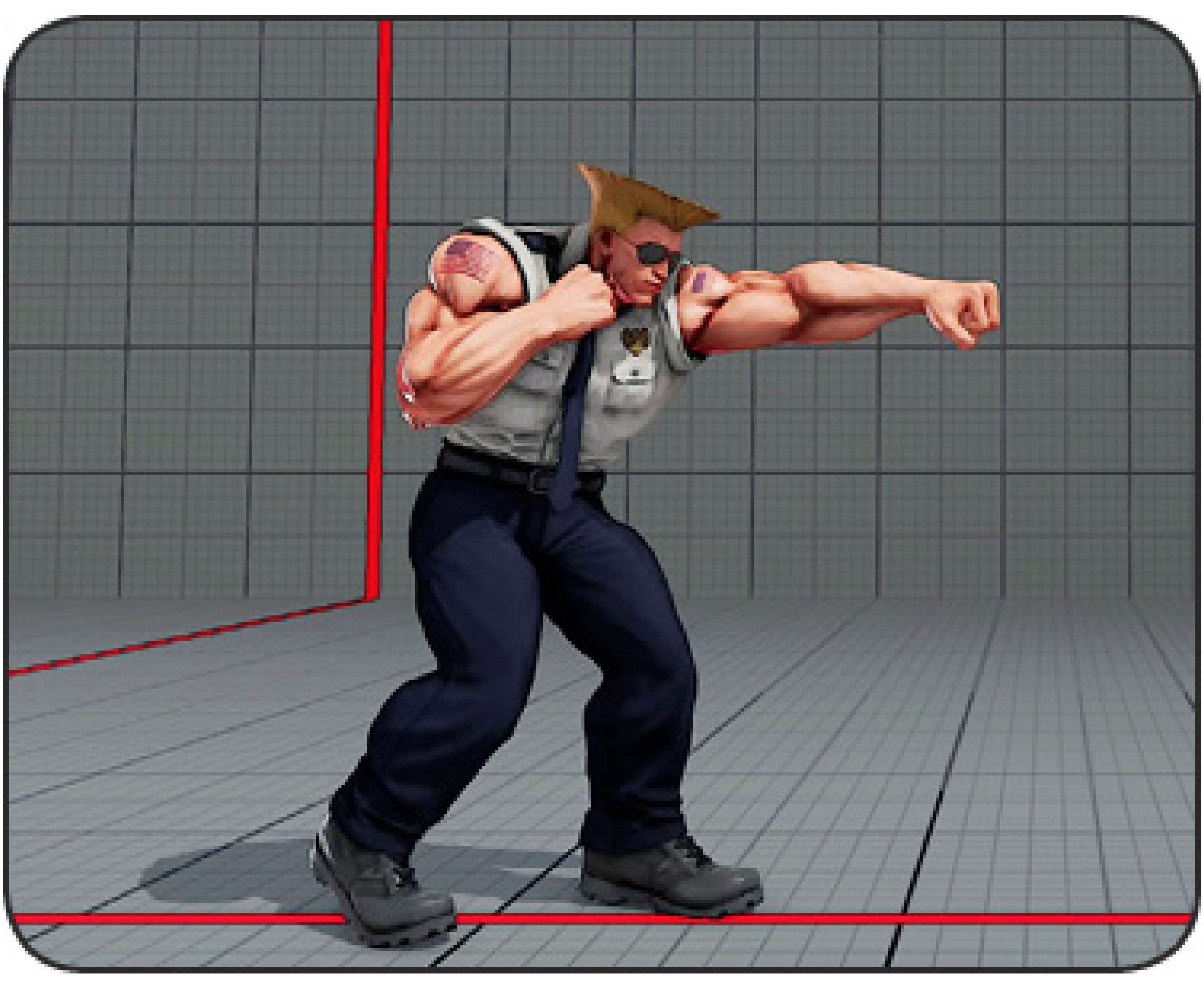
STAT	VALUE	RANK
Vitality	950	C
Stun	950	C
V-Gauge	900	–
Forward Walk Speed (Pixels Per Frame)	5.2	S
Backward Walk Speed (Pixels Per Frame)	3.3	B
Dash Duration (Total Frames)	18	B
Dash Distance (Total Pixels)	155.979	C
*Backdash Duration (Total Frames)**	2 throw invincible, 11 airborne, 12 recovery (25 total)	D
Backdash Distance (Total Pixels)	109.8	C
Pre-Jump Frames†	3 forward, 4 vertical or backward	–



Guile

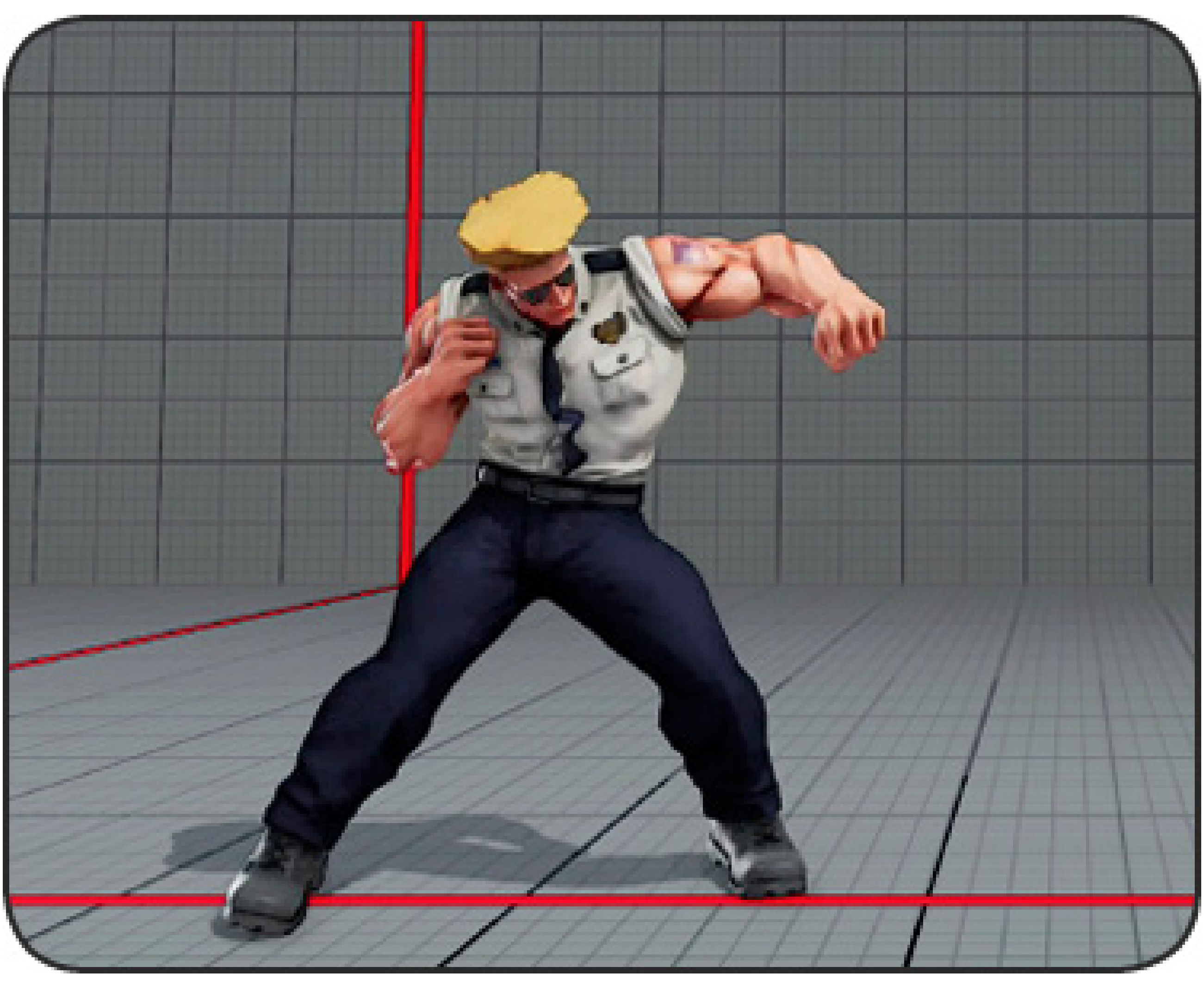
Standing Normal Moves

STANDING JAB LP



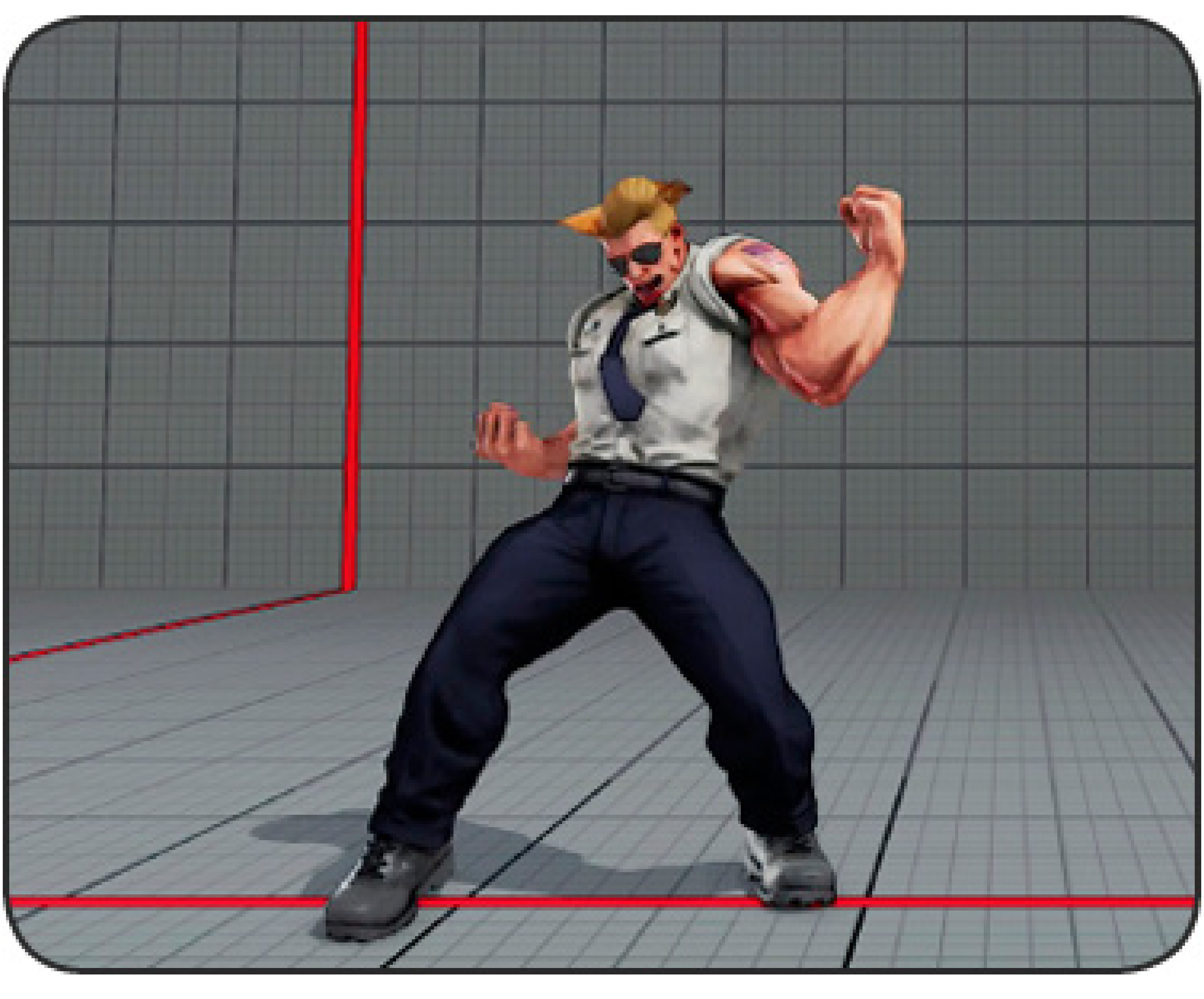
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
CANCEL	CH/SP/VT
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	5
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
CANCEL	VT
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

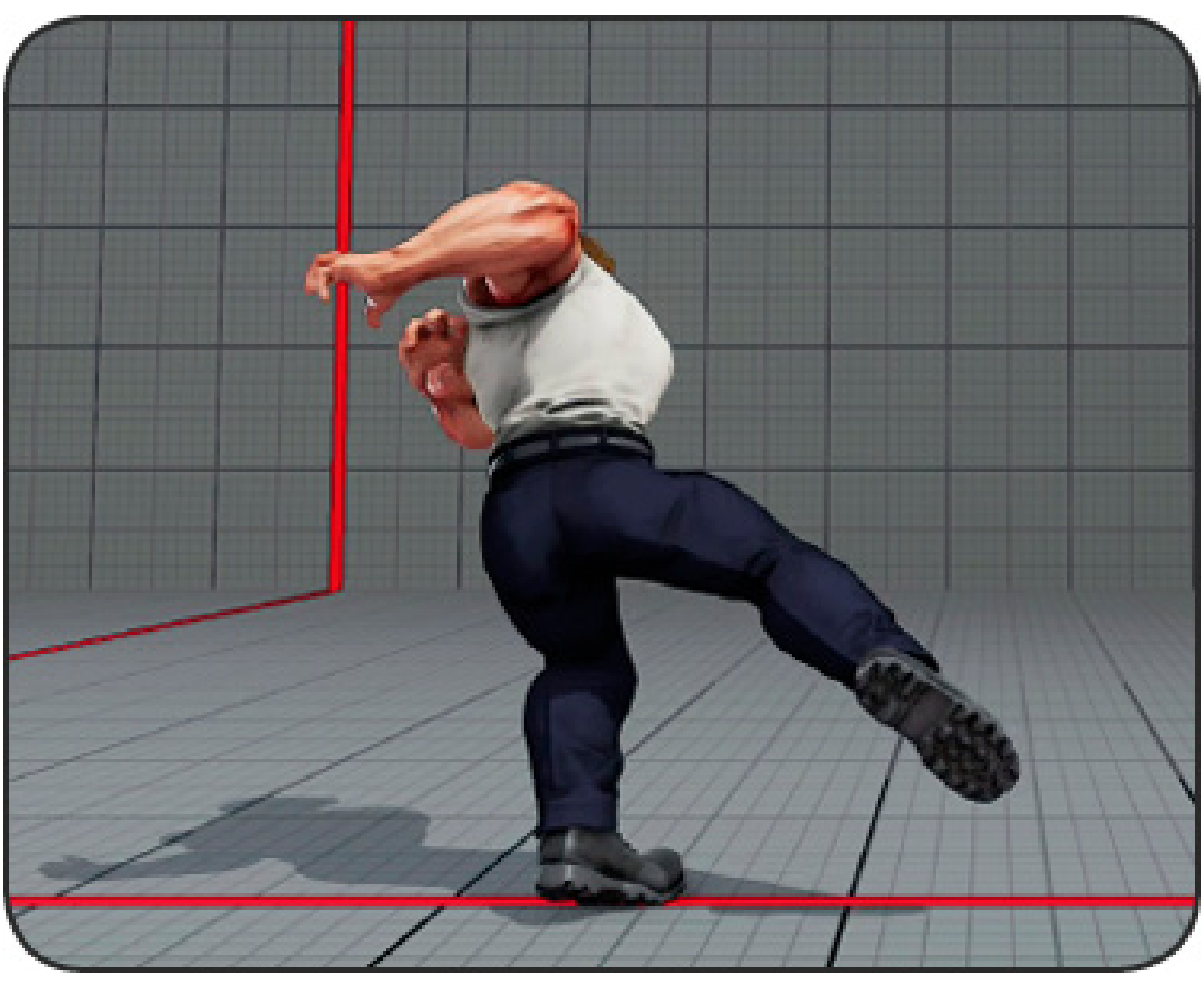


STARTUP	7
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	6
ON GUARD	-6
CANCEL	VT
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

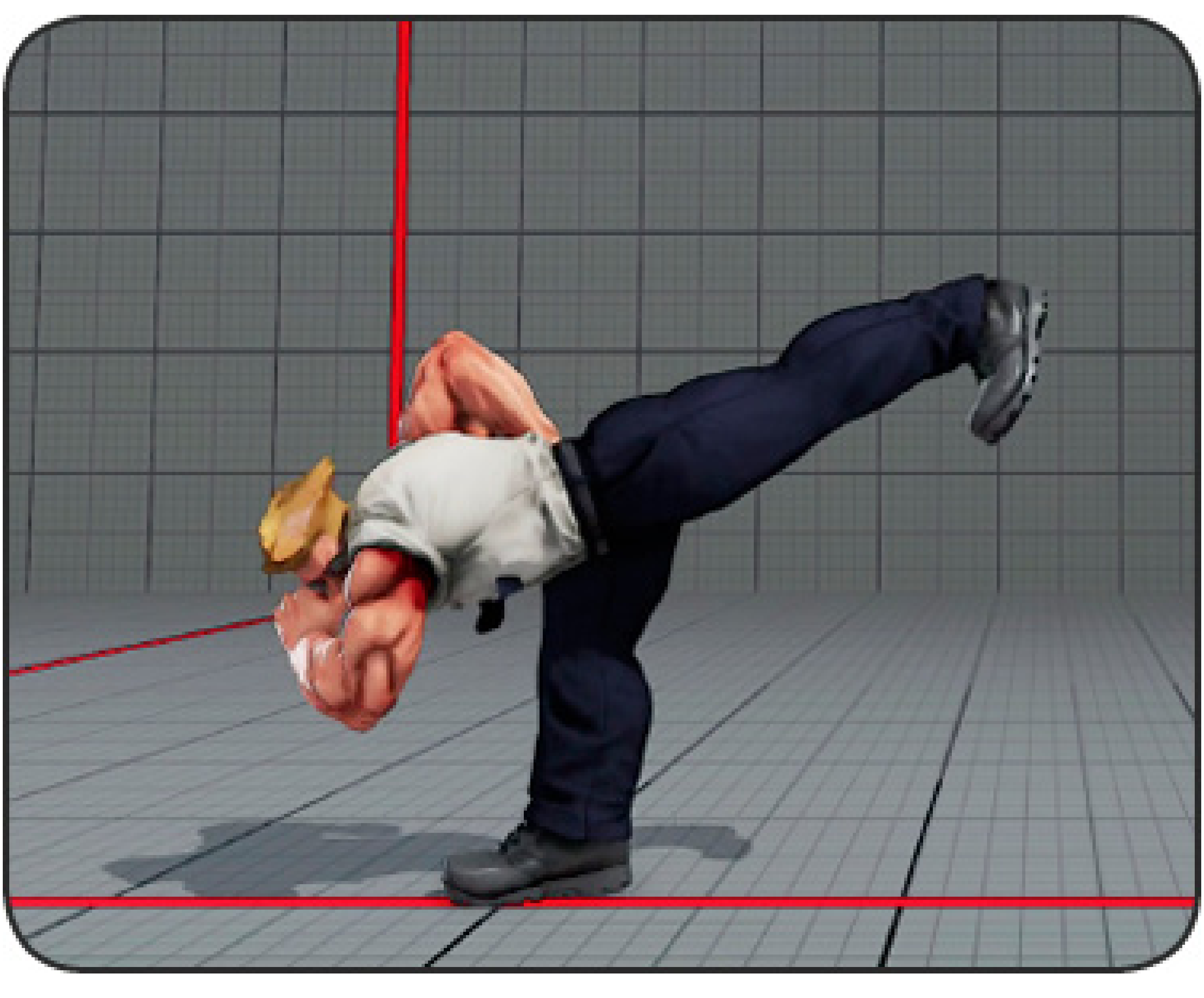
Forces standing; on counter-hit: Crush Counter jugglable knockdown, +150 V-Gauge

STANDING SHORT LK



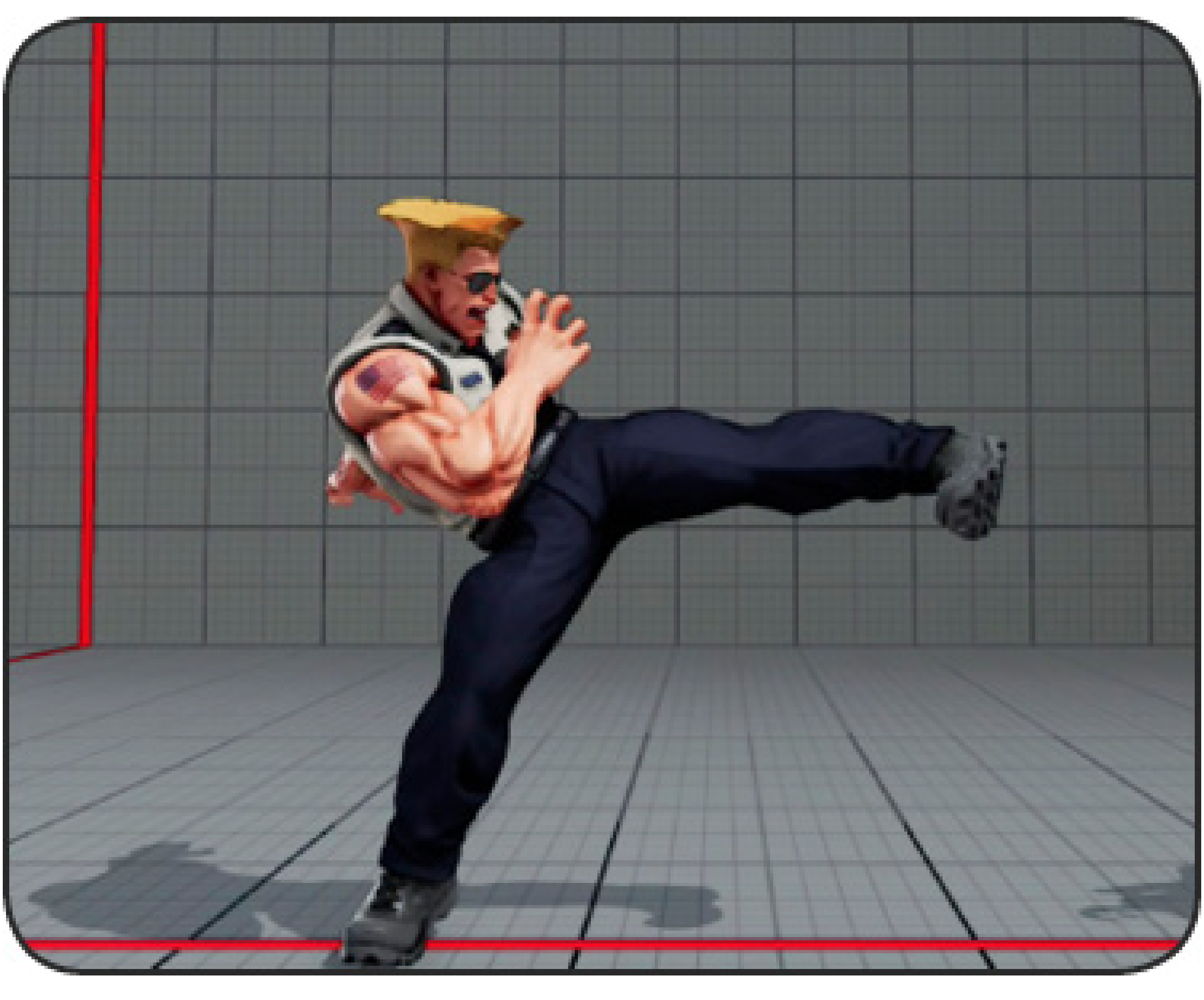
STARTUP	5
ACTIVE	3
RECOVERY	9
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	VT
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

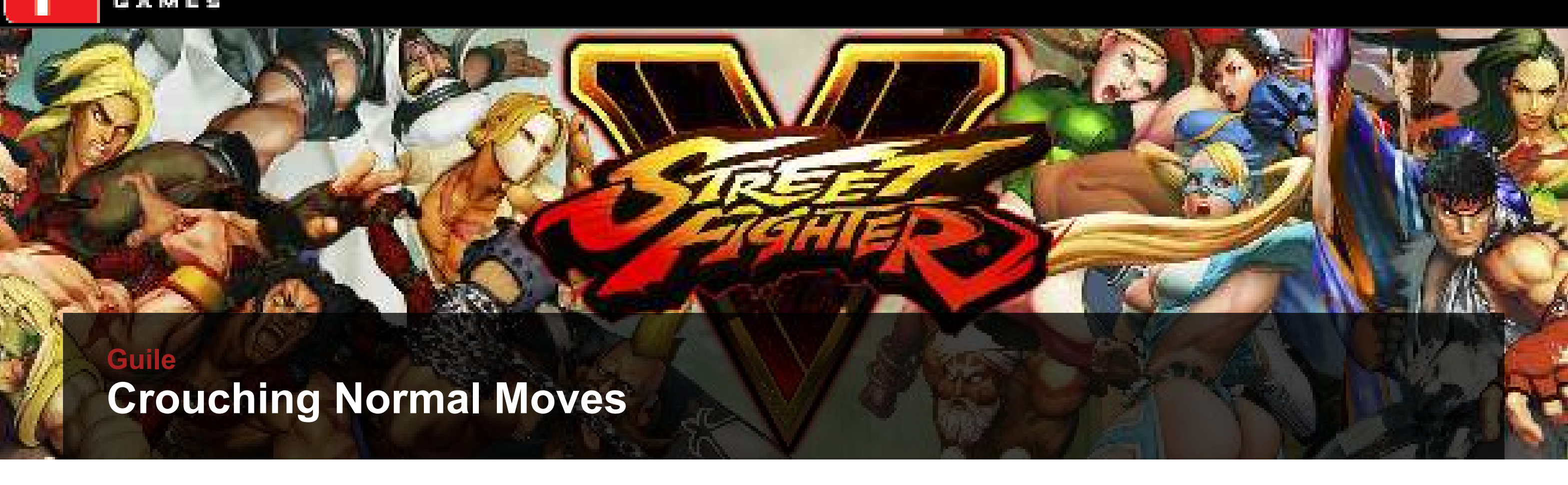


STARTUP	7
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
CANCEL	VT
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK

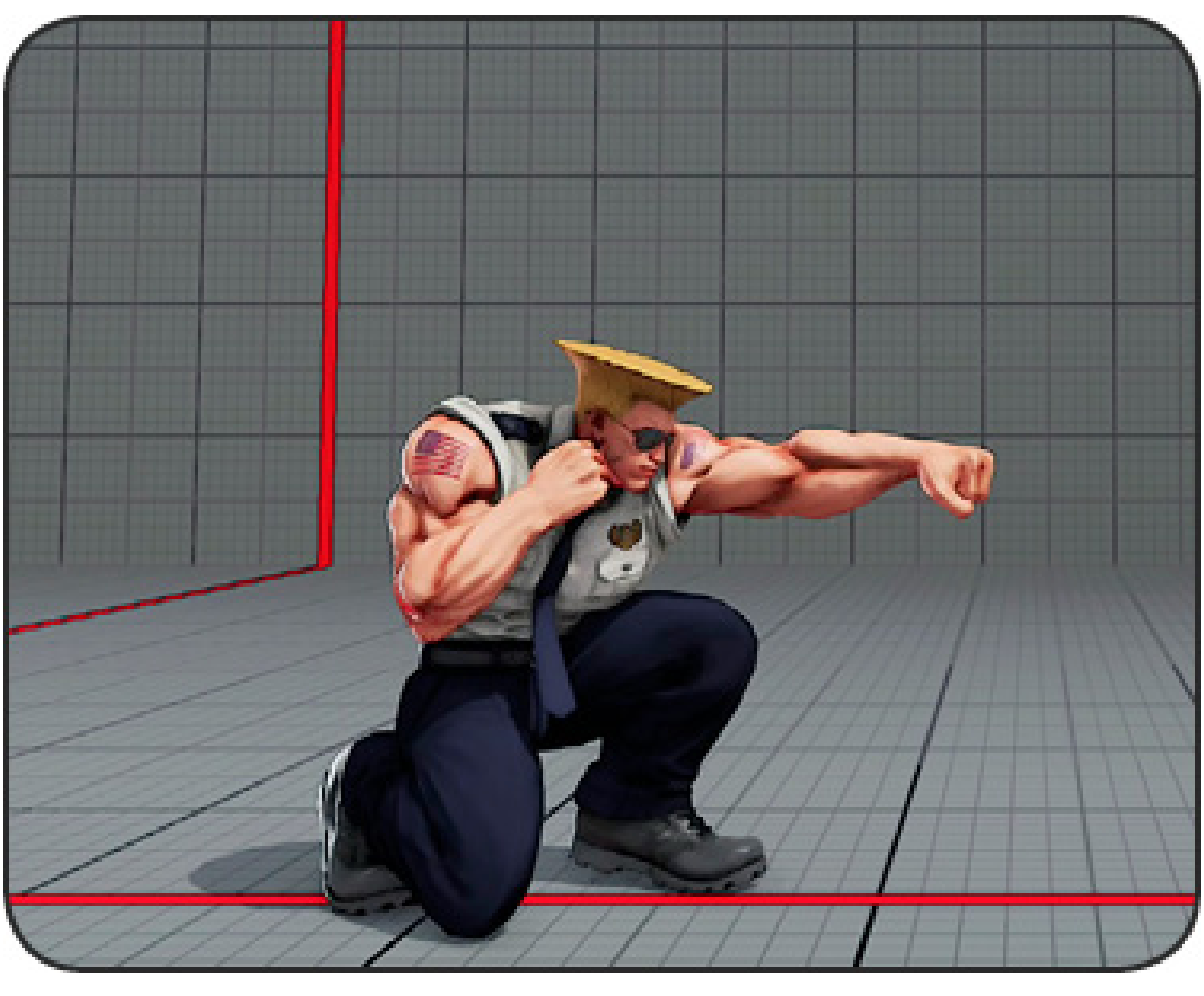


STARTUP	14
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-3
CANCEL	VT
DAMAGE	80
STUN	150
METER GAIN	50/25



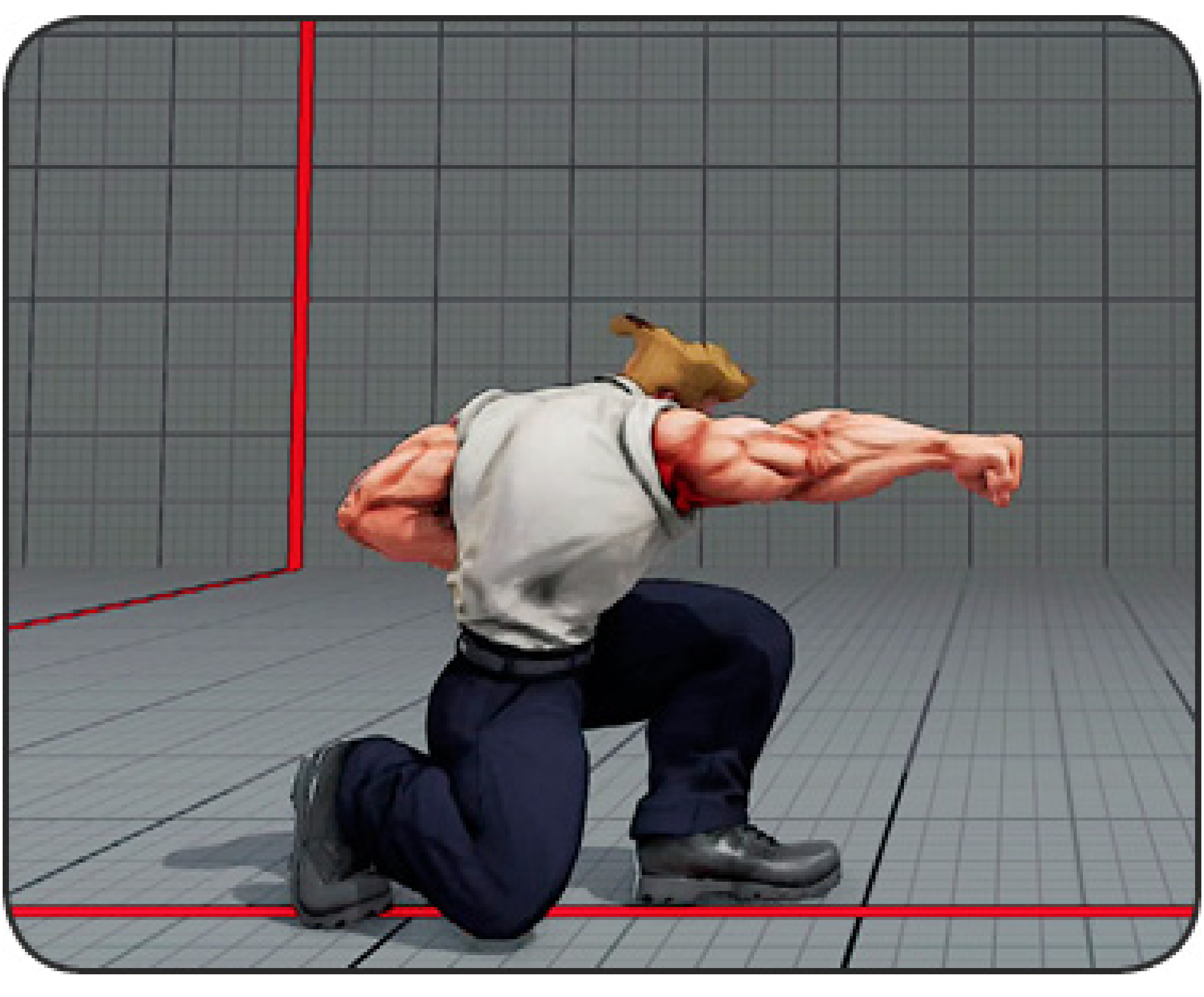
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



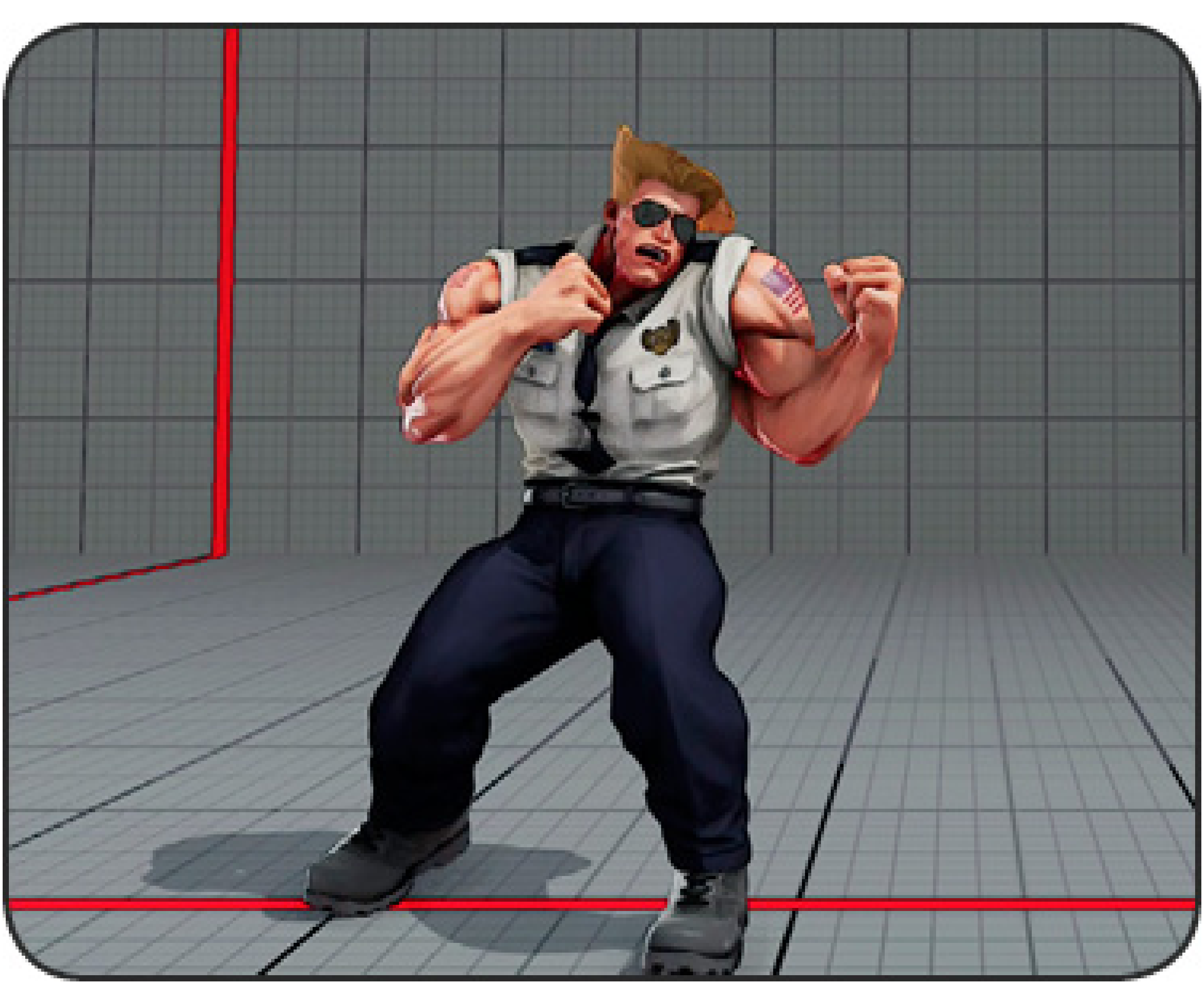
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
CANCEL	CH/SP/VT
DAMAGE	30
STUN	70
METER GAIN	20/10

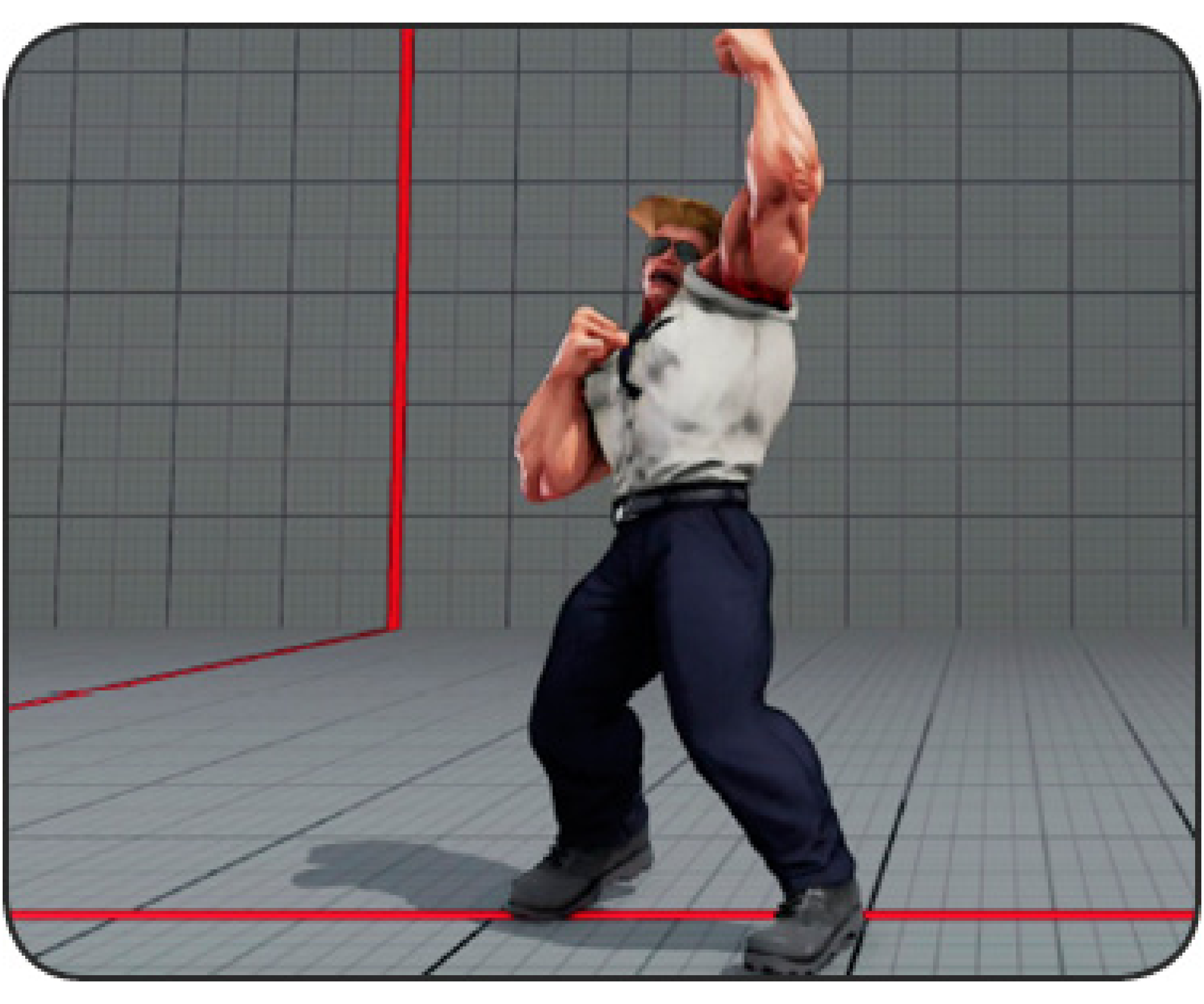
CROUCHING STRONG MP WHILE CROUCHING



STARTUP	6
ACTIVE	2
RECOVERY	13
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	SP/VT
DAMAGE	60
STUN	100
METER GAIN	30/15

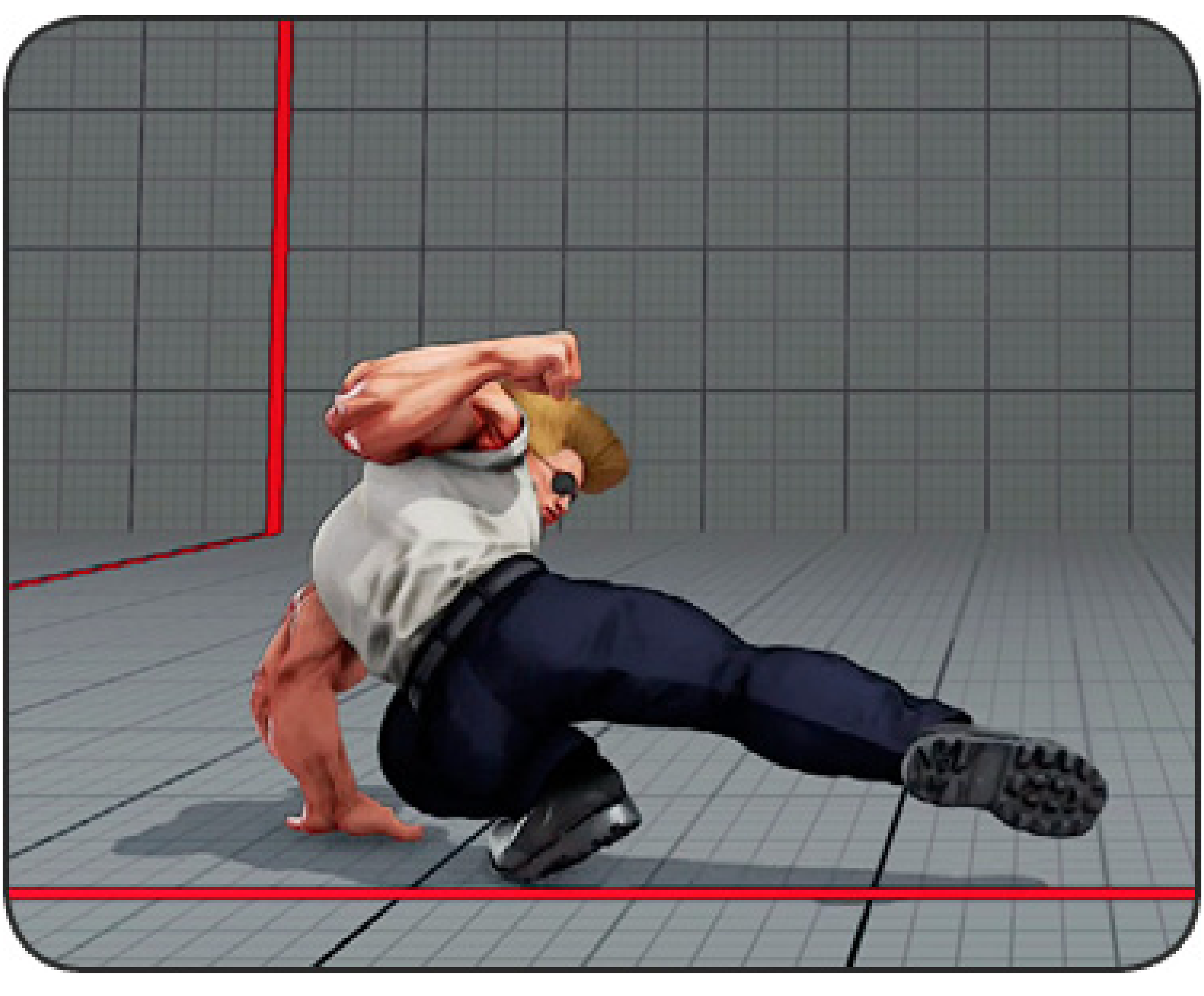
CROUCHING FIERCE HP WHILE CROUCHING





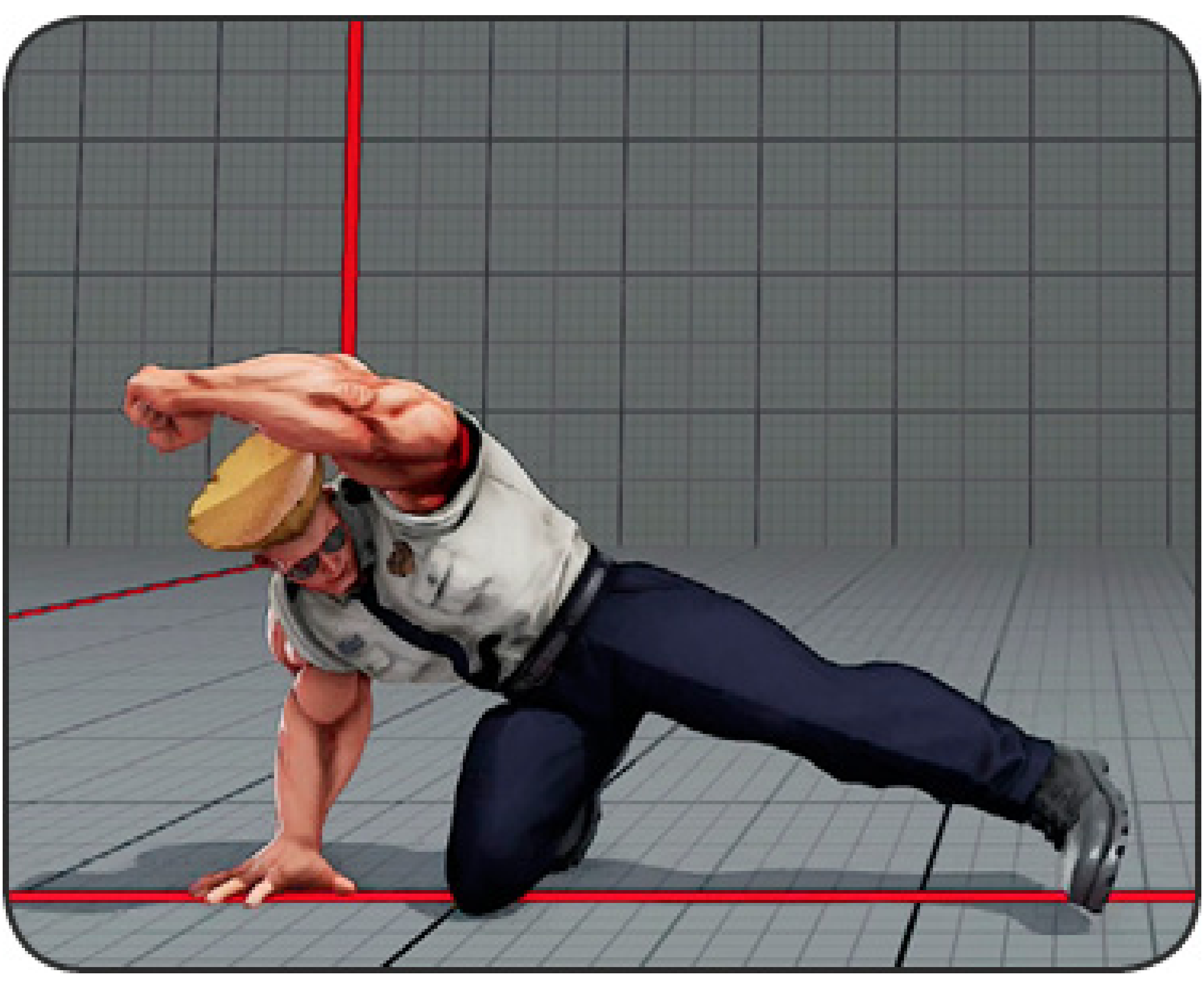
STARTUP	8
ACTIVE	5
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
CANCEL	VT
DAMAGE	90
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING



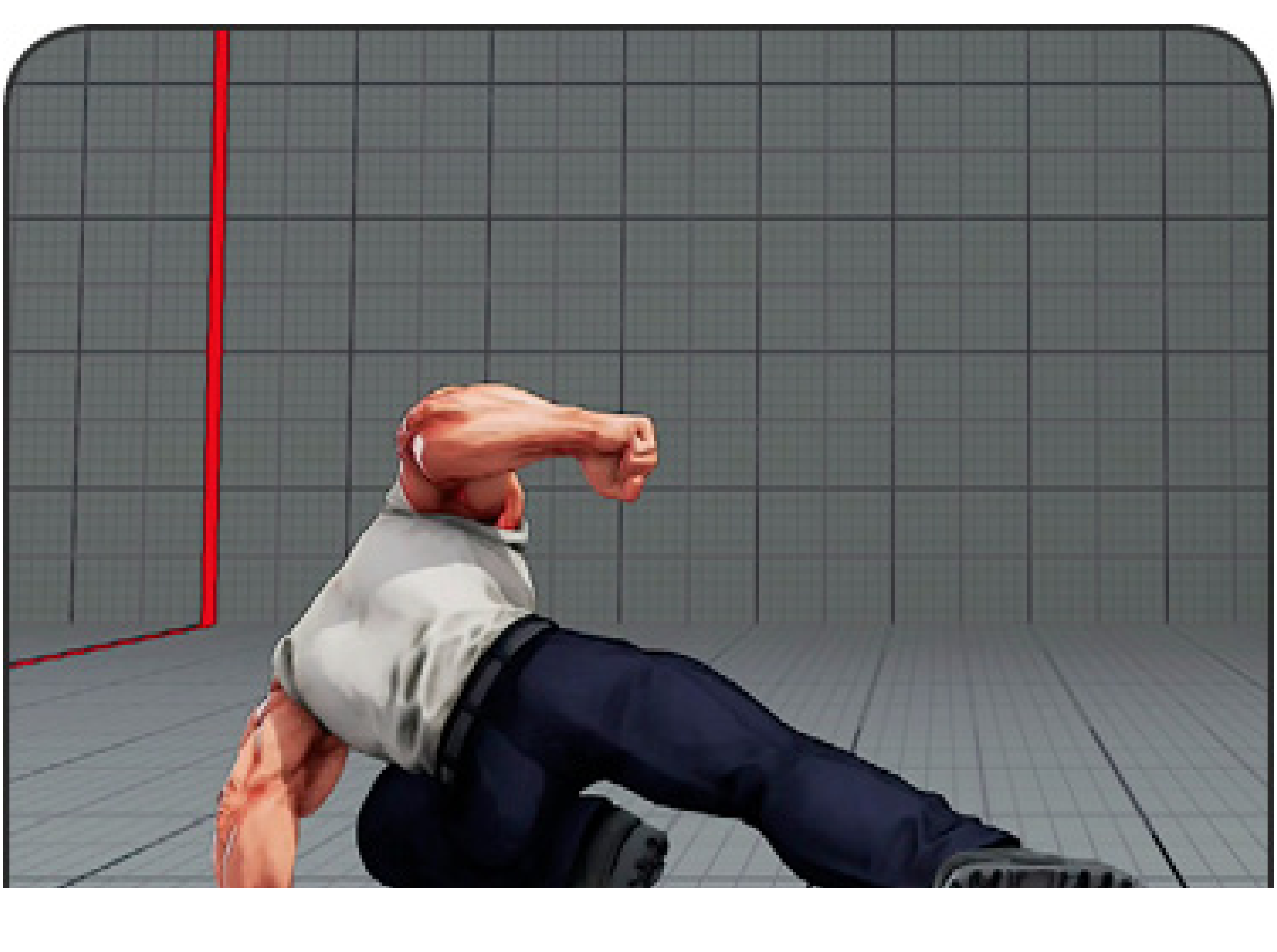
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	L
ON HIT	2
ON GUARD	±0
CANCEL	CH/VT
DAMAGE	20
STUN	70
METER GAIN	20/10

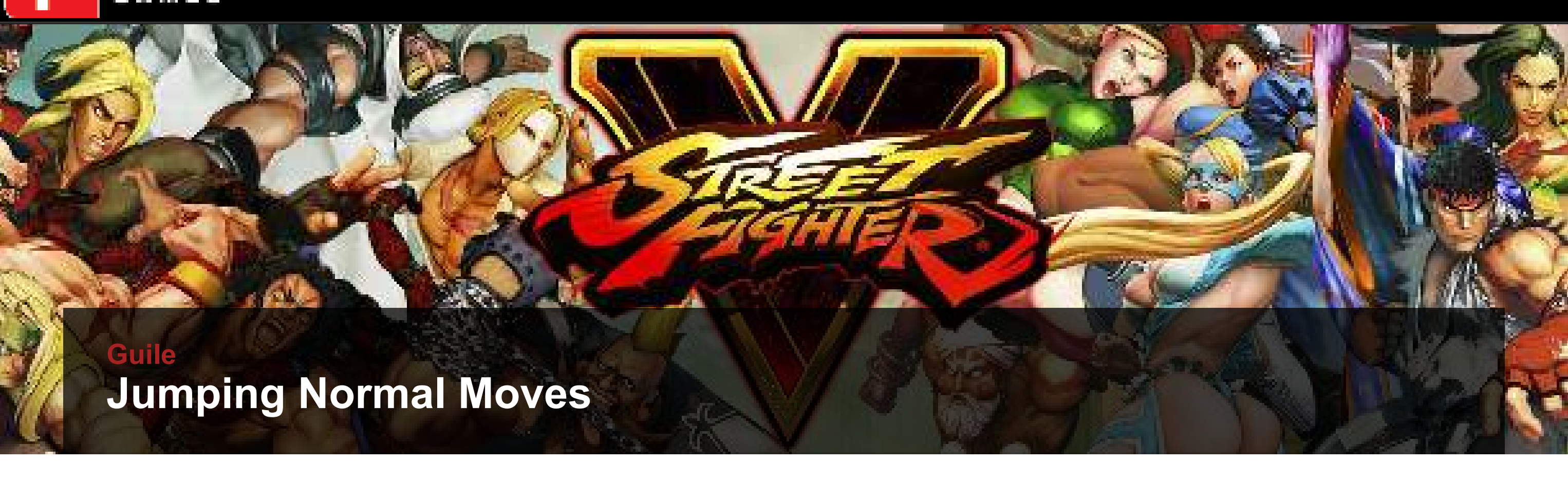
CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	7
ACTIVE	2
RECOVERY	15
GUARD LEVEL	L
ON HIT	1
ON GUARD	-4
CANCEL	VT
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING

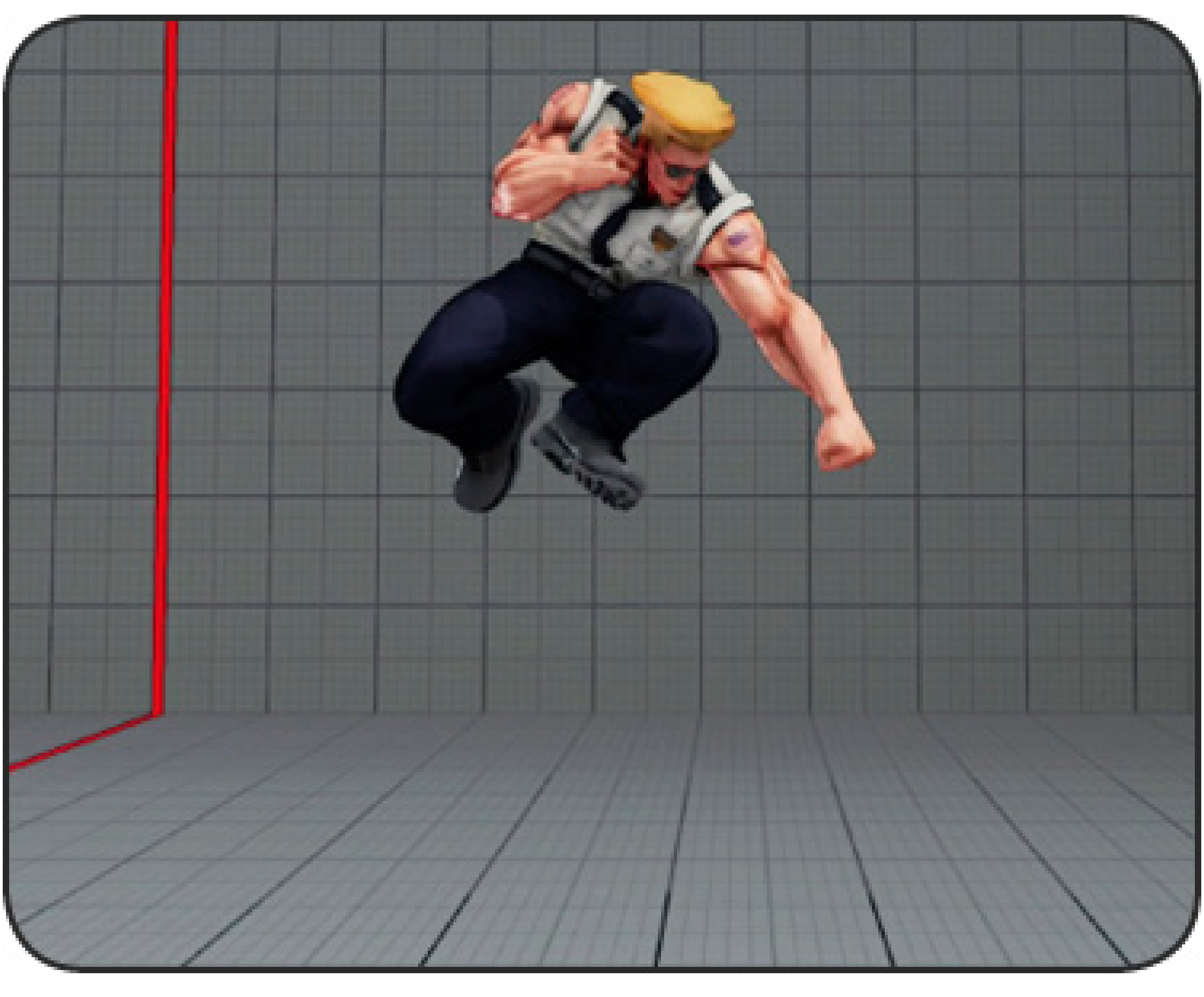




Guile

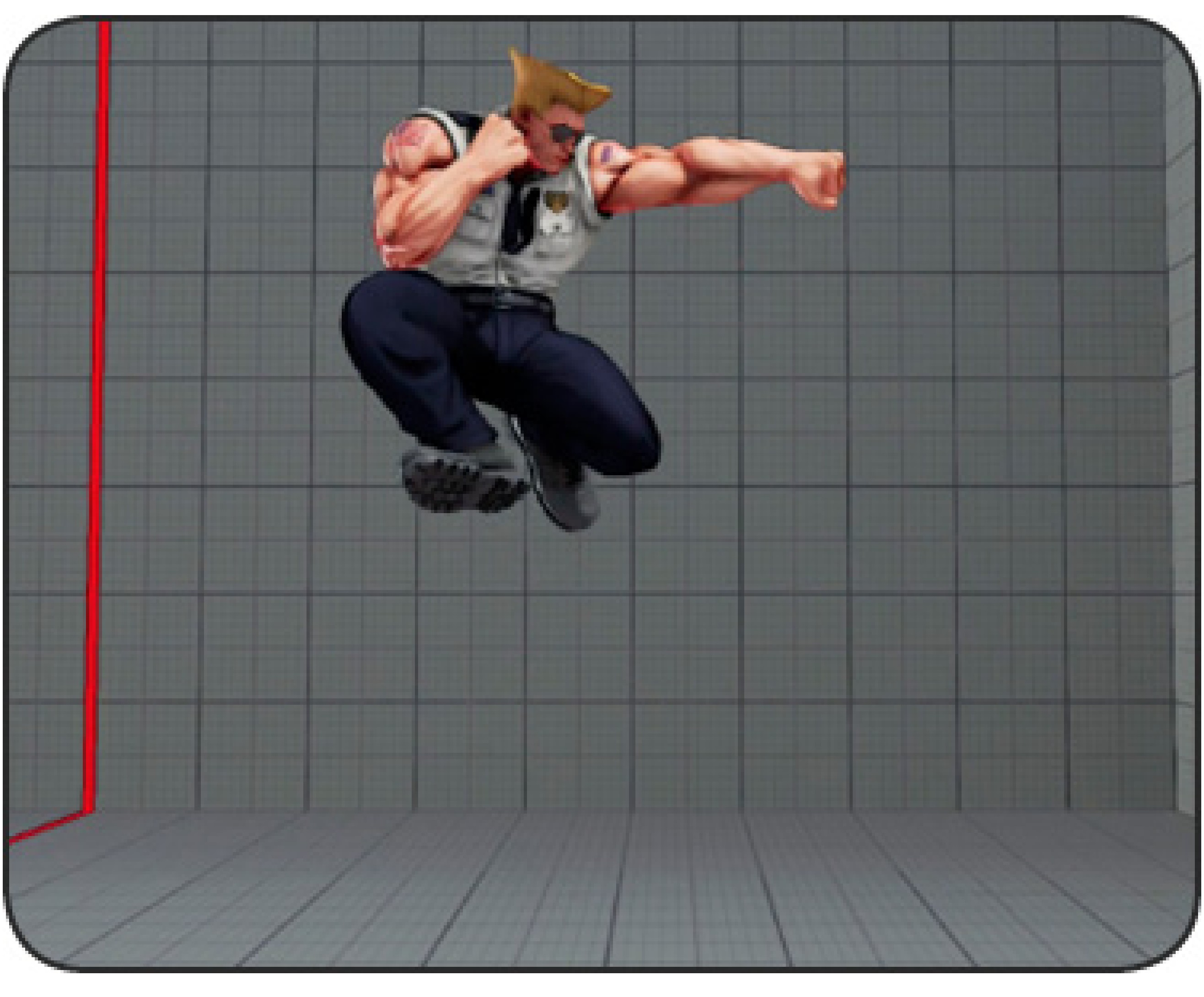
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



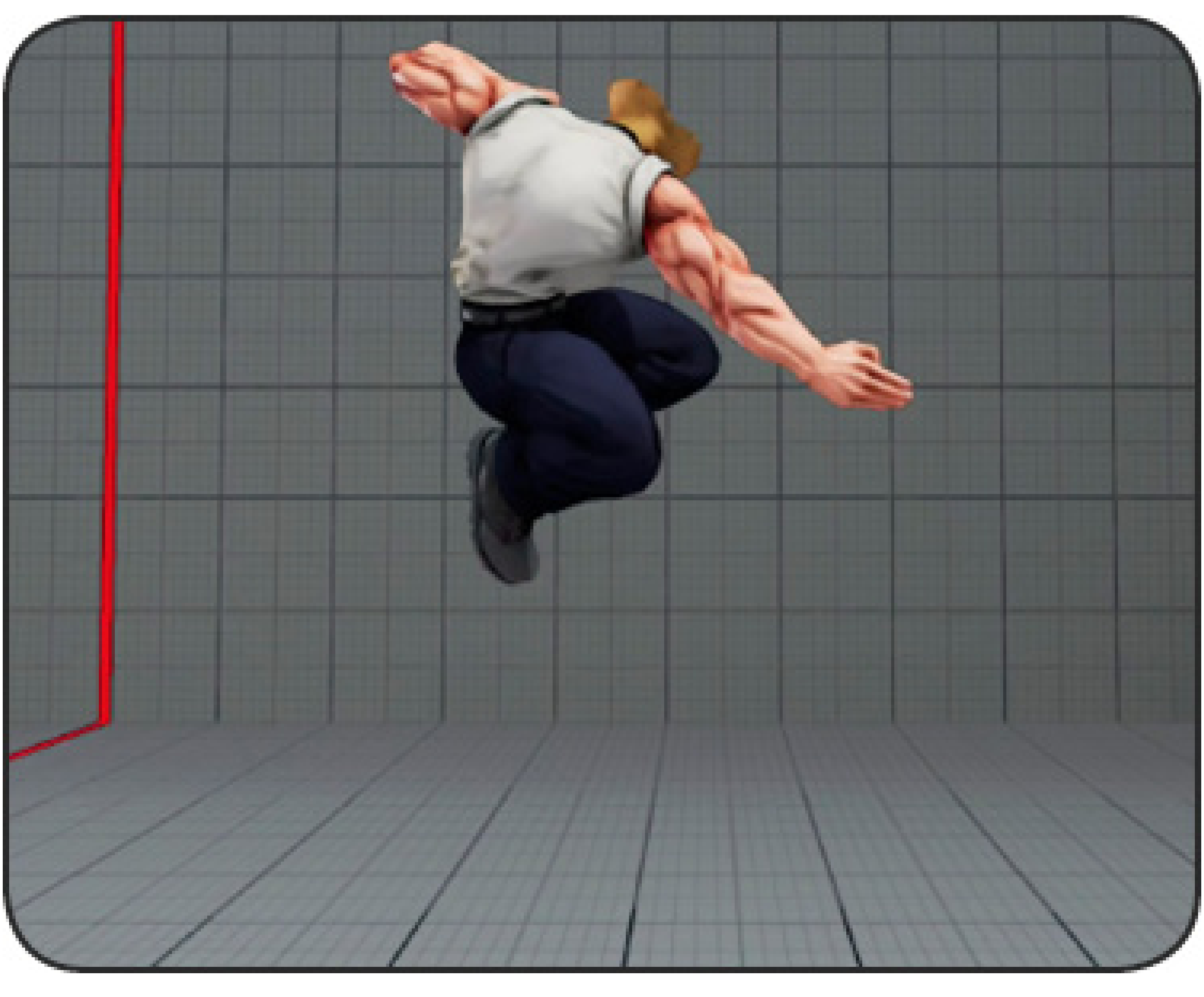
STARTUP	4
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



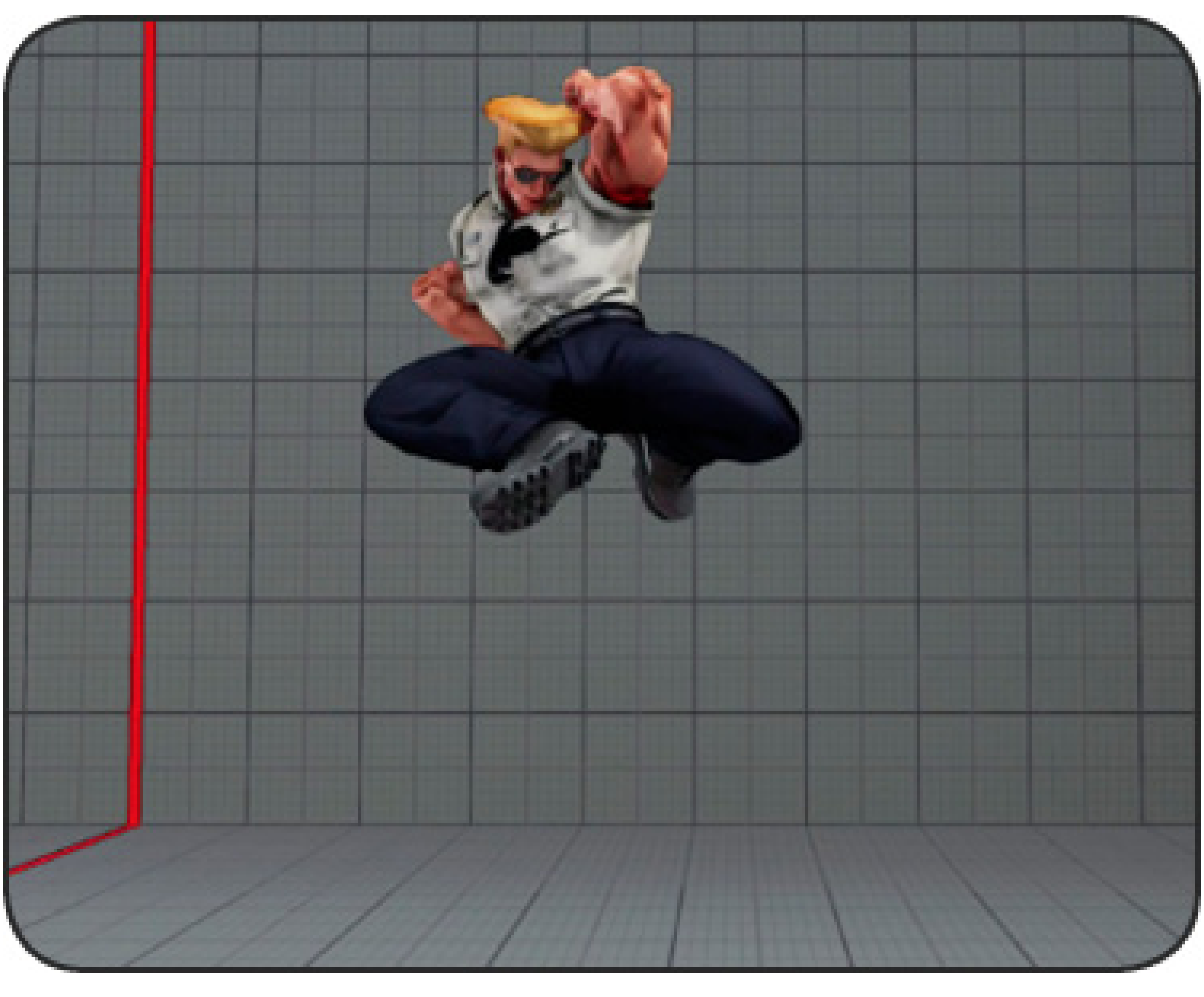
STARTUP	5
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



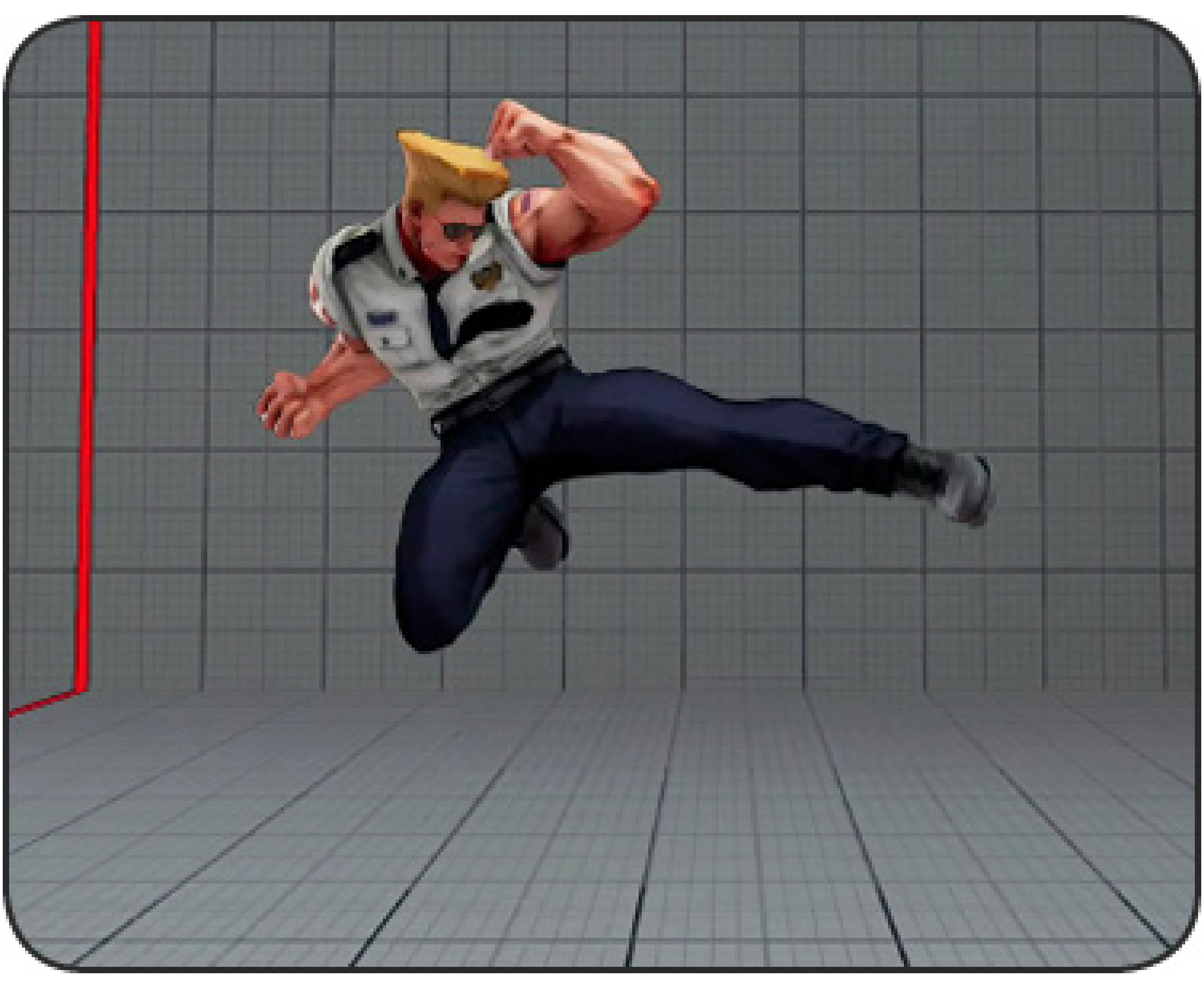
STARTUP	8
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



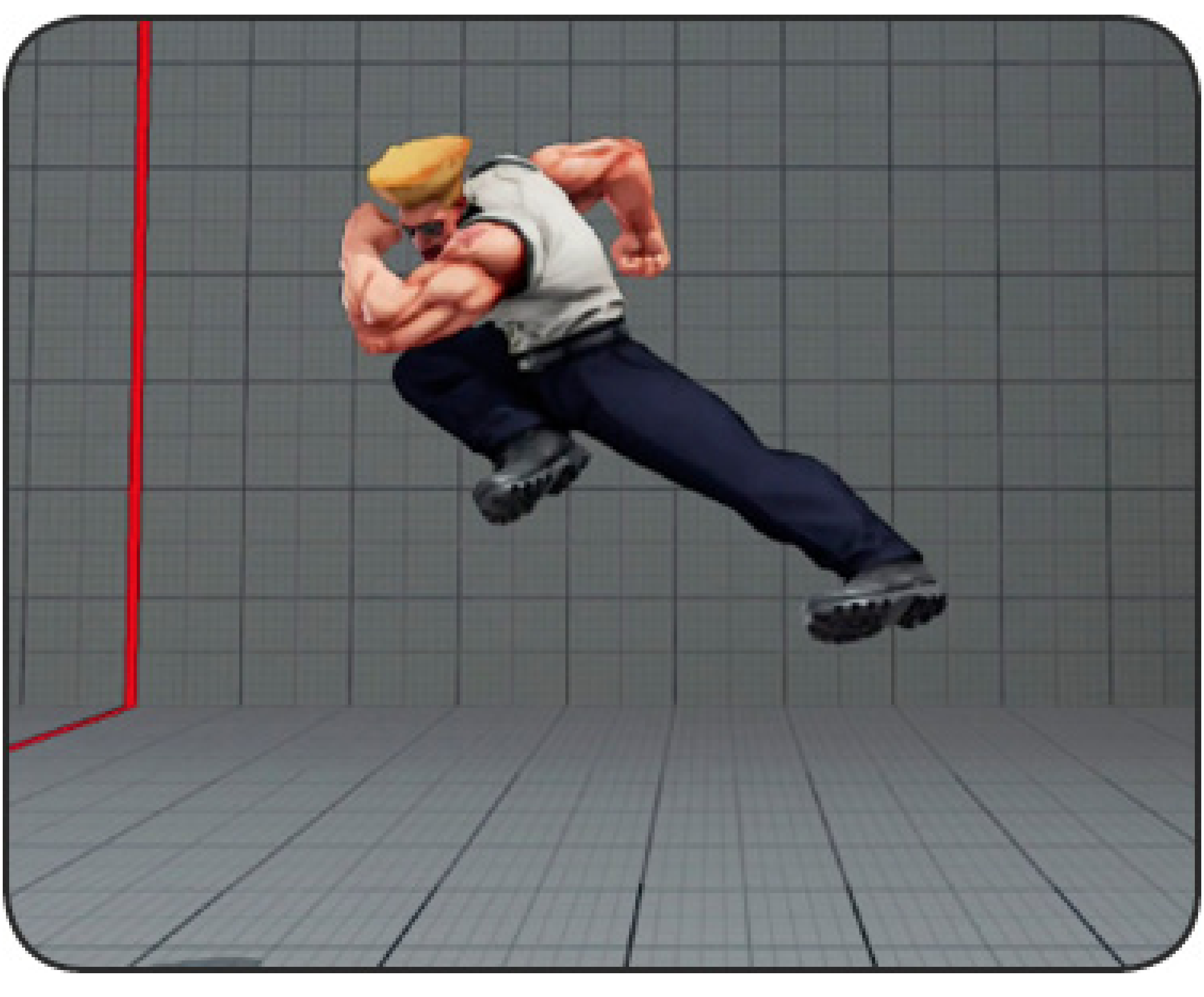
STARTUP	4
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING



STARTUP	7
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING

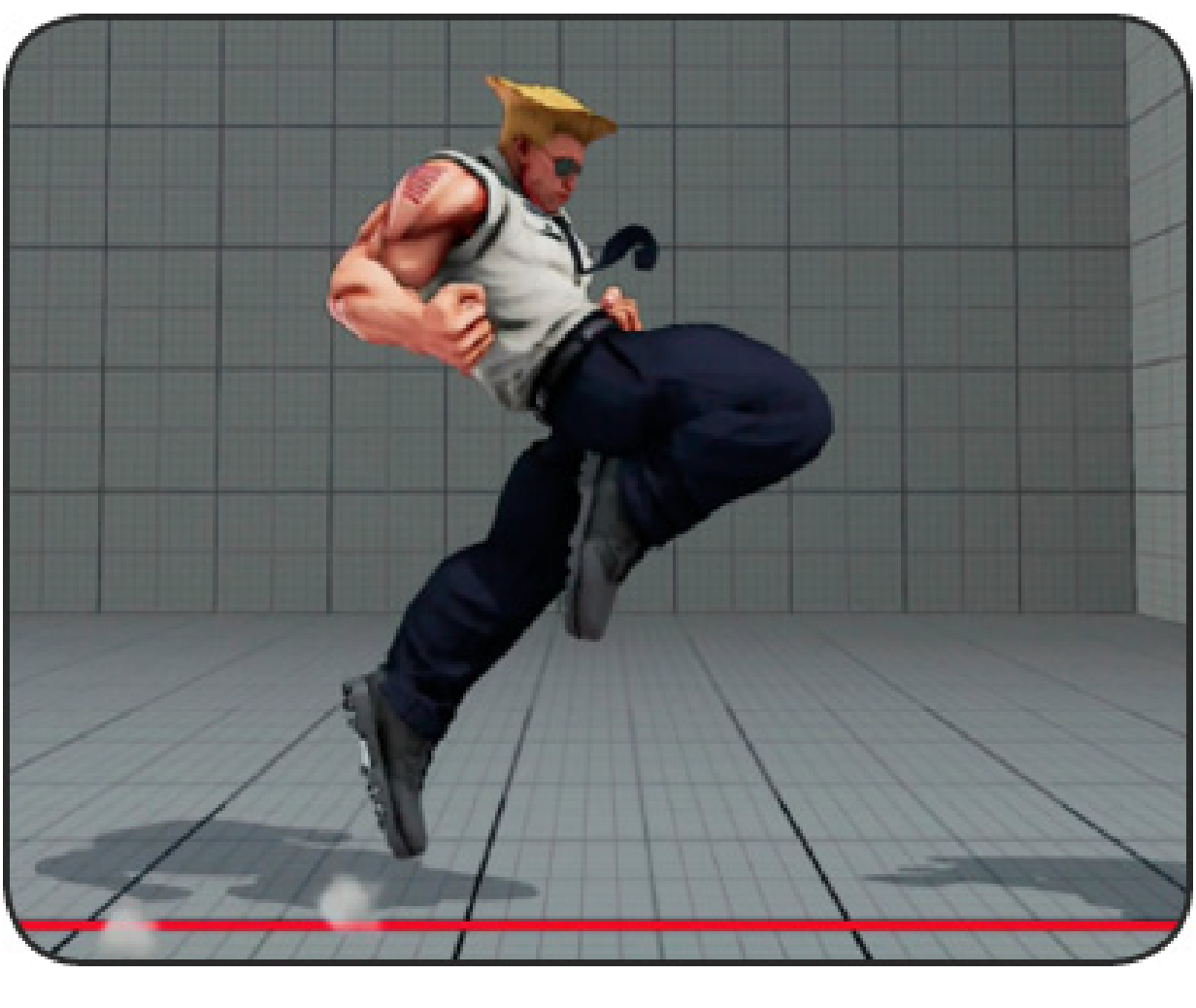


STARTUP	10
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

Guile

Unique Attacks

KNEE BAZOOKA → OR ← + LK



STARTUP	8
ACTIVE	5
RECOVERY	16
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-6
CANCEL	–
DAMAGE	50
STUN	100
METER GAIN	30/15

Knee Bazooka: Guile juts forward about 30 percent of the screen's distance with a knee attack. Since you can accomplish this with forward or backward plus light kick, you can continue holding a back charge (or start building one) while gaining ground.

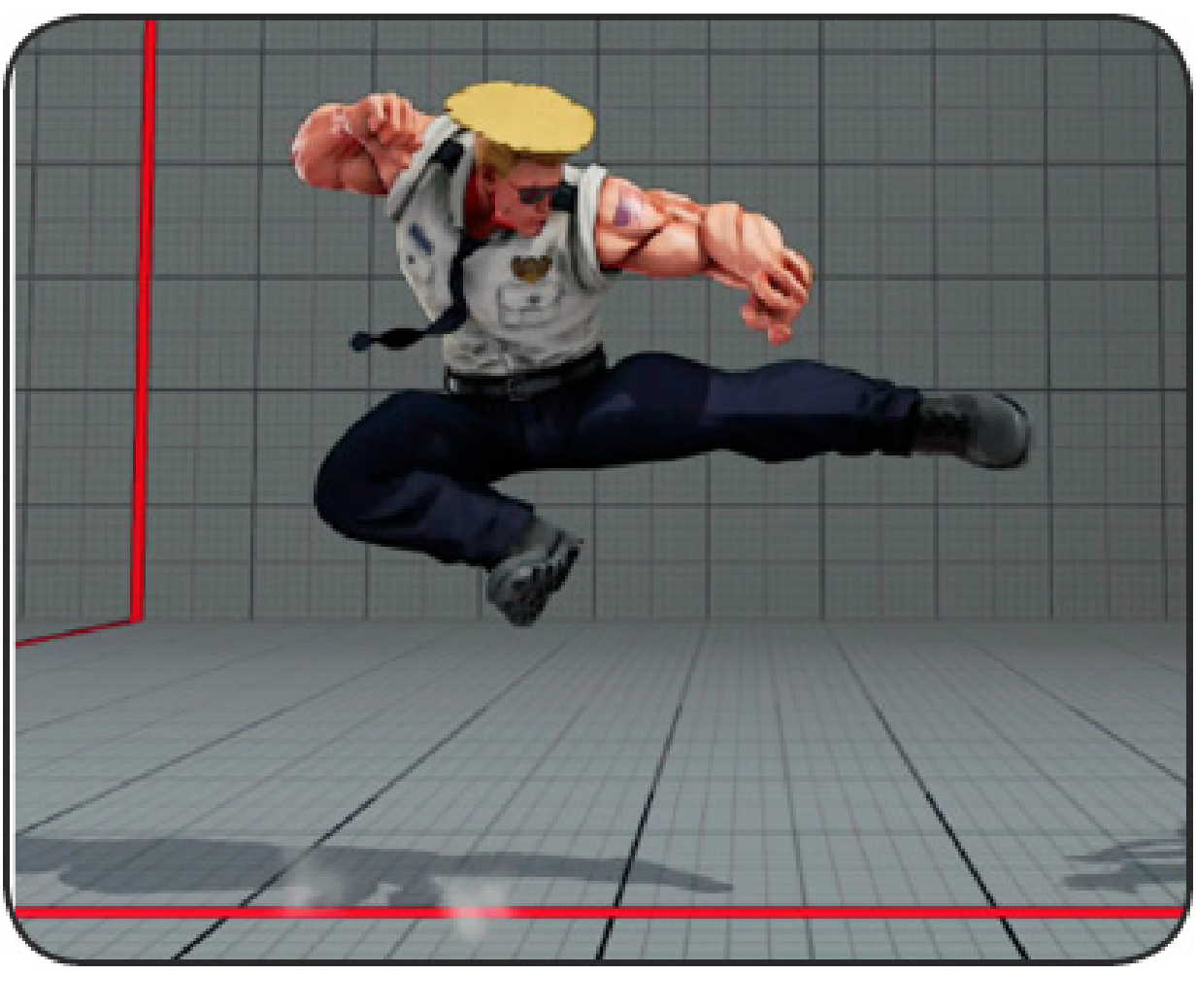
In practice, you can think of this like a dash with an attack midway through. Or, it can be thought of as an alternative to jumping, since it takes up less time than a forward jump into a jump-in attack. It can be used in mid-range footsies to pre-empt pokes while moving in. It's bad going head-on in footsies. Guile's knee hurtbox extends ahead one frame earlier than his active hitbox appears, leading to him eating counter-hits if you misjudge jousting against pokes with this move.

Aside from advancing by beating pokes to the punch or Knee Bazookaing forward in between opponent pokes, you can use Knee Bazookas to follow LP Sonic Booms. You can do this while holding ←, thus storing charge so you can Sonic Boom again instantly whenever the current one evaporates.

When blocked on the first active frame, Knee Bazooka leaves Guile vulnerable to standard bread-and-butter MP/MK combo starters. On a first-active-frame counter-hit, Guile's left at neutral, while a normal hit leaves him at -2 up close. But you should basically never aim to hit with the first active frame of Knee Bazooka. Instead, try to hit with one of the last active frames, either by spacing it from max range, or by using Knee Bazooka meaty (like against someone waking up or landing from air recovery). If only the last active frame is blocked, Guile is left at a mere -1 up close. With the last active frame on normal hit, +3 advantage doesn't create a combo chance but it does mean you can go for an immediate airtight throw mix-up. And on counter-hit, the last frame grants +5, enough to link any light normal attack, or standing MP (which can link into four-frame light attacks, or be chained into → + HP against standing victims). Since you can build charge during Knee Bazooka, there's plenty of time to store a Somersault Kick or Sonic Boom to finish the counter-hit combo after you verify the hits.

Beyond the frame situation, there's extra incentive to hit meaty/late with Knee Bazooka. The hitbox on Knee Bazooka actually grows bigger with each active frame. On the first active frame, the move doesn't have great priority, with Guile's knee hurtbox extending forward and his hitbox only striking just inside where his knee appears. The final active frame's hitbox has actually grown enough so that it extends just a bit forward beyond Guile's vulnerable hurtbox.

ROLLING SOBAT → OR ← + MK



STARTUP	11
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

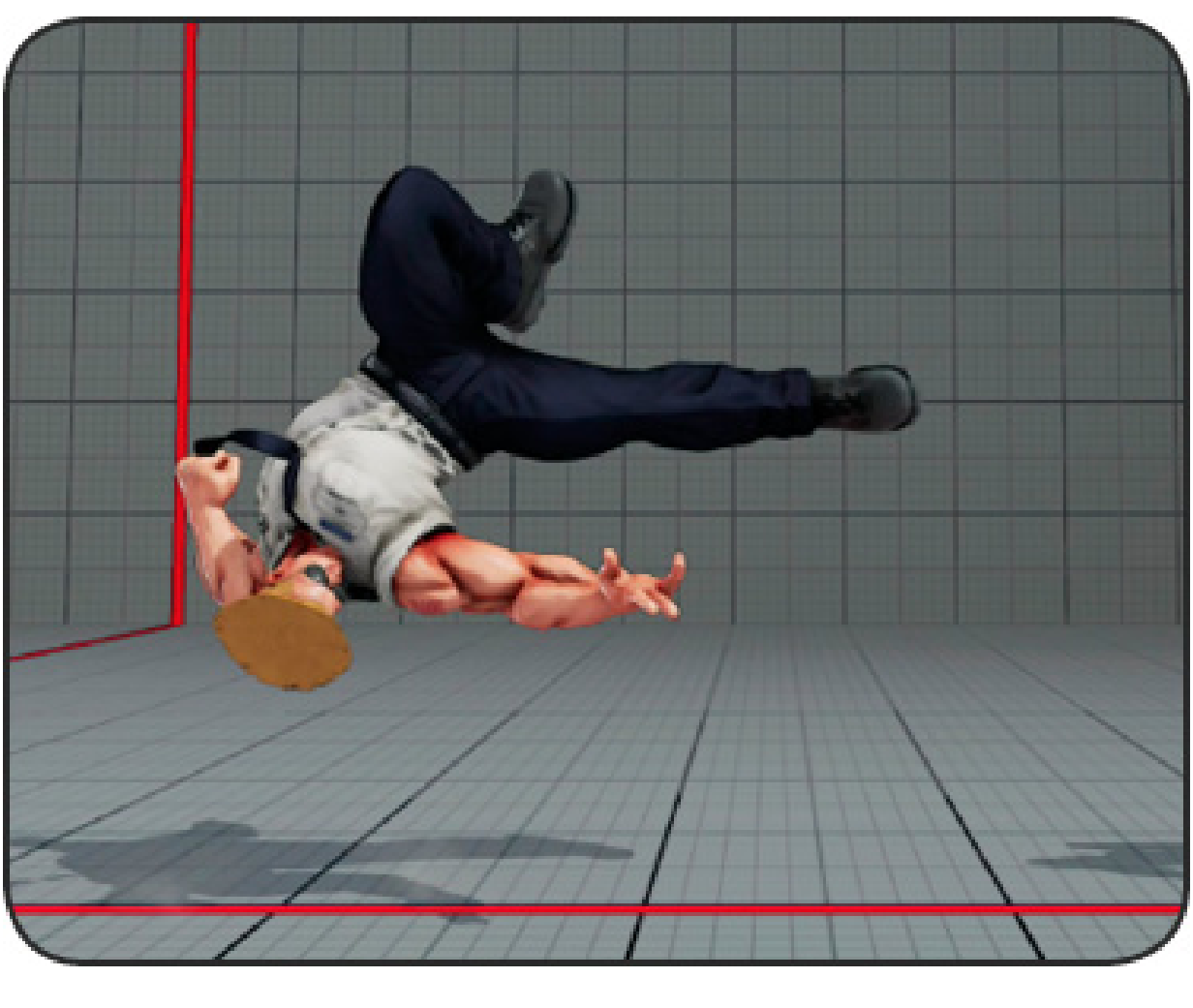
Frames 11-19 lack foot hurtbox, crushing/dodging most lows

Rolling Sobat: Guile spins forward or backward before issuing a brief kick. Like Knee Bazooka, this can be activated with either direction, forward or back, but here the input influences where Guile travels. You can hold the direction to travel further, or release it early to stay close to the move's start. It's possible to activate Rolling Sobat with → or ← before an immediate release, leaving Guile in place.

Rolling Sobat's main purpose is in footsie wars. It allows Guile to advance (holding → after → + MK) with a relatively safe poke (only -2 blocked and +2 on normal hit) that dodges most low attacks from frames 11 to 19 (which includes both active frames). On counter-hit, Rolling Sobat grants enough advantage to potentially allow for link combos, like (against a standing foe) counter-hit → + MK ▷ crouching LK ✕ MP ✕ → + HP.

Contrary to its appearance, Rolling Sobat doesn't actually leave the ground. Guile is considered standing, and remains susceptible to clean ground hits and throws. If you want to dodge throws with a poke that potentially leads to combos, then Reverse Spin Kick is what you're looking for.

REVERSE SPIN KICK → + HK



STARTUP	16
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

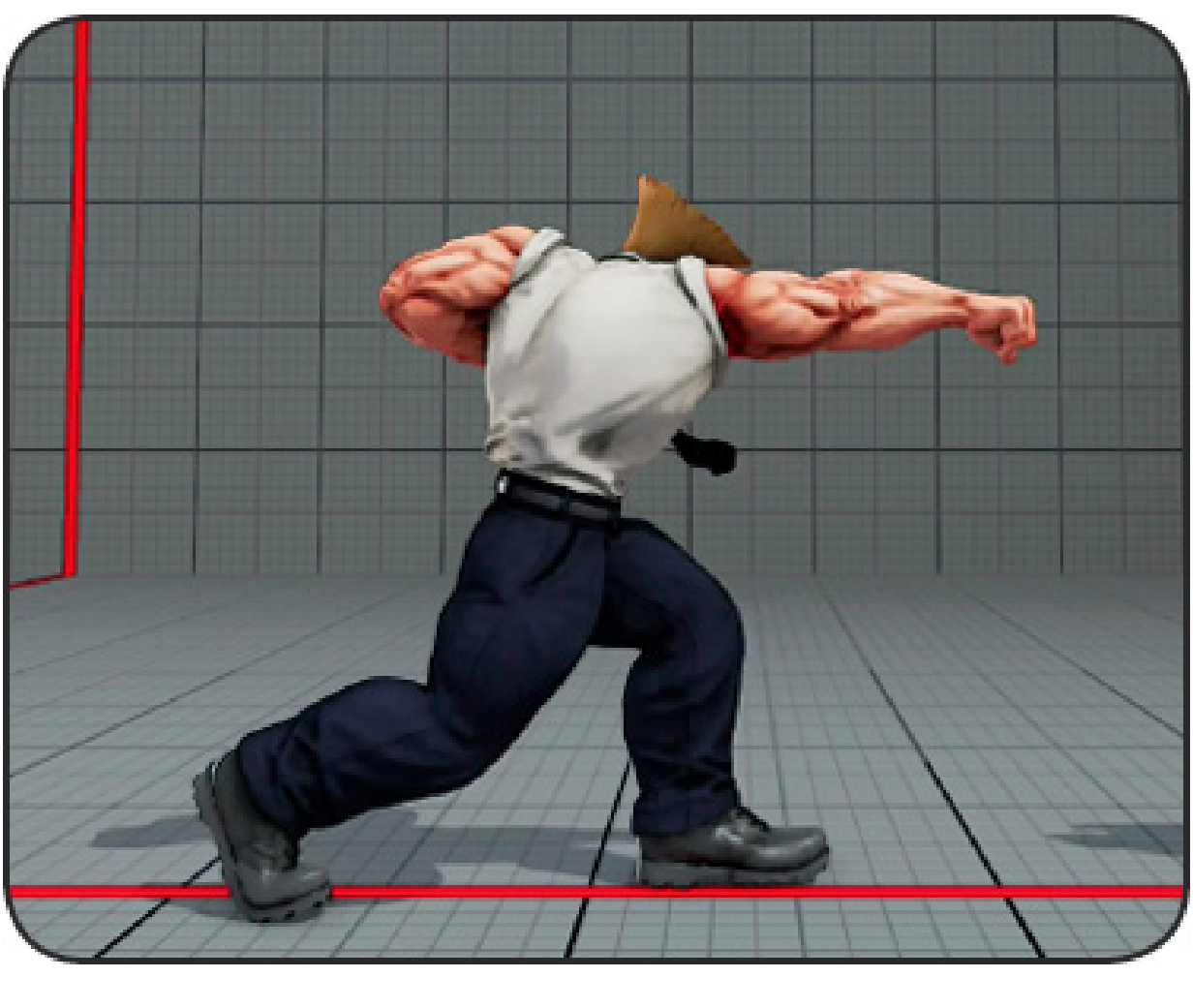
Frames 8-32 throw invinclbe; frames 10-32 lack foot hurtbox, crushing/dodging most lows

Reverse Spin Kick: Guile defies gravity Chun-Li-style by smacking the enemy with an upside-down spin kick. This move is throw-invulnerable for most of its duration, though (like Knee Bazooka and Rolling Sobat) it's always considered standing and will leave Guile in standing hitstun if beaten out. At 37 total frames, it takes about the same time as a jump-in and accomplishes some of the same goals, dodging throws and avoiding low attacks. In addition to dodging throws starting on the eighth frame after activation, Reverse Spin Kick also dodges most low attacks starting on frame 10. Guile doesn't "land" again (for the purposes of lows or throws) till frame 33 from activation.

Naturally this heavy unique attack is slower to hit than Knee Bazooka (a light attack) or Rolling Sobat (a medium). However, its heavy priority helps it win trades, it still strikes much faster than a jump-in and it opens up potential combos on counter-hit, leaving Guile at +5 where (for example) you can link Standing MP to ✕ → + HP.

On block, Reverse Spin Kick leaves Guile at only -1, not in immediate danger. (Although against characters with three-frame jabs or reversal specials, remember that the tempo gulf starts to widen quickly when Guile is a character with four-frame jabs and reversals, at best. Still, -1 is quite tolerable for a guarded opener.)

BURN STRAIGHT ← + HP



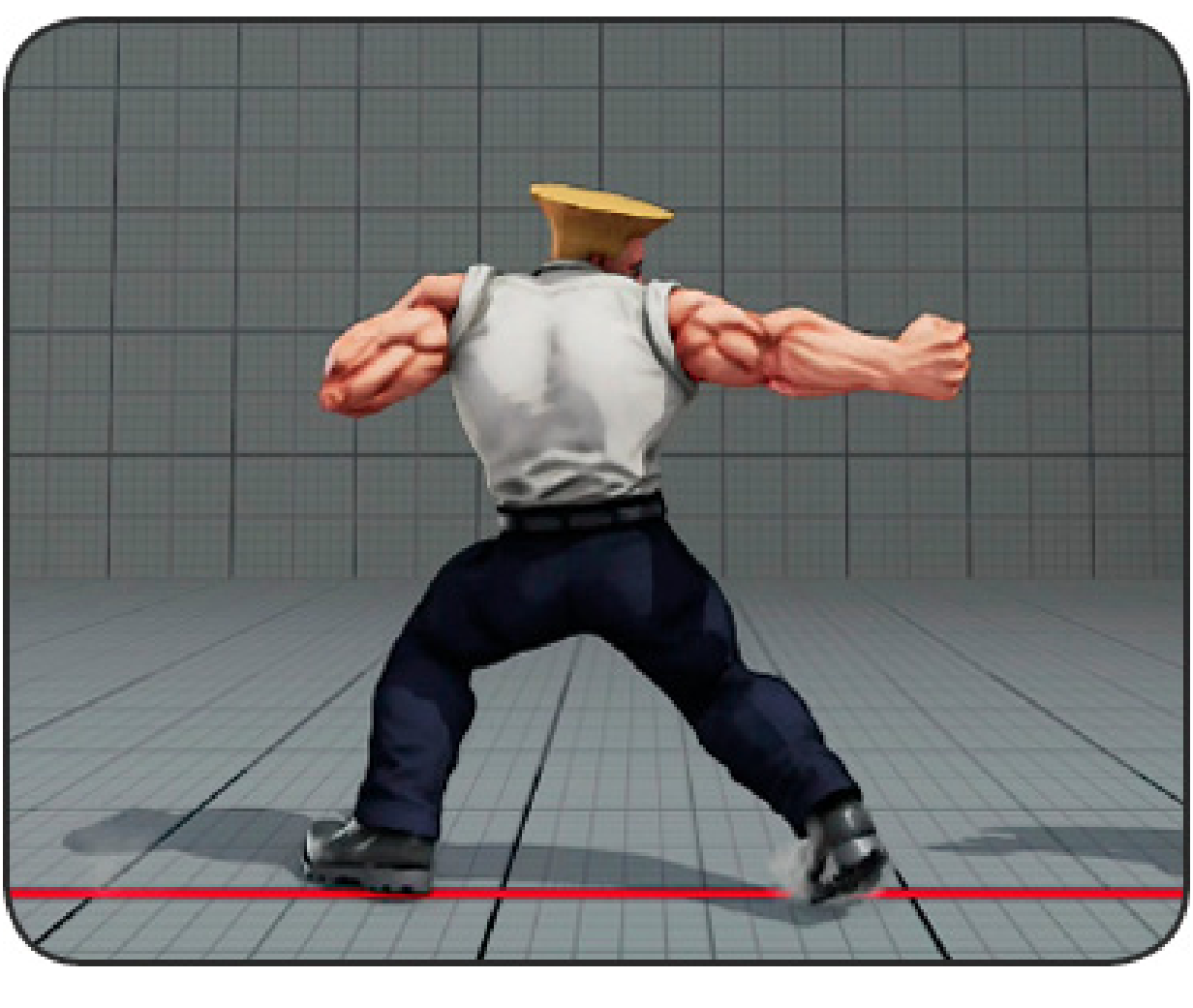
STARTUP	8
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-1
CANCEL	VT
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: spinning knockdown Crush Counter, +100 V-Gauge

Burn Straight: This straight heavy punch is one of Guile's counter-hit fishing tools. It's a tiny bit slower than standing HP, hitting on frame eight instead of frame seven, but it reaches further and it doesn't whiff over the heads of crouching characters like Spinning Back Knuckle and Guile High Kick do. On block, Guile is left at a manageable disadvantage of -1. Standing HP, on the other hand, leaves him at a dangerous -6 when guarded. And a command of ← + HP for Burn Straight means you can hold a back charge for Sonic Boom while swinging away. On counter-hit, you'll build a little V-Gauge while blowing the enemy away in a knockdown.

SPINNING BACK KNUCKLE → + HP



STARTUP	10
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-1
CANCEL	VT
DAMAGE	90
STUN	150
METER GAIN	50/25

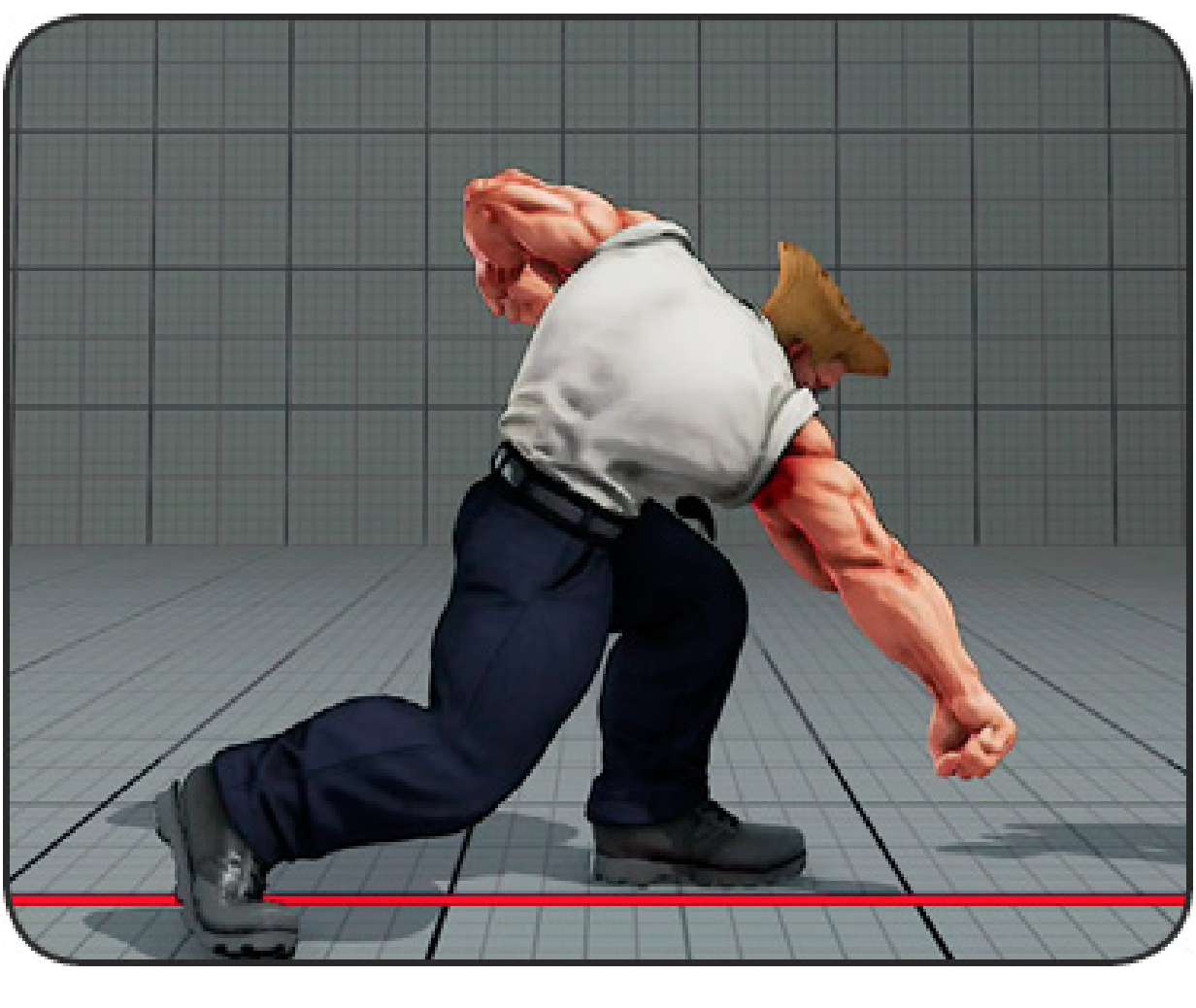
NOTES

On counter-hit: spinning grounded Crush Counter stun, +26 adv., +150 V-Gauge

Spinning Back Knuckle: The classic backfist returns! Guile swipes forward with a fierce punch attack that hits about 35 percent of the screen ahead of where Guile starts out. The reach is great, the trade priority is second to none, Guile's at only -1 if guarded, and Spinning Back Knuckle causes a spinning Crush Counter state on counter-hit, potentially allowing you to link combo hits (at the very least, another Spinning Back Knuckle). So what's the catch? Guile's hurtboxes also extend far forward during the attack and his backfist hitbox is inside the hurtbox. This makes it easy for him to get counter-hit out of startup by invulnerable attacks. Low-profile attacks can also go underneath the backfist and hit his feet where he steps forward. Finally, Spinning Back Knuckle will whiff over the heads of crouching characters.

A knockdown version of Spinning Back Knuckle is also the closing attack of the versatile Bullet Revolver target combo.

STRAIGHT CHOP → + MP



STARTUP	21
ACTIVE	2
RECOVERY	19
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-4
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

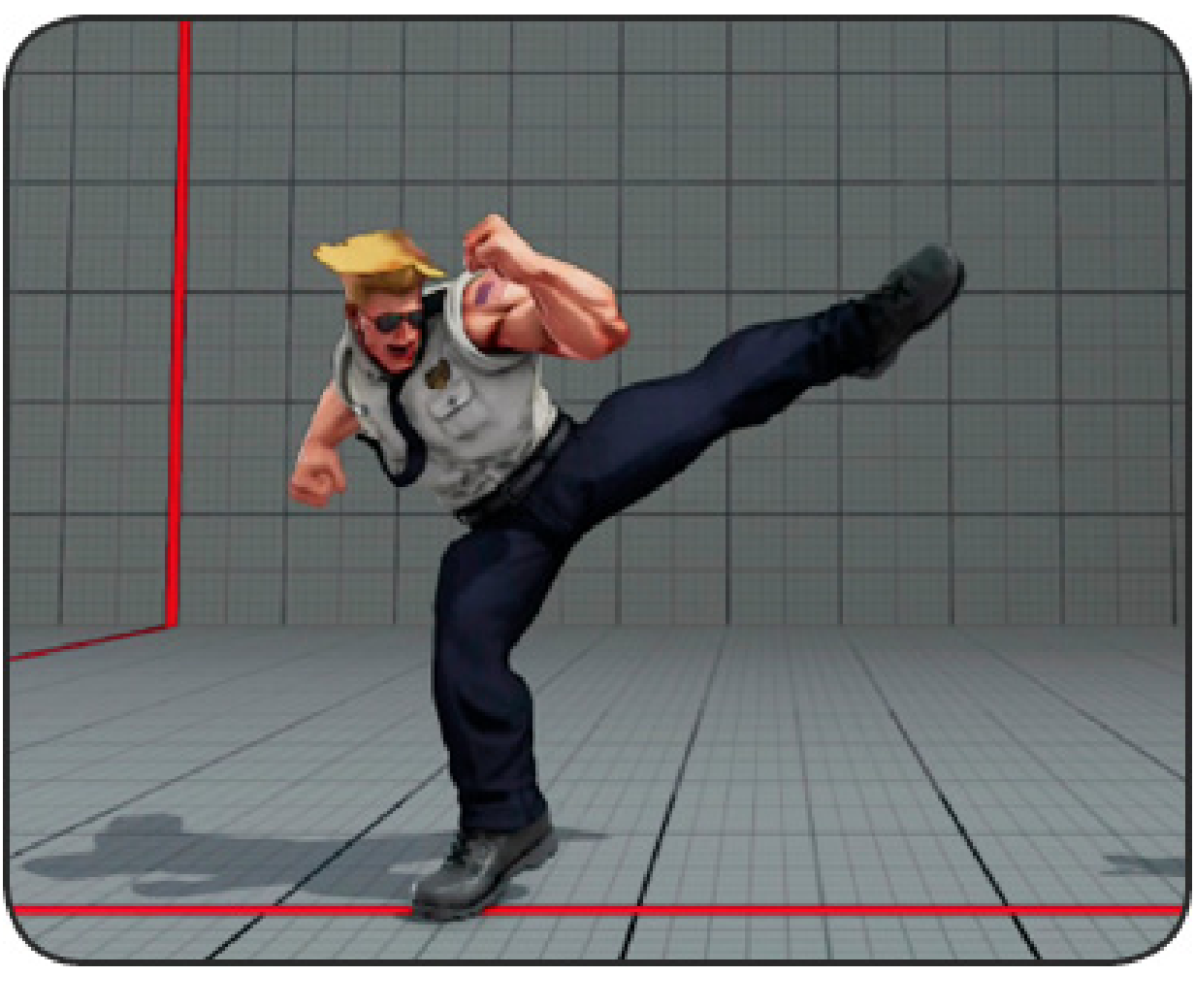
NOTES

Overhead

Straight Chop: A standard overhead attack in which Guile punches downward at the enemy. This must be guarded standing or it will hit cleanly. Even as a counter-hit, it doesn't afford link opportunities, so its sole purpose is as a check against an opponent's high guard. This is great if they're overly defensive, constantly sitting in crouch guard out of concern about your low-hitting crouching kicks. Straight Chop gains lots of value toward the ends of rounds against turtling, low-stamina foes where it can lead to "free" round closeouts. Straight Chop strikes in 21 frames, which is slow for a strike in general but fast for one that must be guarded standing. And, in a vacuum, while someone may be able to reaction-block overhead attacks like this one, in the middle of a match while they're worried about lows and Sonic Booms and jump-ins and so forth, it's a different story.

You can chain crouching MK into Straight Chop for a canned, low-high mix-up.

GUILE HIGH KICK ↘ + HK



STARTUP	12
ACTIVE	2
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-3
CANCEL	–
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

Launches foe into juggle state on hit

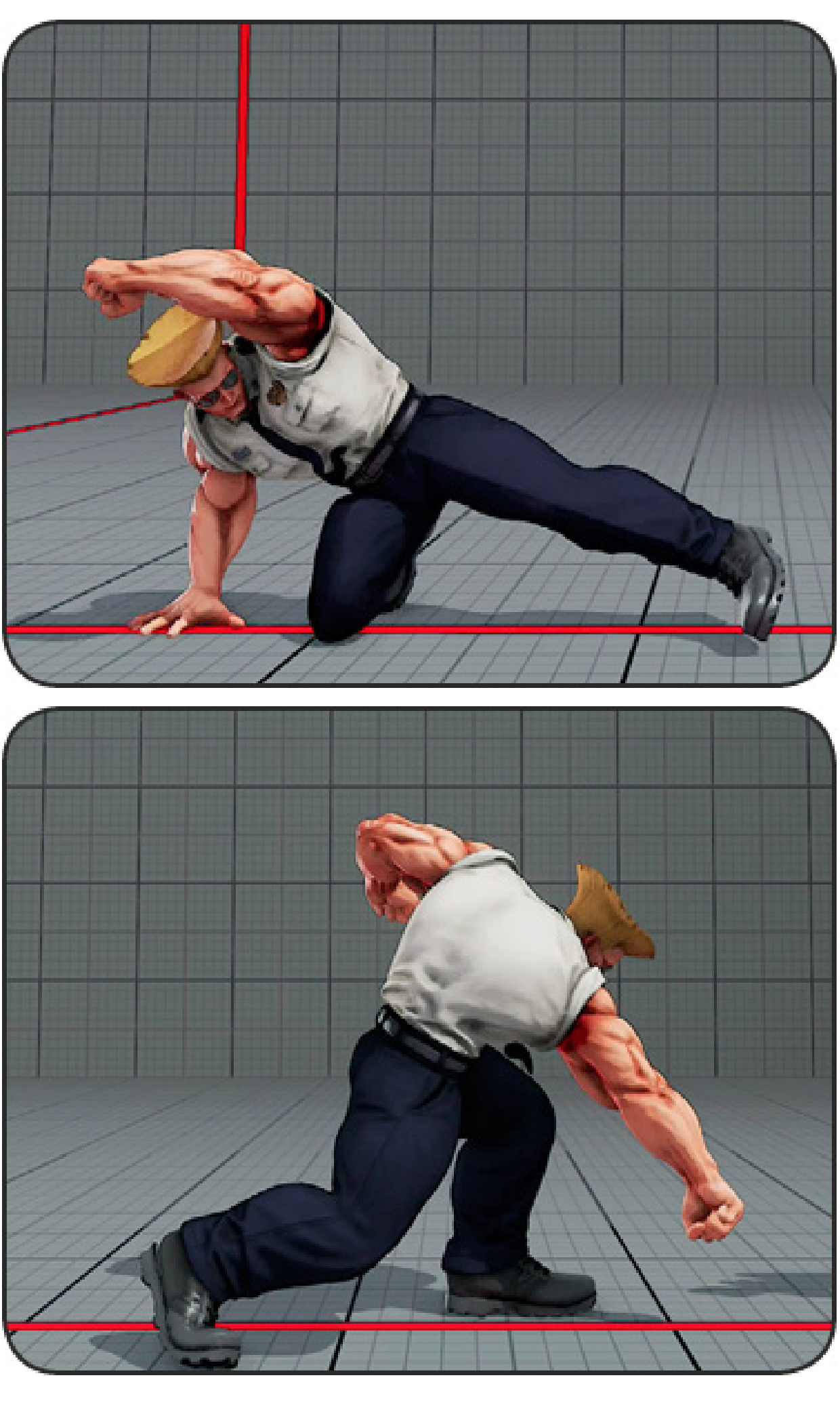
Guile High Kick: A high-hitting spin kick that whiffs over the heads of crouching characters. On hit, it launches the victim into a jugglable knockdown. (When it's guarded by a standing opponent, Guile is left at -3.) For an easy juggle after Guile High Kick, you can just Somersault Kick and the ↘ + HK command naturally builds in your head-start on down charging. You can also immediately begin a back charge after Guile High Kick, then juggle with Sonic Hurricane--meter permitting.

Guile High Kick can also be used to continue juggles from other attacks, like counter-hit standing HP. When using it as a poke, it's best applied when you expect your opponent to be walking or dashing, or used in advance when they may go for a throw (which puts them in a standing state). This requires premeditation, since Guile High Kick hits in 12 frames and most throws grab in five frames. You may still have enough advantage to go for this in a situation where they might be encouraged to throw (or tech throw) no matter what, like during okizeme or after they've blocked standing MP or Sonic Cross. In these situations, if they just crouch underneath your whiffed Guile High Kick, hopefully it's because they expected to block a poke like Rolling Sobat or a meaty Sonic Boom, so they sit there and you go unpunished, ready to attack up close.

Thanks to its high-profile hitbox and slightly delayed impact, Guile High Kick can also be a good counter to the wakeup option select sequence of: block low for a split second, then jump backward and input a throw tech command just off the ground. While waking up on defense, using this sequence will block incoming meaties, perform a late tech out of walk-up normal throws, and otherwise simply jump back with a whiffed jumping attack. Guile High Kick can naturally knock an opponent out of the backward-jumping part, with the side bonus that it will also launch them if they attempt to backdash instead.

With a hitbox that extends vertically a bit above Guile's foot up to past his knee, Guile High Kick is also great as an early anti-air when you have a real bead on the enemy's intent, along with time to get the kick out. When you have this much advance notice of the enemy's intent to jump in, you can also begin countering by jumping forward and air-throwing them on entry. Otherwise, when they leave you less time to react, not enough for Guile High Kick or preemptive air throw, you should rely on standing MK, crouching HP, and good old Somersault Kick for your anti-air needs.

DRAKE FANG CROUCHING MK ✕ → + MP



STARTUP	17
ACTIVE	4
RECOVERY	21
GUARD LEVEL	H
ON HIT	0
ON GUARD	-4
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

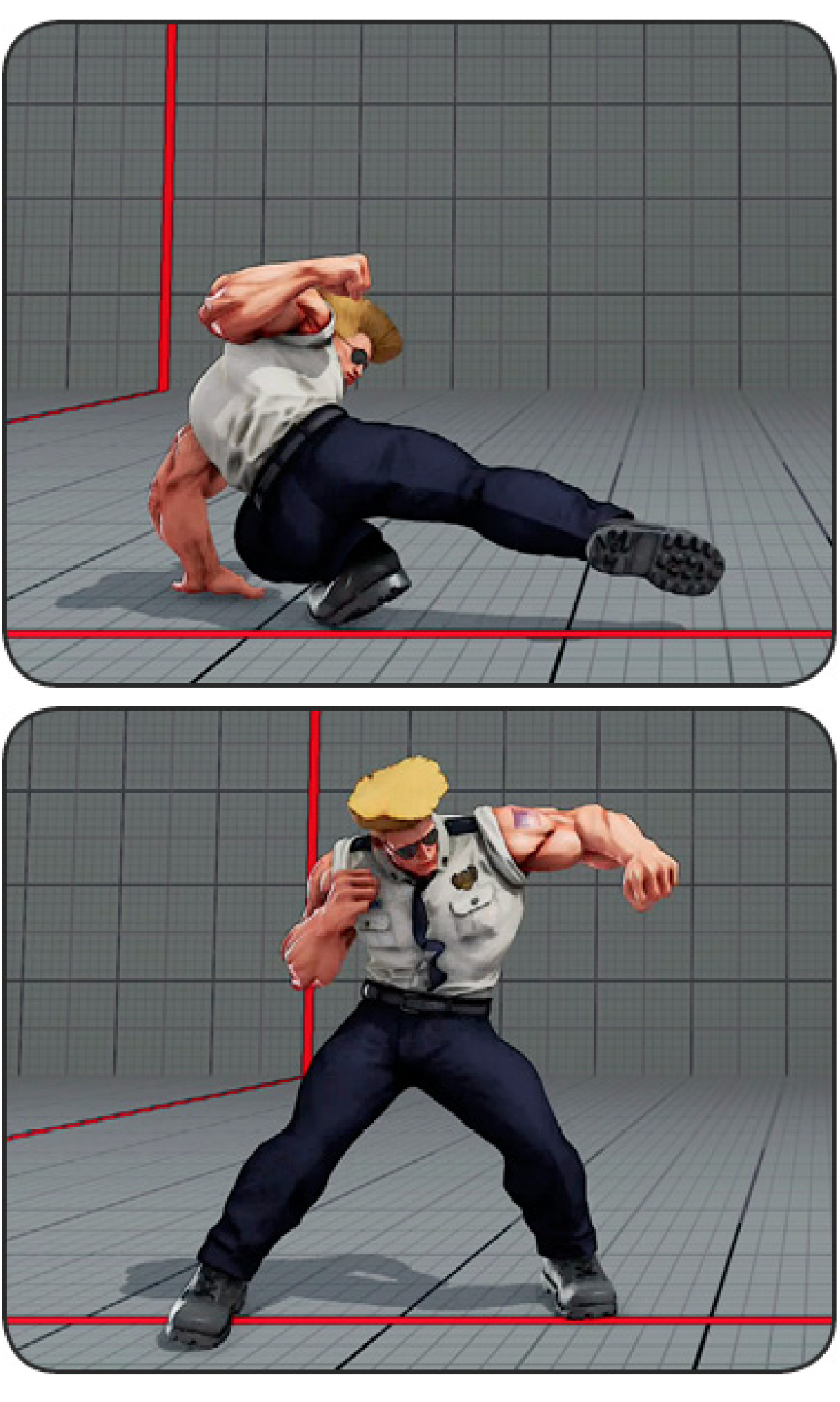
NOTES

Overhead

Drake Fang: A built-in way to give the enemy a low-to-high mix-up to deal with. Crouching MK is a seven-frame low poke that can be chained into Guile's Straight Chop overhead. If the sequence is guarded correctly, Guile's left in the same situation as after a standalone Straight Chop, at -4. On hit, he's earned some damage and a neutral up-close situation.

Straight Chop and crouching MK into Straight Chop are great for scoring occasional low-risk damage and making the enemy less confident in simply guarding low after your jump-ins, cross-ups, and LP Sonic Booms. Guile has a great jump-in, bread-and-butter confirm of cross-up LK or jump-in LP/HP to crouching LK chained to crouching LP into whatever. This forces the enemy to successfully guard standing, then immediately switch to crouching guard for the low hit. An immediate Straight Chop on landing can be "free" damage against someone who locks themselves on down-back after jump-ins, while an immediate crouching MK to Straight Chop chain throws them a high-low-high block series. If opponents start countering this mixup by initially blocking low, then always blocking high (which will block both the Straight Chop follow-up from crouching MK, the crouching LP chain from crouching LK, and will cause them to simply walk backward out of your range if you do your low tick without an immediate follow-up), mix in sequences where you get into striking range, then just pepper them with chained crouching LK until they're pushed away, which encourages them to stay in crouching guard more often.

BULLET REVOLVER CROUCHING LK ✕ MP



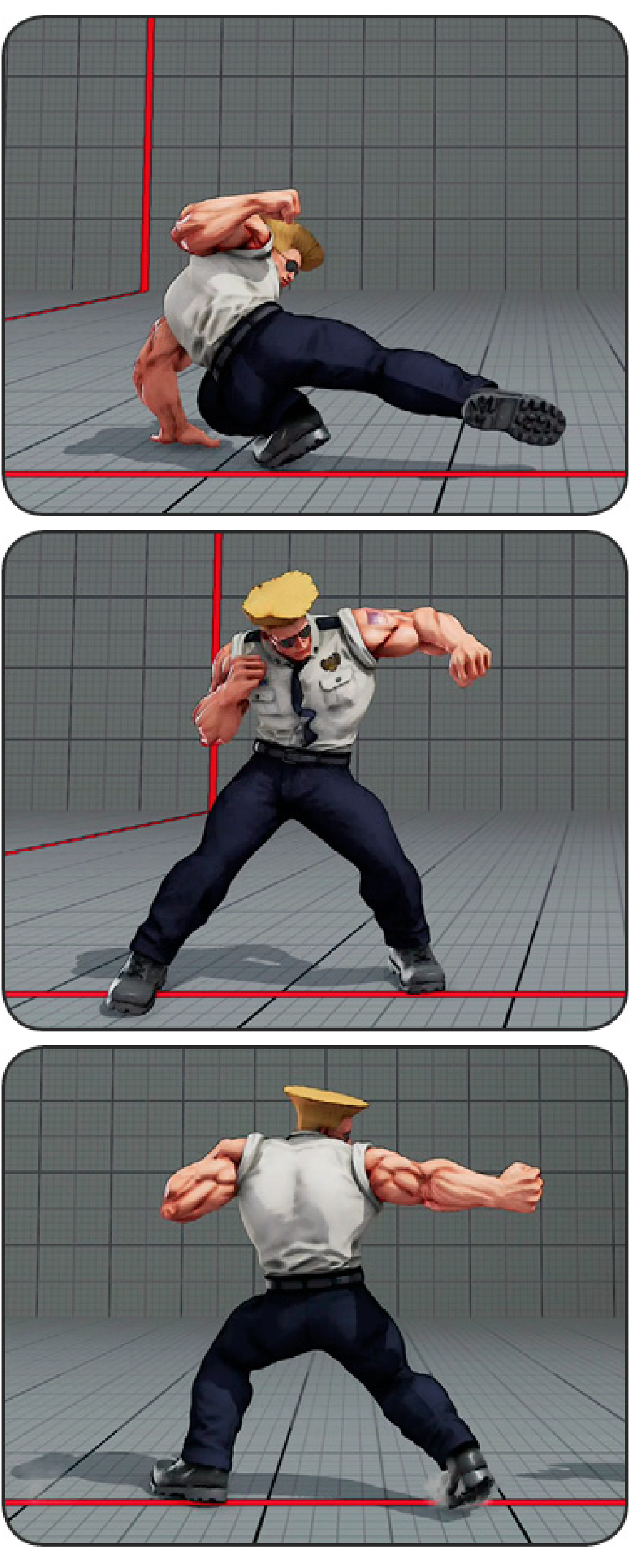
STARTUP	6
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-6
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

Bullet Revolver: Guile's three-part target combo consists of crouching LK chained to standing MP chained to a version of Spinning Back Knuckle that knocks down. As with standalone Spinning Back Knuckle, this requires a standing opponent for the third swing to connect. Bullet Revolver means you have a knockdown finisher option without charge or meter anytime you're at +4 or better up close. (You can also perform standing MP chained to Spinning Back Knuckle without the lead-in crouching LK. This can be used for damage and a knockdown anytime you're at +5 against a standing target.) You can get more damage from combos into charge moves, but that's the point of keeping Bullet Revolver in mind--you won't always have charge ready. Attacks that afford a Bullet Revolver link opportunity after a close-range hit include standing MP, standing HP (which forces standing, guaranteeing the Spinning Back Knuckle portion hits and knocks down), standalone Spinning Back Knuckle, any non-EX Sonic Boom, and the target combo Taurus Combination. On counter-hit, Rolling Sobat and Reverse Spin Kick work as lead-ins, too.

Bullet Revolver is a versatile tool but needs some qualifiers. For starters, crouching LK has great reach but standing MP doesn't, so it's possible to chain crouching LK from outside of close range, making standing MP whiff. Further, the version of standing MP and Spinning Back Knuckle that exists within this target combo is punishable by full combos on block. By itself, standing MP leaves Guile at +3 when guarded, making it one of Guile's best close-range pokes in terms of frame advantage (along with standing LP). Chained from crouching LK, though, standing MP leaves Guile at -6 on block, a difference that's just night and day. And Regular Spinning Back Knuckle is only -1 on block, but it's a whopping -8 at the end of Bullet Revolver.

Whether this is important or not depends more on your opponent than you, but it helps if you can estimate their awareness and make an educated guess. A high-information, fast-reacting player will know that normal moves chained within target combos are worse off on block than their standalone poke versions and may try to punish or regain initiative accordingly. (Did you hear that, anyone tired of blocking R. Mika's standing LK ✕ standing MP chain?) You may actually trick this kind of player into overcommitting on a punish with a slight delay, so that, for example, you just perform fully-recovered, crouching LK into unchained standing MP. This turns what they think is a -6 punish situation into a potential +3 frame trap for you. On the other hand, a low-to-medium info player (or a slow-reacting one) won't realize any of this is even a mix-up, so you'll actually be wasting your own mental effort attempting to apply it.

BULLET REVOLVER 2 CROUCHING LK ✕ MP ✕ → + HP



STARTUP	10
ACTIVE	3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

BULLET REVOLVER 3 STANDING MP ✕ → + HP

STREET FIGHTER

Guile

Normal Throws

DRAGON SUPLEX LP + LK

STARTUP	5
ACTIVE	2
RECOVERY	25
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	130
STUN	200
METER GAIN	100

Dragon Suplex: Guile grabs the enemy in a full nelson, spins around, and backdrops them viciously. This moves the victim about 80 percent of a screen forward, toward the corner. Guile ends up just short of a dash's distance away from them. He will have comfortable frame advantage of +10 after the knockdown, but not enough to safely jump or dash in against a quick riser, either of which leaves you no better than -8, easily countered. It's best to either put out a Sonic Boom to greet their wakeup and transition back to the usual zoning/Sonic Boom-trailing game. Or, if you want to be more aggressive, just exploit Guile's forward walk speed and walk all the way in as they quick rise. At least this still lets you block at a moment's notice, while dashing or jumping in aggressively sure don't.

JUDO THROW ↩ + LP + LK

STARTUP	5
ACTIVE	2
RECOVERY	25
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	120
STUN	170
METER GAIN	80

Judo Throw: Guile grabs around the enemy's lapel and neck area and turns, hefting them up on his back before body-slamming them down behind him. The post-throw positioning and frame situation are excellent, with Guile just one body-length away at +13 against a quick-rising foe. The tradeoff is that back throw does less damage and stun than forward throw, while gaining less EX gauge, too. But the positioning can be worth it to keep the close-range pressure up on someone whose defense you've cracked. Back throwing is also great for getting you out of corners while planting the opponent there.

FLYING MARE LP + LK

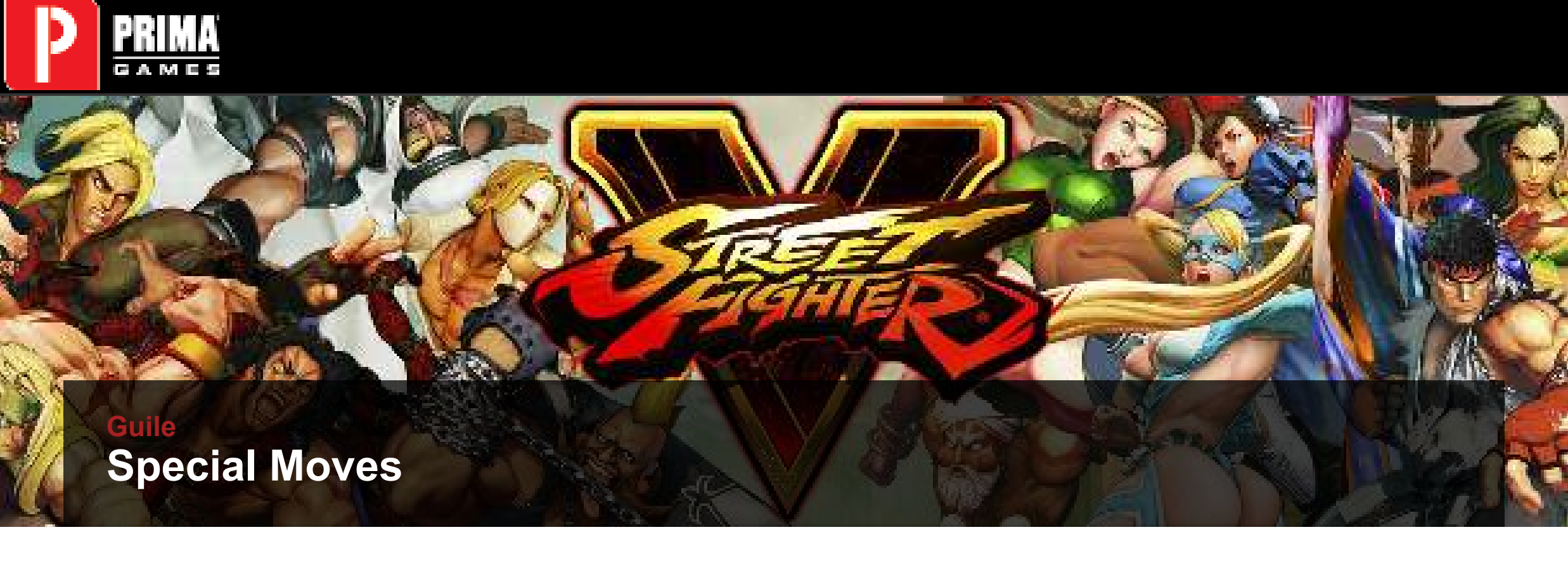
STARTUP	5
ACTIVE	2
RECOVERY	25
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	130
STUN	170
METER GAIN	80

Flying Mare: Catching the opponent out of midair with a clothesline, Guile hurls them diagonally down-forward to the ground. Guile falls straight down, landing nearby with tons of frame advantage. (Against a quick-rising adversary, +29 on landing, +11 after an immediate forward dash.) There is time to jump-in or dash forward against a quick-rising foe, so landing a forward throw pretty much guarantees at least temporary tempo advantage. As compensation, it deals a little less damage and stun than backward air throw, though.

FLYING BUSTER DROP ↩ + LP + LK

STARTUP	5
ACTIVE	2
RECOVERY	25
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	140
STUN	200
METER GAIN	100

Flying Buster Drop: Guile snipes the target out of the air and drops straight down, brutally slamming their back on his shoulder upon landing. From here, he lets them fall into a backdrop while spinning to face them, switching sides. If they quick rise, Guile is at +1 upon landing, about 50 percent of the screen away. This is a negligible distance, so don't press an immediate attack after this throw unless you confirm that they do not quick recover. Forward air throw is generally the better choice for the vastly better follow-up potential, but backward air throw as anti-air can help you escape corners fast.



Guile

Special Moves

LP SONIC BOOM CHARGE ←, → + LP

STARTUP	10
ACTIVE	–
RECOVERY	28
GUARD LEVEL	HL
ON HIT	8
ON GUARD	1
CANCEL	CA/VT
DAMAGE	50
STUN	50
METER GAIN	10/20/10

NOTES

1-hit projectile hitbox; advantage on hit is +10 with V-Trigger active

MP SONIC BOOM CHARGE ←, → + MP

STARTUP	10
ACTIVE	–
RECOVERY	28
GUARD LEVEL	HL
ON HIT	8
ON GUARD	1
CANCEL	CA/VT
DAMAGE	50
STUN	50
METER GAIN	10/20/10

NOTES

1-hit projectile hitbox; advantage on hit is +10 with V-Trigger active

HP SONIC BOOM CHARGE ←, → + HP

STARTUP	10
ACTIVE	–
RECOVERY	28
GUARD LEVEL	HL
ON HIT	8
ON GUARD	1
CANCEL	CA/VT
DAMAGE	50
STUN	50
METER GAIN	10/20/10

NOTES

1-hit projectile hitbox; advantage on hit is +10 with V-Trigger active

EX SONIC BOOM CHARGE ←, → + P P

STARTUP	11
ACTIVE	–
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	4
CANCEL	–
DAMAGE	50/50
STUN	50/50
METER GAIN	0/30/15/-300

NOTES

2-hit projectile hitboxx

Sonic Boom: The original projectile king returns with his most potent tool. Sonic Boom releases and recovers faster than any other projectile in the game. LP Sonic Boom travels very slowly, like it has since time immemorial, giving Guile a path-clearing shield to dash, jump, or walk in behind. The HP version travels fastest, the better to clash earlier with incoming projectiles (pushing your screen control forward) or to clip jumping characters just as they leave the ground. Also, a faster-traveling Sonic Boom will either leave the screen earlier or encounter the enemy/their projectile first, allowing you to throw another Sonic Boom sooner, since you can only have one Sonic Boom onscreen at once. The MP version is in between. All versions share damage and frame data, so the only consideration is travel speed. The EX version travels faster, hits twice, and knocks down on contact, although at a cost of a stock of EX gauge.

SONIC BOOM HURTBOXES

Besides Sonic Boom's speed, Guile's hurtboxes during the move help make it dominant.

When Ryu throws a Hadoken, he steps forward, extending his hand and feet hurtboxes nearly two character lengths forward. This makes Ryu vulnerable to getting counter-poked during windup and it makes him worse at canceling out incoming opposing projectiles late, since he'll probably just step forward and eat the fireball as a counter-hit. Since his foot extends a hurtbox forward, Ryu's also vulnerable to eating a long-reaching, low poke/sweep as he winds up a Hadoken.

Next, Nash: When Guile's old friend throws a Sonic Boom, he barely steps forward at all and Nash's extended fist hurtbox is projectile-invulnerable. (Nash does not extend a foot hurtbox forward at all.) This means that Nash is less likely to get hit by incoming fireballs or long-reaching attacks during his Sonic Boom release, which makes Sonic Boom itself a better close-to-mid-range poking tool than Ryu's Hadoken.

Finally, Guile: during his Sonic Boom windup, Guile barely steps forward, slightly less even than Nash. Guile extends both a fist and a foot hurtbox slightly forward during his Sonic Boom windup, but both of these hurtboxes are projectile-invulnerable. Finally, Guile's Sonic Boom projectile hitbox initially appears and reaches farther away from Guile's body than with Ryu or Nash. The sum of all these small factors explain why Guile's Sonic Boom is subtly better than other SFV projectiles.

Sonic Boom is Guile's most important and defining attack. With its infinite range, variable travel speed, and quick release and recovery, it's more a poke for Guile at close to mid range than even his actual normal moves. When in doubt, throwing a Sonic Boom is rarely an unjustifiable error. The best, most intense Guile players often make it into a kind of mini-game for the audience, counting all the Sonic Booms per round to the extent that more casual, less serious fans often don't even understand the intricacy of what's going on and complain that Guile players "just throw fireballs." Attention aspiring Guile players: ignore that and let your Sonic Boom flag fly. Sustain yourself on the tears of players complaining about fireball spam.

That said, SFV includes more built-in ways for opponents to circumvent your fireball onslaught than ever. Just like it was always paramount in previous SF games to guess when your mid-range Sonic Booms would get you jumped on, it's now crucial to be aware of when your opponent is looking to use canned anti-fireball counters. (Obvious examples include Karin's HP Ressenha and EX Sappo dash, F.A.N.G's Nikankyaku "slip" dash, M. Bison's Psycho Reflect, Dhalsim's slide kicks and instant "tiger knee" Yoga Teleport, R. Mika's EX Shooting Peach, Alex's EX Slash Elbow, and Ryu and Ken's Tatsumaki Senpukyaku, among others.) When you sense a big anti-fireball move coming, refrain from throwing a Sonic Boom and instead either preempt their attempt or be ready to counter it. Guile's forward walk speed is also among the best in the game. When opponents are busy waiting for Sonic Booms to dodge, absorb, or counter, you can simply walk forward aggressively.

Non-EX Sonic Booms leave Guile with a frame advantage of +8 on hit, more than enough to link several things if you're close enough. (On guard, Sonic Booms leave Guile at +1.) Close positioning to actually link after Sonic Boom on hit is most likely when hitting a cornered enemy, or when you chase them down with the cover of an LP Sonic Boom and arrive at the target at the same time. Following LP Sonic Boom and attacking alongside it or mixing up right after it is as much a part of Guile as the hairdo. It's +1 when guarded on the first frame from blockstrings and point-blank, but when you throw LP Sonic Boom and walk/jump after it, it might as well be +∞.

You can plow in just after Sonic Boom hits with well-spaced Knee Bazooka, or rush in and tack on Reverse Spin Kick alongside it. You can go for an overhead with Straight Chop, or a low-high strike with crouching MK to Straight Chop. From up close, you can jump forward and go for cross-up LK, or (more deviously) empty jump into crouching LK upon landing. You can also wait out blockstun from LP Sonic Boom, then go for a normal throw (or Guile High Kick, if you think they'll respond to a throw threat by jumping or backdashing). You can walk up and make Sonic Boom into the first part of a blockstring with meaty standing MP or Spinning Back Knuckle, which shifts where they must actually watch out for your mix-up slightly later, giving them a different look. Additionally, you can simply throw another Sonic Boom when one is blocked, too. When you sense your opponent will try hard to take back initiative from your Sonic Boom setups, you can temporarily shut it down and creep forward with crouch-walk, building down charge and advancing very slowly. If they did end up picking that moment to surge forward, it's simple to react with Somersault Kick.

EX Sonic Boom is good as a sudden tempo-shifter. It can nail dashes from half the screen away, catch opponents jumping around carelessly at far distances, blow through one-hit fireballs (or neutralize two-hit ones), and crush most single-point armored moves. The chip damage it deals can also add up, although you still need an honest hit to close out a round (or a Critical Art chip victory, which you won't get if you're throwing EX Sonic Booms). Using EX Sonic Boom in hit-check combos also gives you combo potential in places where you've gathered back charge but not down-back, most notable after a close-range frame trap/hit-check of standing MP to standing LP. Sonic Hurricane and EX Somersault Kick both have plenty of valid uses too, so you should get a feel for when the surprise speed and knockdown ability of EX Sonic Boom make it worth spending the meter.

When you build your game around Sonic Boom pressure and control, you can become exhausting to fight against. Patient challengers will adjust, carefully walking forward and avoiding Sonic Booms with low-risk tactics, or just blocking them. If they're careful, they may eventually back you into a corner where a lot of Guile's main strength (how quickly he throws a fireball that he charges by walking backward) shrinks with nowhere to backpedal. Patient players will also look for places in your zoning that are repetitive or predictable, so they can take calculated, explosive risks that might blow you open. Stay alert, hold your ground, and throw Sonic Booms off-rhythm, or when you have heavy position or tempo advantage.

However, impatient challengers will happily (seemingly) skewer themselves on Guile if you pester them with persistent Sonic Booms. Guile is very well-equipped to counter attempts to move in from the front around his Sonic Boom wall. The more you anti-air opponents jumping in or feed Spinning Back Knuckle to someone rushing in too eagerly on the ground, the more desperate they may grow, increasing their willingness to make huge gambles to get in. Keep calm and Sonic Boom.

SONIC BOOM EXECUTION

The one large caveat to all this is that Guile's Sonic Boom is a charge move, while Nash and Ryu (and Ken and others) can throw projectiles using motions without advance notice. Guile's projectiles require some premeditation, like when using F.A.N.G's Nishikyu or M. Bison's EX Psycho Blast (also charge projectiles). Use a trick as old as SFII to keep up in the projectile game by performing Sonic Booms by going from holding back (or down-back) to tapping forward as briefly as possible then returning to back charge, all before actually hitting the button for the desired move. So hold ←, then quickly →, ← + P (while holding ← anew). You have a little bit of leeway between when you finish the charge move's required directional inputs and when you finalize them with a button press, so you can actually get a head-start on the next move's charge prerequisite! Especially when throwing projectile after projectile to keep up with the enemy's fireball barrage, or when boldly using mid-range Sonic Booms one after another in footsies, being able to produce another Sonic Boom the instant a previous one disappears goes a long way toward cementing screen control for you.

There are positions and matchups in which if you use this trick, you'll keep up in fireball wars/footsie contests, but if you don't, you'll quickly lose ground in fireball clashes, or give up poking tempo advantage. Some corner combos involving multiple Sonic Booms are more consistent with this trick, since you get more charge time in between links from the same sequence of actions.

By throwing a Sonic Boom immediately after the recovery of Guile's Sonic Blade V-Skill, you'll create a special Sonic Boom called Sonic Cross. Sonic Booms are also slightly improved during V-Trigger, with two fewer recovery frames. During V-Trigger, you can also chain Sonic Boom into Sonic Break, Guile's V-Trigger-only Sonic Boom variant. Sonic Boom. Sonic Boom. Sonic Boom.

LK SOMERSAULT KICK CHARGE ↓, ↑ + LK

STARTUP	4
ACTIVE	13
RECOVERY	23+13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31
CANCEL	CA
DAMAGE	120
STUN	200
METER GAIN	30/50/30

NOTES

Frames 1-3 upper-body and projectile invincible; airborne on fourth frame; frames 4-6 fully invincible; damage drops to 80 starting on third active frame; Critical Art-cancelable for first three airborne frames

MK SOMERSAULT KICK CHARGE ↓, ↑ + MK

STARTUP	5
ACTIVE	12
RECOVERY	23+13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31
CANCEL	CA
DAMAGE	120
STUN	200
METER GAIN	30/50/25

NOTES

Frames 1-4 upper-body and projectile invincible; airborne on fifth frame; frames 5-7 fully invincible; damage drops to 80 starting on third active frame; Critical Art-cancelable for first three airborne frames

HK SOMERSAULT KICK CHARGE ↓, ↑ + HK

STARTUP	6
ACTIVE	12
RECOVERY	23+13
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31
CANCEL	CA
DAMAGE	120
STUN	200
METER GAIN	30/50/25

NOTES

Frames 1-5 upper-body and projectile invincible; airborne on sixth frame; frames 6-8 fully invincible; damage drops to 80 starting on third active frame; Critical Art-cancelable for first two airborne frames

EX SOMERSAULT KICK CHARGE ↓, ↑ + K K

STARTUP	4
ACTIVE	12
RECOVERY	23+17
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-37
CANCEL	–
DAMAGE	150
STUN	100/100
METER GAIN	-300

NOTES

Frames 1-9 fully invincible; airborne on seventh frame; damage drops to 60/60 starting on third active frame

Somersault Kick: Guile's flipping vertical kick, often also called "Flash Kick." (It's sometimes called Somersault Shell also, but that's officially the name of Charlie Nash's Flash Kick in certain games.) Guile bursts upward, striking the air in front of and slightly above him at first, before flipping to kick at a 180 degree arc aimed upward.

Somersault Kick is a downward charge move, like F.A.N.G's Nishikyu or M. Bison's Head Press. You can begin to build a charge just in case in many situations. For example, you may snap to down-back immediately after starting a forward dash or jump, or just after poking up close with standing HP or Taurus Combination. In this way, you can start building charge fast enough to enable hit-check combos like standing HP ▷ crouching MP ⊠ Somersault Kick, or standing LK ⊠ standing MK ▷ crouching LP ⊠ Somersault Kick. Holding down-back also builds up a Sonic Boom charge, and auto-blocks low- and mid-hitting moves. If you don't care about either of those for whatever reason, you can charge with down-forward, engaging Guile's unique crouch-walk.

Somersault Kick is an anti-frontal, anti-jump, combo-finishing attack. Somersault Kick is generally ineffective against well-timed cross-ups, a problem Guile players have had to deal with forever. Either go for LK/EX Somersault Kick as late as possible versus cross-ups, or don't bother at all, and just block. (If you're extremely pressured, you can block and then V-Reversal, but they can anticipate this and cross-up into immediate blocking/throwing to thwart this escape tactic.)

Each non-EX version of Somersault Kick deals the same damage and proceeds through the same general stages–the difference is that heavier versions of Somersault Kick travel farther forward, while hitting slightly slower. Non-EX Somersault Kicks have an initial period of projectile and upper-body invincibility leading to the first active hitting frame. This means that meaty strikes will snuff out Somersault Kick startup, preventing it from being used as a true reversal. Hits against his startup will also put him into grounded hitstun–he isn't airborne until the attack is active. Starting on the first active frame, which is directed forward, Guile is completely invincible for three frames. This assures that, within that window, he'll cleanly beat out any incoming frontal/jump-in attack, unless it has invulnerability that outlasts Somersault Kick's.

It also means that HK/EX Somersault Kick will cleanly beat out mid-range projectiles, if the projectile thrower is within about 32 percent screen distance. HK Somersault Shell reaches farthest forward on the ninth frame after activation; EX Somersault Shell reaches farthest forward on the seventh frame after activation. You can practice getting used to the precise ranges by using Training Mode to set a dummy recording of fireballs with Ryu/Ken/Nash/Guile/Laura/Rashid/whoever. Then practice nailing their fireball release with HK/EX Somersault Kick from the max range. Do the same thing against different characters, since they have varying hurtboxes extended forward while throwing fireballs. While sniffing out mid-range fireballs as pokes, this is one place where it's good to inch forward with Guile's crouch-walk. Every little bit of forward movement adds up against opponents who are trying to precisely stay out of your poke/Somersault Kick range. The long horizontal reach of the heavier Somersault Kick variants also makes them great if opponents neutral jump too close. Again, get used to the right range so you don't get baited by neutral jumps that are just too far away.

Somersault Kicks make great combo enders because they afford lots of frame advantage to Guile. End combos with LK/MK Somersault Kick and Guile ends up at +22 after landing against a quick-riser, about a dash's length away. If you want to play it safe, you can immediately start throwing Sonic Booms as they get up. But if you want to switch gears and get aggressive, an immediate dash puts Guile at +5 against them at point-blank range, lots of time to set up any meaty okizeme on their wakeup. After HK Somersault Kick, the situation is a single frame better, at +23 without dashing, and +6 with an immediate dash. And EX Somersault Kick leads to +28 in place, +8 after immediate dash. Light attacks and standing MP are perfect meaties after non-EX versions into dash, but will actually whiff performed as soon as possible after EX Somersault Kick. The +8 after EX Somersault Kick into dash is a great place to go for counter-hit standing HP, if you're certain they'll go for a non-invincible attack on wakeup. Reverse Spin Kick is great after any Somersault Kick version into dash, since its throw- and low-dodging properties will kick in by the time a quick-rising foe can stick something out. (It will lose to quick, mid-hitting pokes, though, and reversals.)

The first few active frames of non-EX Somersault Kicks can be canceled into Sonic Hurricane even though Guile is airborne. Accomplish this by hit-checking while charging ↙, then canceling using a motion of ↗ + K ← → + P. On top of the heavy combo damage potential, this can also be good in blockstrings to chip out a low-stamina foe.

Guile

Critical Art

SONIC HURRICANE (AND SONIC TEMPEST) ← , → ← → + P

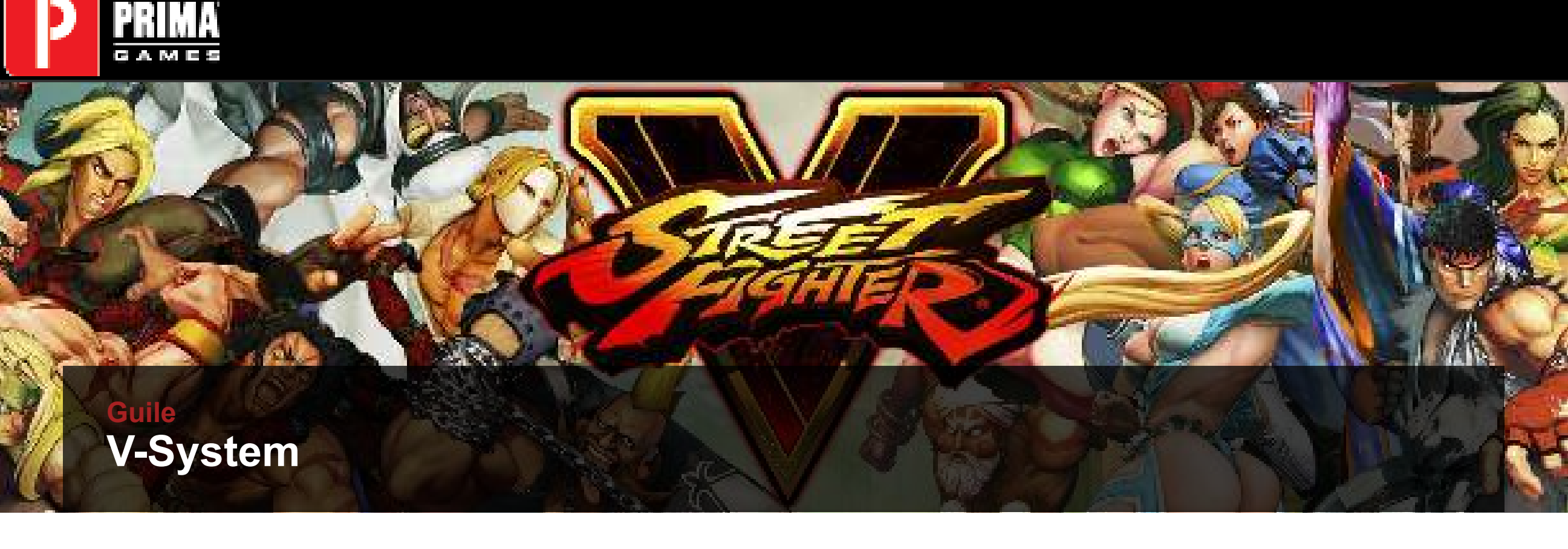
STARTUP	1+5
ACTIVE	Notes
RECOVERY	98
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-17
CANCEL	–
DAMAGE	320
STUN	0
METER GAIN	-900

NOTES

Frames 1-5 fully invulnerable; projectile hitbox active for 49 frames; Sonic Hurricane becomes Sonic Tempest during V-Trigger, gaining much more horizontal range; opponent gains 100 EX Gauge on hit

Sonic Hurricane (and Sonic Tempest): Guile rears back and hurls an enormous stationary Sonic Boom that takes up space for almost a full second. Sonic Hurricane hits from about 25 percent of the screen away from Guile's center of mass to about 60 percent of the screen's distance. So Sonic Hurricane itself covers just over 35 percent of the middle of the screen, a big chunk of prime real estate. Sonic Hurricane starts up six frames after activation, with one pre-freeze frame and five post-freeze, with the first five frames being invulnerable for Guile. It's possible to get hit on the frame during which Sonic Hurricane becomes active but still get the Critical Art off. (Surely, getting hit on purpose in this situation, so Guile recovers faster but the attack still starts hitting, will be featured in combo videos online very shortly.) The wide gap between Sonic Hurricane and Guile's "pushbox" at his center, which dictates how much foes can overlap with him without being pushed out, makes him susceptible to high-priority, point-blank attacks that start up just as he releases Sonic Hurricane. The ideal use for Sonic Hurricane is thus not as a close-range reversal, but as a mid-range, reactionary footsie tool. With a charge ready, you can react to all sorts of mid-range actions and projectiles with Sonic Hurricane to blow them away. It also works to cap off combos with a Critical Art. Sonic Hurricane connects from both Sonic Boom and Somersault Kick and can painfully juggle floating opponents, like after launching with Guile High Kick. It can also be used to finish combos from huge ranges when pushing victims away with strings of Sonic Break projectiles during Solid Puncher.

During V-Trigger, Sonic Hurricane becomes Sonic Tempest, an amplified version. The main characteristic is greatly enhanced coverage. Sonic Tempest whirls between about 20 percent of the screen from Guile's center to 70 percent of the screen away. The total horizontal ground coverage is about 55 percent of the screen's width. This makes Sonic Tempest even better at all the things Sonic Hurricane is good for, and a lot less likely to get Guile nailed by something that came from too close/too far during Critical Art startup. Sonic Tempest also does 364 damage on a full hit compared to Sonic Hurricane's 328.



Guile

V-System

V-SKILL

SONIC BLADE MP + MK

STARTUP	18
ACTIVE	Notes
RECOVERY	31
GUARD LEVEL	HL
ON HIT	-5
ON GUARD	-10
CANCEL	–
DAMAGE	40
STUN	50
METER GAIN	V-Gauge: 0/50/25

NOTES

1=hit projectile active for 42 frames; cancel Sonic Blade recovery into Sonic Boom with correct timing for Sonic Cross

Sonic Blade: Here's where an older, wiser Guile starts to get interesting. Tap the medium strength buttons together to activate Sonic Blade, Guile's V-Skill. Guile does his usual double-fisted windup, then places a stationary Sonic projectile about 20 percent of the screen away. This single-hit, motionless projectile is active for 42 frames. In some ways it's like a floating F.A.N.G MK Ryobenda, creating a temporary shield in front of Guile. It will clash against single-hit projectiles that cross its path. Also, foes trying to advance from the ground will run into it unless they're using some move expressly designed to dodge (or plow through) projectiles, like Karin's EX Sappo dash or R. Mika's EX Shooting Peach.

Though it's good anti-ground movement and anti-fireball, Guile extends a foot forward during windup that is easy for opponents to counter-hit with pokes if they're nearby, thus preempting the projectile. Additionally, Guile's tall standing hurtbox coupled with Sonic Blade's small hitbox mean foes jumping in as Guile releases Sonic Blade will surely hit Guile before they fall on an active Sonic Blade and that trade is not in Guile's favor. Eighteen frames is slow for anti-air purposes anyway. Guile does recover 10 frames before the Sonic projectile disappears though, so you may be able to anti-air someone jumping in late over Sonic Blade with standing MK (7 frame startup), or LK/EX Somersault Kick (4 frame startup).

Apart from Sonic Blade's function as a temporary projectile wall, it's also part of the windup for Sonic Cross and it builds V-Gauge on hit or block.

SONIC CROSS
SONIC BOOM DURING SONIC BLADE RECOVERY

STARTUP	10
ACTIVE	–
RECOVERY	24-27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	11
CANCEL	–
DAMAGE	40+40(80)
STUN	50+50(100)
METER GAIN	50+50(100)V-Gauge: 0/40+40/40

NOTES

Recovery from Sonic Cross varies depending on when Sonic Blade was canceled into Sonic Boom; 2-hit projectile hitbox

Sonic Cross: Sonic Cross is produced by throwing a Sonic Boom through Sonic Break with the right timing. The end of Sonic Break's recovery can be canceled with Sonic Boom, giving you have plenty of time to charge up Sonic Boom during the command and windup for Sonic Break. The ideal cancel window is within frames 37-41 of initiating Sonic Break. Put another way, about 8-9 frames before it recovers normally, allowing Guile to walk/block/whatever. As normal, Sonic Boom will emerge 10 frames after input from wherever you cancel Sonic Break's recovery. Sonic Blade's stationary projectile continues to exist while you're winding up a canceled Sonic Boom, but then (with the proper timing) the lateral Sonic projectile sweeps up the stationary one and they travel forward tangled together.

Sonic Cross hits twice and causes a briefly jugglable knockdown. The hitbox for Sonic Cross is also twice as tall as for Sonic Boom or Break, making it harder to clear with jumps or arcing projectile-avoidance moves, for example Birdie's Bull Revenger. Sonic Cross is basically a variable-speed, "free" EX Sonic Boom, slightly less damaging with more windup, since you have to telegraph it with Sonic Blade. When you have time to get them out, LP, MP, and HP Sonic Cross are simply buffed-up cousins of equivalent Sonic Booms that happen to build V-Gauge. LP Sonic Cross, for example, is an even stronger projectile to trail than LP Sonic Boom. And EX Sonic Cross is a high-damage, three-hit version of EX Sonic Boom, like a fast version of Akuma and Gouken's three-hit fireballs in SFIV. Sonic Blade and Sonic Cross build V-Gauge instead of EX Gauge on hit or block.

EX SONIC CROSS
EX SONIC BOOM DURING SONIC BLADE RECOVERY

STARTUP	10
ACTIVE	–
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	17
CANCEL	–
DAMAGE	40+50+50(140)
STUN	50+25+75(150}
METER GAIN	V-Gauge: 0/40+30+30/50; EX Gauge -300

NOTES

3-hit projectile hitbox

V-REVERSAL

REVERSE BACK KNUCKLE WHILE BLOCKING, ← + P P P

STARTUP	1
ACTIVE	–
RECOVERY	5
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

NOTES

For 2000 frames, Sonic Boom recovery and Sonic Hurricane range are improved, and Sonic Break is possible

Reverse Back Knuckle: As with most characters, Guile's V-Reversal gives him another defensive outlet when under extreme pressure, but it's not foolproof. Attacks that recover quickly will allow opponents to block in time, or even allow them to throw you before the attack actually hits them. Plus, Guile's V-Trigger mode is expensive at three stocks, so being really conservative with V-Gauge is advised. Try to rely on blocking or calculated Somersault Kick gambles to get out of trouble.

V-TRIGGER

SOLID PUNCHER HP + HK

STARTUP	10
ACTIVE	–
RECOVERY	26
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
CANCEL	–
DAMAGE	40
STUN	40
METER GAIN	V-Timer: -350

NOTES

Consumes 350 V-Timer; cancelable into Sonic Break (derived)

Solid Puncher: This power-up state is inspired by the infamous hardware bootleg version of SFII's original arcade board called "Rainbow Edition" (which, if you've never seen it, really deserves tracking down footage online; there have even been some delightfully insane Rainbow Edition tournaments! If you're exceedingly lucky, a remaining bar, pool hall, or vintage arcade place near you might even have an ancient modded cabinet that still works). There's also a hint of a shout-out to the old V-ism/Custom Combo/A-Groove mechanics.

Guile's Solid Puncher V-Trigger amplifies his projectile dominance to the max. Upon activation, Guile sparks up electrified bracelets on both wrists and a 2000-frame (or 33-second) timer starts. While the timer is in progress, Guile's Critical Art's range is greatly expanded and he gains access to a new projectile called Sonic Break, detailed in its own entry after this one. His Sonic Boom recovery is slightly reduced, increasing Guile's projectile control in the neutral game, thus making links easier after Sonic Boom hits up close. (But note that Guile is not granted extra advantage after blocked V-Trigger Sonic Booms.)

The only bad thing about Solid Puncher is that it requires three V-Gauge stocks in order to activate it. Both Spinning Back Knuckle and Burn Straight (his fierce unique attacks) allow for relatively safe counter-hit fishing, which builds V-Gauge most quickly. Standing HP and his infamous two-hit crouching sweep also build lots of V-Gauge on counter-hit but are punishable if guarded. Use of Sonic Blade and Sonic Cross also contributes to V-Gauge. At least you're unlikely to need V-Reversal, easing the pressure to spend your gauge other ways, unless a 3-frame jab character is really in your grill and getting dizzied seems imminent.

When V-Gauge is full, you can treat V-Trigger activation the same as with almost every other character, using it as a hit-check. It's great for making close standing HP or crouching HP safe as otherwise risky, close pokes, or for preventing punishment after a blocked sweep (though you must cancel it from the first hit). You can also cancel Sonic Boom (normal or EX) into V-Trigger, giving Guile a very SFIV, FADC-like mix-up once per round. You can verify off a combo into Sonic Boom (still pretty much like using V-Trigger activation to confirm a combo with anyone; Sonic Boom → V-Trigger provides time to build enough charge to immediately link Sonic Boom into a Sonic Break chain post-freeze). Or you can finish a blockstring with a Sonic Boom and V-Trigger cancel it. From here, you can either begin a Sonic Break barrage post-screen freeze, or you can immediately dash/walk forward and go for a throw or fish with a hit-check. You can also simply play wait-and-see post-freeze if you expect them to attempt some grand reversal, potentially handing you a devastating reversal punish counter-hit opportunity.

DERIVED SONIC BREAK (FIRST FOLLOW-UP) HP DURING SONIC BREAK OR SONIC BOOM

STARTUP	10
ACTIVE	–
RECOVERY	23
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
CANCEL	–
DAMAGE	40
STUN	40
METER GAIN	V-Timer: -350

NOTES

Derived Sonic Break possible up to four times after V-Trigger Sonic Break or Sonic Boom; first follow-up Sonic Break depletes 350 V-Timer frames

DERIVED SONIC BREAK (SECOND FOLLOW-UP) HP DURING DERIVED SONIC BREAK

STARTUP	10
ACTIVE	–
RECOVERY	25
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
CANCEL	–
DAMAGE	40
STUN	40
METER GAIN	V-Timer: -300

NOTES

Starting with the second follow-up (third total projectile), V-Timer depletion reduces to 300

DERIVED SONIC BREAK (THIRD AND FOURTH FOLLOW-UPS) HP DURING DERIVED SONIC BREAK

STARTUP	10
ACTIVE	–
RECOVERY	27
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
CANCEL	–
DAMAGE	40
STUN	40
METER GAIN	V-Timer: -300

NOTES

Starting with the second follow-up (third total projectile), V-Timer depletion reduces to 300

EX SONIC BREAKDURING V-TRIGGER EX SONIC BOOM: HP X1-2

STARTUP	10
ACTIVE	–
RECOVERY	31
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
CANCEL	–
DAMAGE	40
STUN	40
METER GAIN	0/30/15/-300

NOTES

Up to two EX Sonic Breaks possible after EX Sonic Boom; each EX Sonic Break consumes 450 V-Timer but does not deplete EX Gauge

Sonic Break: In name, this is a call-back to Charlie's Sonic Break Super from the Street Fighter Alpha series, where Charlie followed a short combo with several Sonic Booms. In SFV function, Guile's Sonic Break is basically a mini-Sonic Boom, which depletes V-Timer when used. From a neutral position, you can perform Sonic Break by tapping HP + HK, no charge time required! When you have V-Timer to spare, this really frees up your ability to be mobile with Guile. You always have a fireball ready to go, even if you weren't prepared with a down-back or back charge. By holding ← or → when tapping HP + HK, you can throw a slower or faster Sonic Break, too.

Even more strikingly, though, during V-Trigger you can chain into Sonic Break repeatedly from any Sonic Boom or Sonic Break, simply by tapping more punch buttons repeatedly. For follow up Sonic Breaks, the punch button used determines the speed: tap LP for a slow Sonic Break, MP for a medium speed one, or HP for a fast Sonic Break. Within the same string of projectiles, you can change up the speed of each one, creating confusing sequences for the opponent. You can throw fast fireballs and tail them with slower ones (which enemies might land on if they jump the early, fast ones), or start out slow and progress to faster Sonic projectiles that catch up to earlier-thrown ones. Whether for varied zoning, blockstrings, or stuttering combos, this has myriad uses.

From Sonic Break, you can chain into up to four more Sonic Break projectiles. From Sonic Boom, you can also chain up to four follow-up Sonic Break shots. The advantage of starting with Sonic Boom is that it has a slightly better initial hitbox against mid-range pokes, and one fewer Sonic Break means you save a bit of V-Timer. Either way, you max out at a string of five projectiles.

Sonic Break by itself depletes 350 frames of V-Timer, reducing your total Solid Puncher time by just under six seconds. V-Timer is also depleted by 350 when chaining into the first follow-up (or "derived") Sonic Break from Sonic Boom or a "naked" Sonic Break. For potential third-, fourth-, and fifth-stage Sonic Breaks after the first follow-up, V-Timer is depleted by 300 per. A max salvo of Sonic Boom chained to four Sonic Breaks depletes 21.7 seconds from the total timer, while five Sonic Breaks in a row will deplete 26.7 seconds. The way to squeeze the most projectiles out of Solid Puncher is to always (if possible) start your Sonic barrages with Sonic Boom, since it doesn't deplete V-Timer, and is a superior projectile anyway.

Solid Break is flexible. It can be used as a sudden flurry, enabling you to fill the screen (or vastly extend a combo) with a parade of five consecutive projectiles, followed by a mini-flurry of 2-4 more. Or it can be used to add teeth to your fireball game over a long, tense period. Simply chaining Sonic Boom to a single Sonic Break doesn't deplete much V-Timer and can give you real screen control and tempo-shifting options. Sonic projectile timings can be varied wildly, since you can choose conflicting Sonic Boom and Sonic Break timings, like throwing LP Sonic Boom canceled to fast Sonic Break.

Sonic Break isn't quite the equal of Sonic Boom, though. It does slightly less damage, and its first active frame also appears back from Guile's extended hands, making it more likely to lose to midrange pokes.

If you begin with EX Sonic Boom, it can be chained into up to two EX Sonic Break projectiles. This drains the usual single stock of EX Gauge, then 450 frames of V-Timer (or seven seconds) for each EX Sonic Break you choose to throw. With up to six knockdown-capable projectile hitboxes tearing across the screen, Guile exerts total control of the ground.

Guile

Combos

Every effort is made to record combo damage accurately… but not quite as accurately as with frame data. Over time, as moves are tweaked here and there, exact combo damage may be off in places. (The print guide's combo damage errors where they exist, for example, are mostly because heavy-strength normals received a tiny, uniform buff on day one.) However, combo damage values are still useful to show general combo damage relative other options. Writing damage values down in the first place is just there to help decision-making, so you have an idea of your preferred situational combos before a match ever starts. Not many people are thinking "I should use the 346 option over the 320 option" during actual matches.

LOW HIT-CHECKS

COMBO 1

CHARGE ↓ , CROUCHING LK XX CROUCHING LP XX ↑ + K / K K
143 damage, 293 stun

CROSS-UP JUMPING LK INTO COMBO
166 damage, 329 stun

JUMP-IN HP/HK INTO COMBO
195 damage, 409 stun

Low hit-checks into Somersault Kick. Non-EX Somersault Kick can be canceled into Sonic Hurricane. Sonic Boom or EX Sonic Boom can also be used after the initial hits here. On a cornered target, you may opt for Sonic Boom combos since you can link if close enough. Attacking often with overhead jump-ins into crouching LK (conditioning opponents to expect to quickly block high then low) can open up many chances to mix them up with a jump-in attack into Straight Chop or an empty jump into crouching LK.

GROUNDED HIT-CHECKS

COMBO 2

STANDING MP, THEN LINK INTO EITHER:

CROUCHING LK XX STANDING MP XX → + HP
189 damage, 348 stun

–

WHILE CHARGING ← , STANDING LP XX → + HP / P P
127 damage, 203 stun

Up close, standing MP is Guile's best fishing/frame trap starter. On hit, you can link to standing LP or crouching light attacks. If you don't have charge built up, you can link Bullet Revolver after standing MP also.

COMBO 3

STANDING LK XX MK (IMMEDIATELY START CHARGING ↓ ▷ CROUCHING LP XX ↑ + K / K K
162 damage, 338 stun

Guile's target combo with kicks can be linked into crouching light attacks. Start charging down during Taurus Combination and you'll have time to link crouching LP and cancel it into Somersault Kick.

COMBO 4

STANDING HP (IMMEDIATELY START CHARGING ↓) ▷ CROUCHING MP, THEN CANCEL TO EITHER:

↑ + K / K K
230/254 damage, 400/400 stun

→ + P XX ← → + P (CRITICAL ART CANCEL)
398 damage, 280 stun (requires full EX Gauge)

→ + P ▷ HP + HK (IMMEDIATELY START CHARGING ↓) ▷ → + HP XX HP XX HP XX HP XX HP
260 damage, 384 stun (requires full V-Gauge)

Guile's beefiest link combo starter on normal hit. This is most appropriate when you've had a chance to verify that standing HP wasn't blocked, like against a dizzied opponent or after a clean jump-in HP or HK (like over a fireball). As a hit-check on its own, there's an unpleasantly large gap between blocked standing HP and anything you might immediately do, and standing MP is much better for that purpose.

JUMP-INS

COMBO 5

JUMP-IN HP OR HK (START CHARGING ↓), CROUCHING MP , THEN CANCEL TO EITHER:

→ + P / P P
184/224 damage, 280/320 stun

↑ + K / K K
240/264 damage, 400 stun

A simple combo off a jump-in hit. The Sonic Boom version requires no hit-checking, since it's safe if guarded. On a cornered enemy, links after Sonic Boom are possible if close enough. A confirmed Sonic Boom hit can also be V-Trigger canceled into a linked Sonic Break flurry, when V-Gauge is full.

GROUNDED COUNTER-HITS

COMBO 6

COUNTER-HIT STANDING HP, JUGGLE ↘ + HK (START CHARGING ↓), THEN JUGGLE EITHER:

↑ + K / K K
240/264 damage, 475 stun

→ ← → + P
424 damage, 315 stun (requires full EX Gauge)

Counter-hit standing HP launches the enemy into a jugglable state. Guile High Kick is tailor-made to continue the juggle while affording you the chance to build charge for a big finish. The best chances to land this are after whiffed invincible reversals, like Shoryuken or EX Ressenha or Guile's own EX Somersault Kick. On block it's punishable by an attentive foe, though you can cover this weakness at great cost (and finish with the same juggles) by canceling standing HP into Solid Puncher when counter-hit fishing.

COMBO 7

COUNTER-HIT → + HP , THEN LINK EITHER:

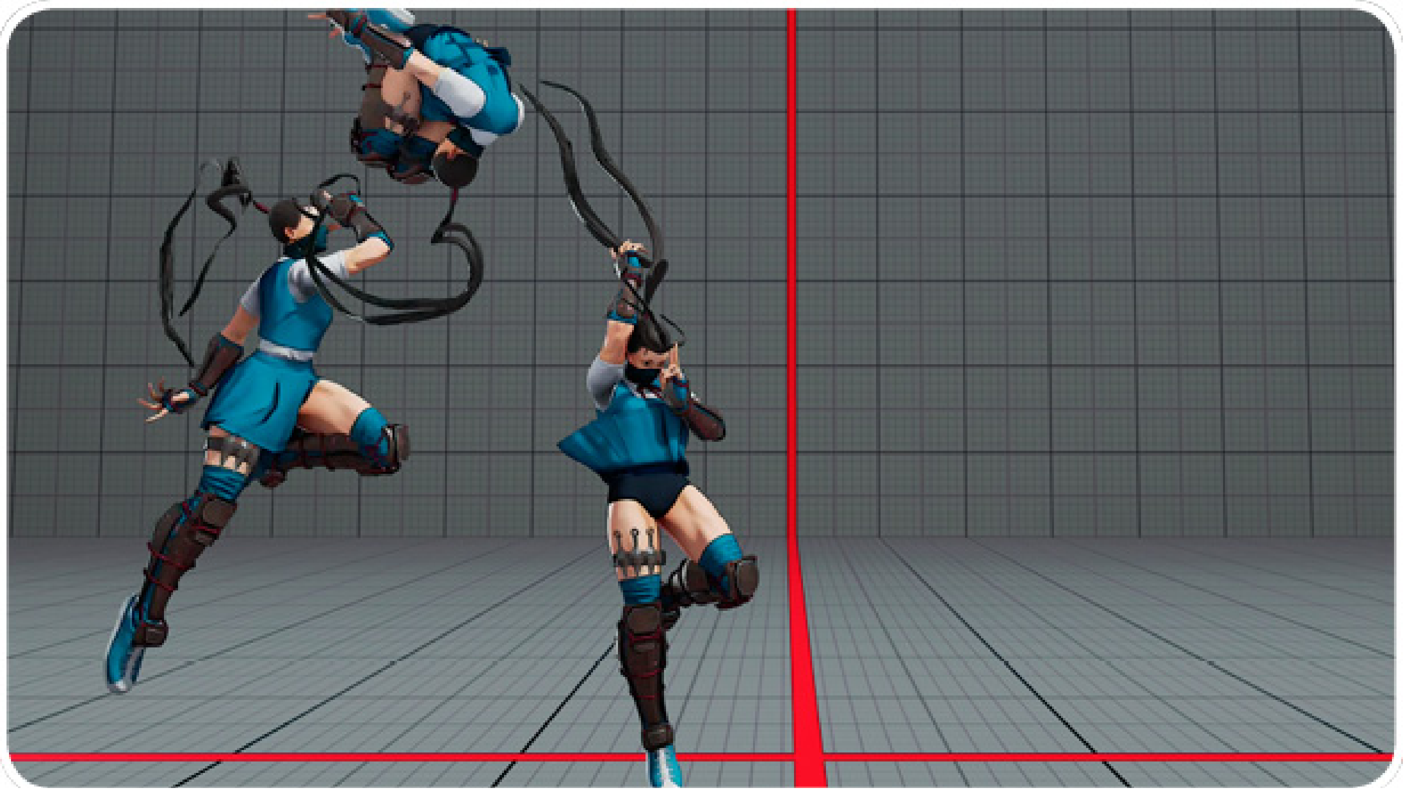
→ + HP
189 damage, 315 stun

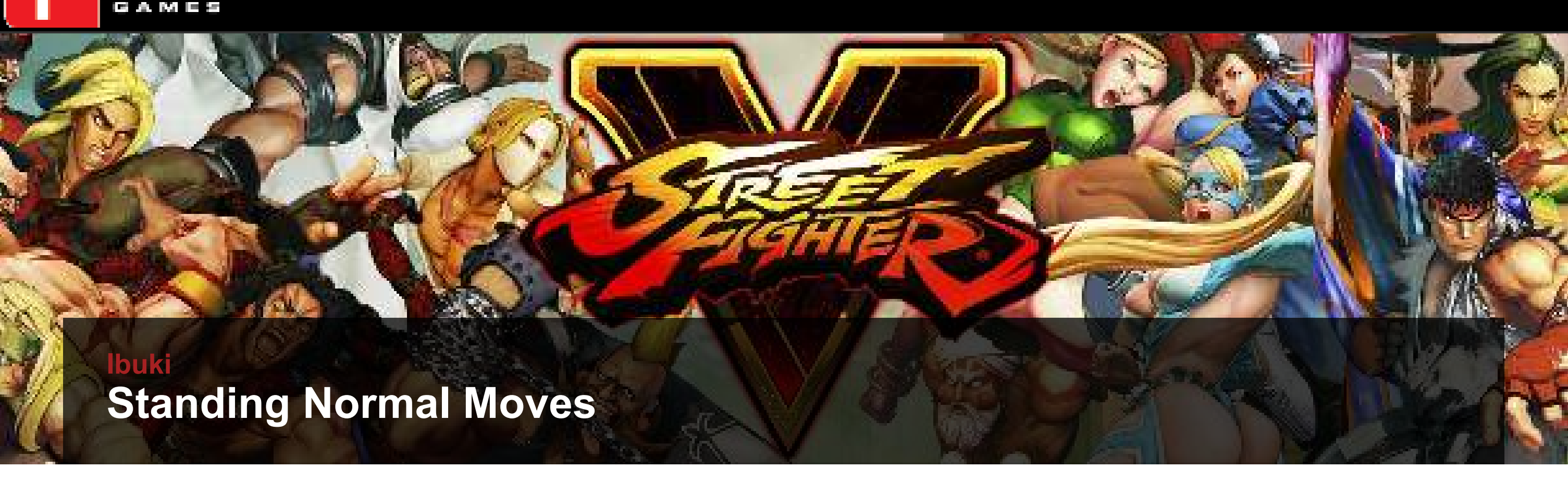
CROUCHING HK
189 damage, 315 stun

DASH, STANDING HP (START CHARGING ↓) ▷ CROUCHING MP XX ↑ + K
312 damage, 535 stun

Combos from counter-hit Spinning Back Knuckle, which causes the enemy to spin in place with greatly increased hitstun. There's so much that you can link after dashing forward, if you go right away.

You can also link with four-frame attacks after up-close Spinning Back Knuckle on normal hit, though you'll probably mostly be using this as a mid-range poke. Close-in backfist hits usual result from enemies dashing into it, in which case it registers as a counter-hit anyway.





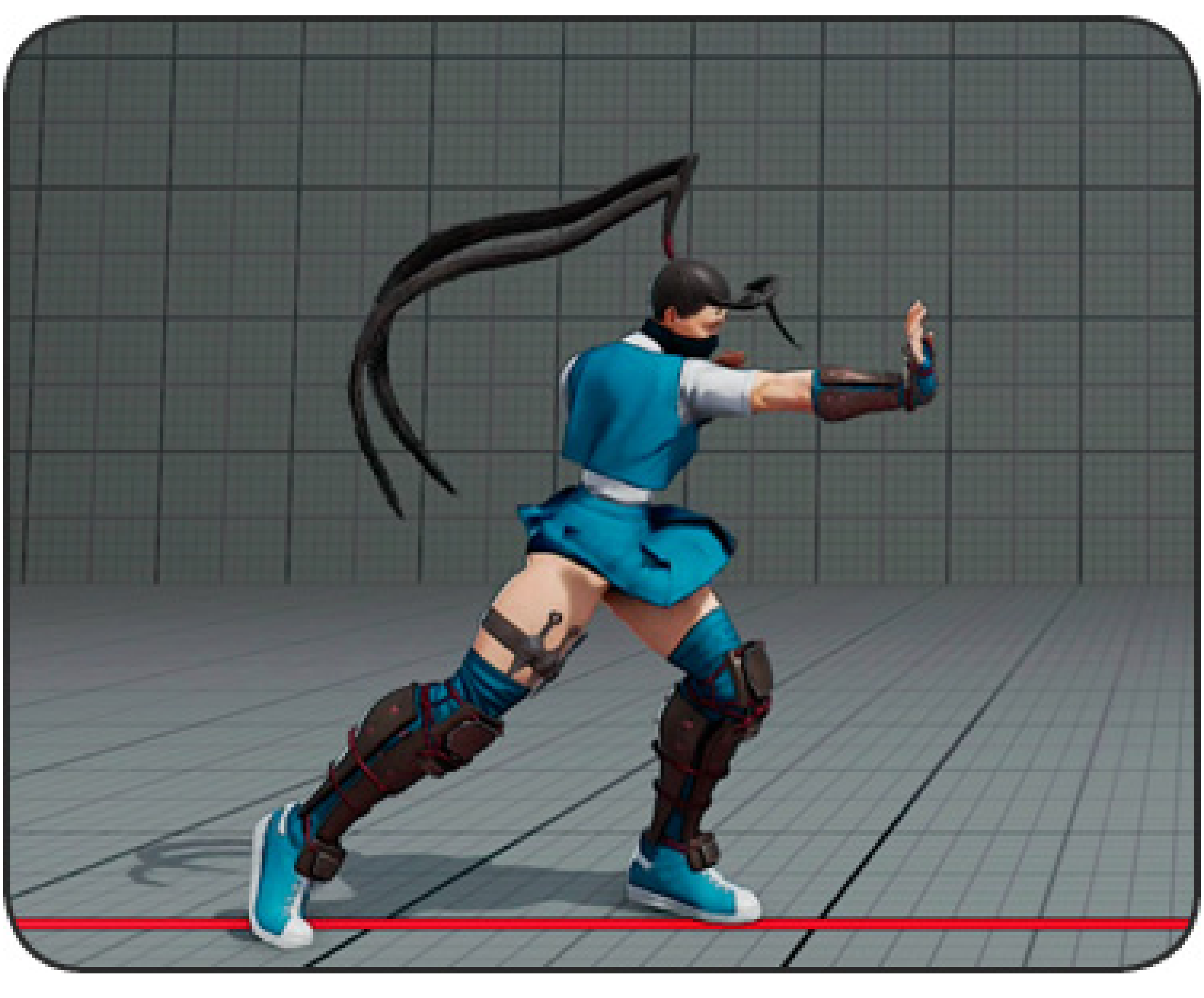
Ibuki

Standing Normal Moves

STANDING JAB LP

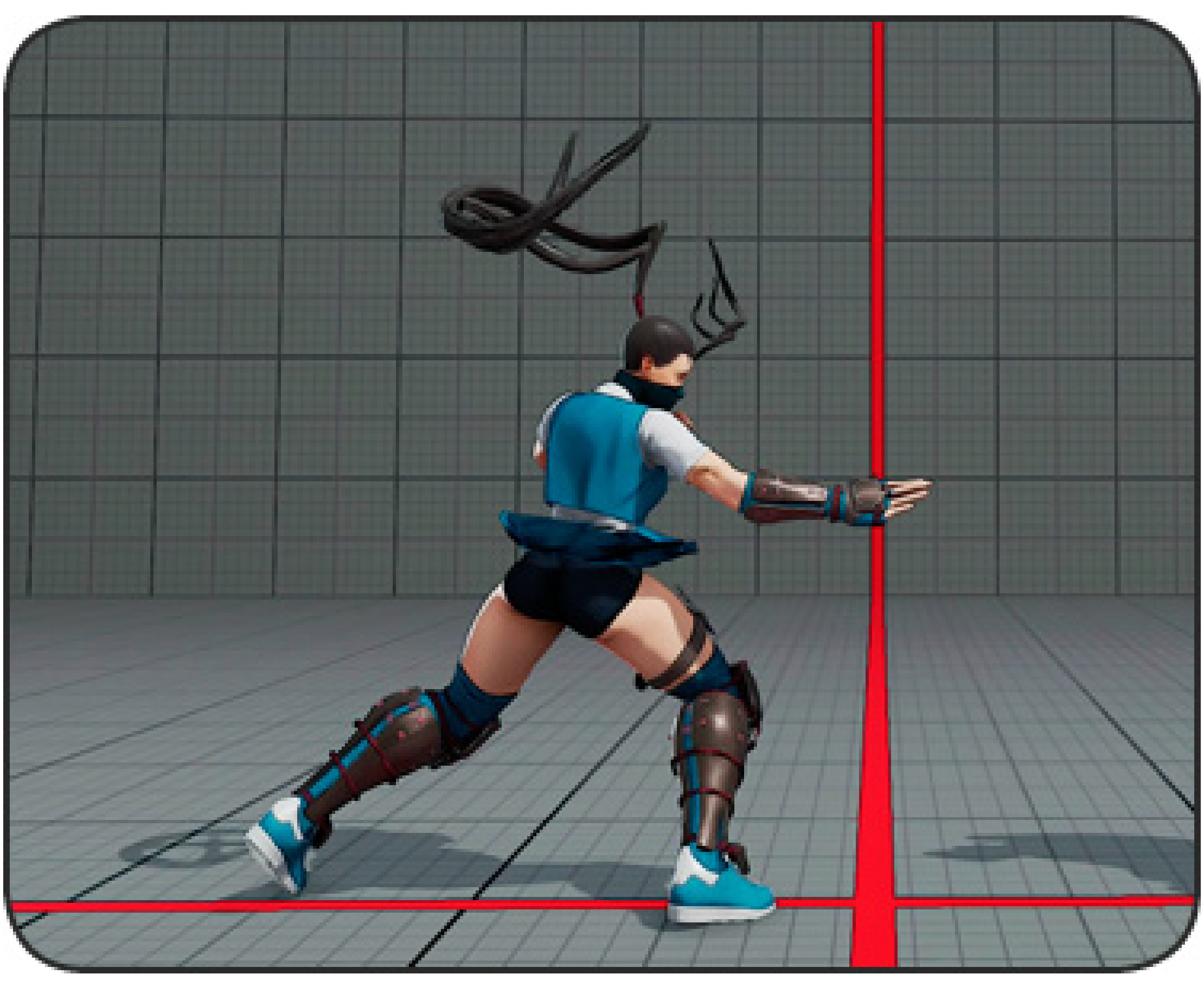
STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
CANCEL	Ch, Sp, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



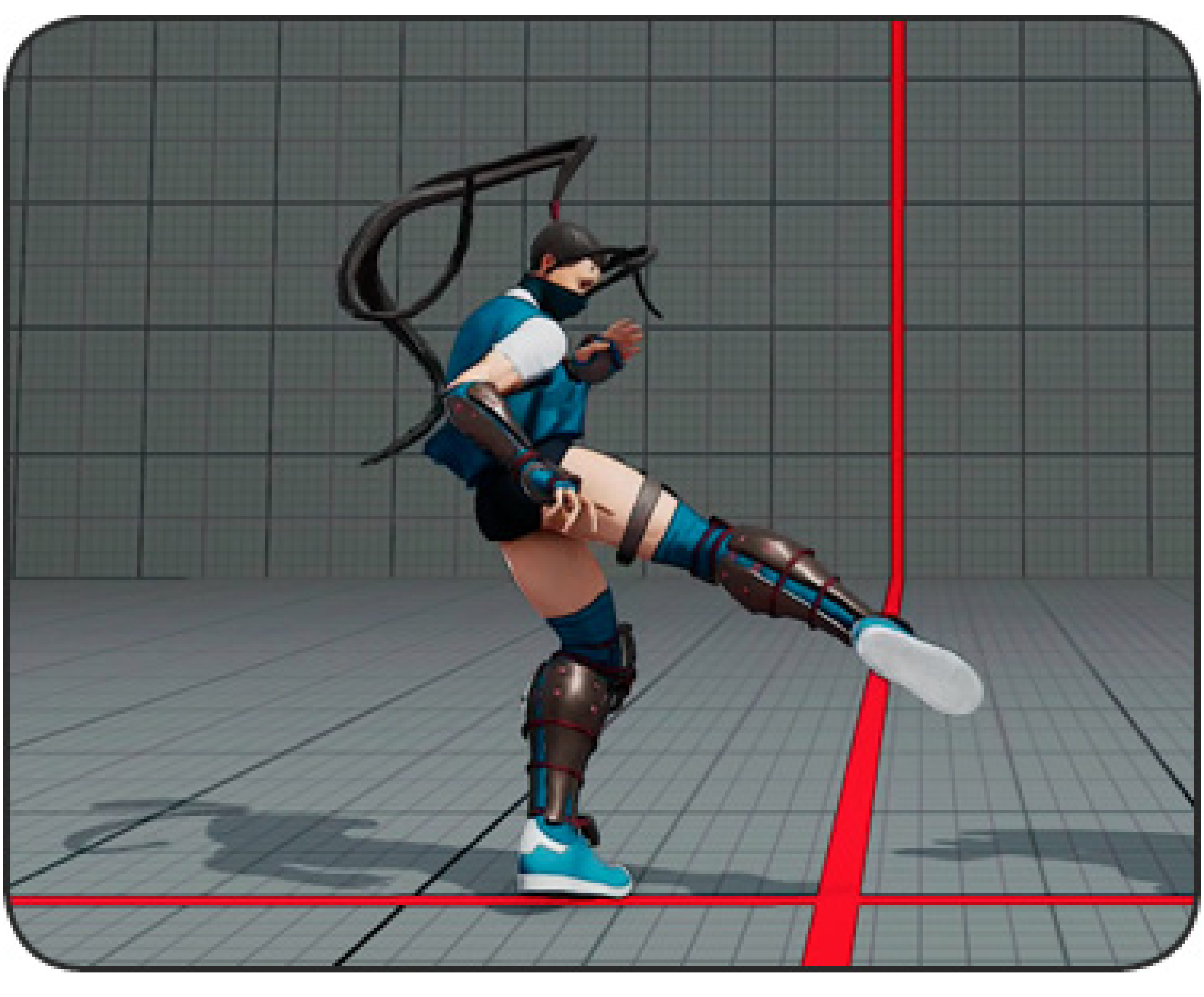
STARTUP	5
ACTIVE	3
RECOVERY	10
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



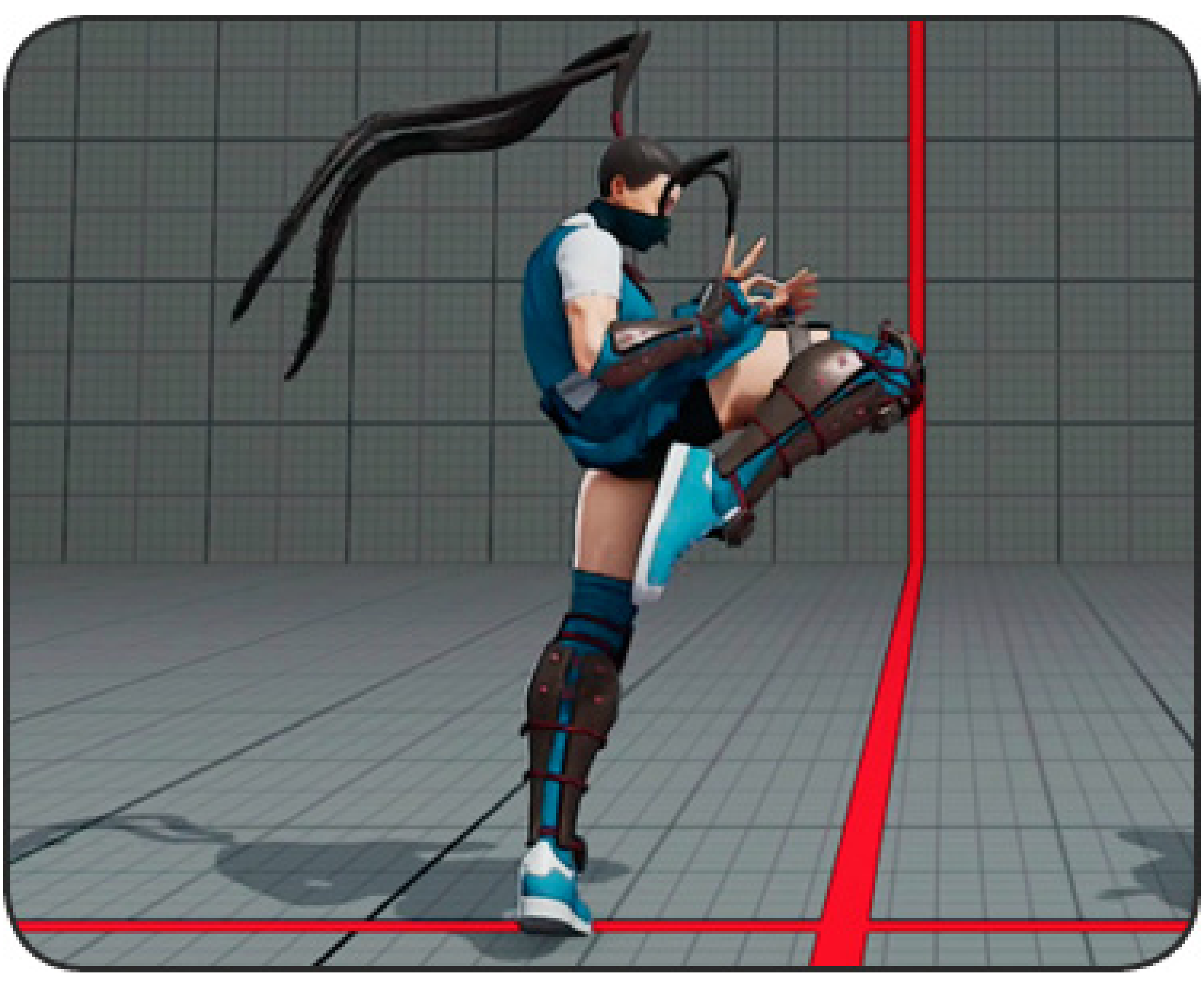
STARTUP	12
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-5
CANCEL	Sp, V
DAMAGE	80
STUN	150
METER GAIN	50/25

STANDING SHORT LK



STARTUP	4
ACTIVE	3
RECOVERY	9
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-2
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



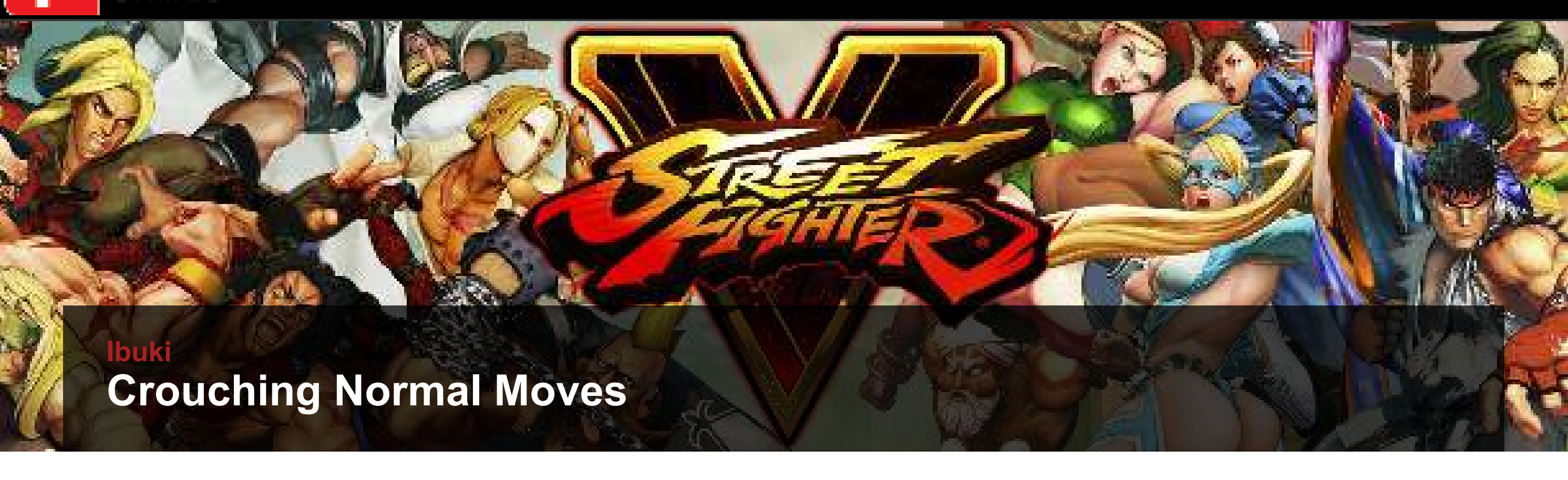
STARTUP	5
ACTIVE	2
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	1
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK

STARTUP	10
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

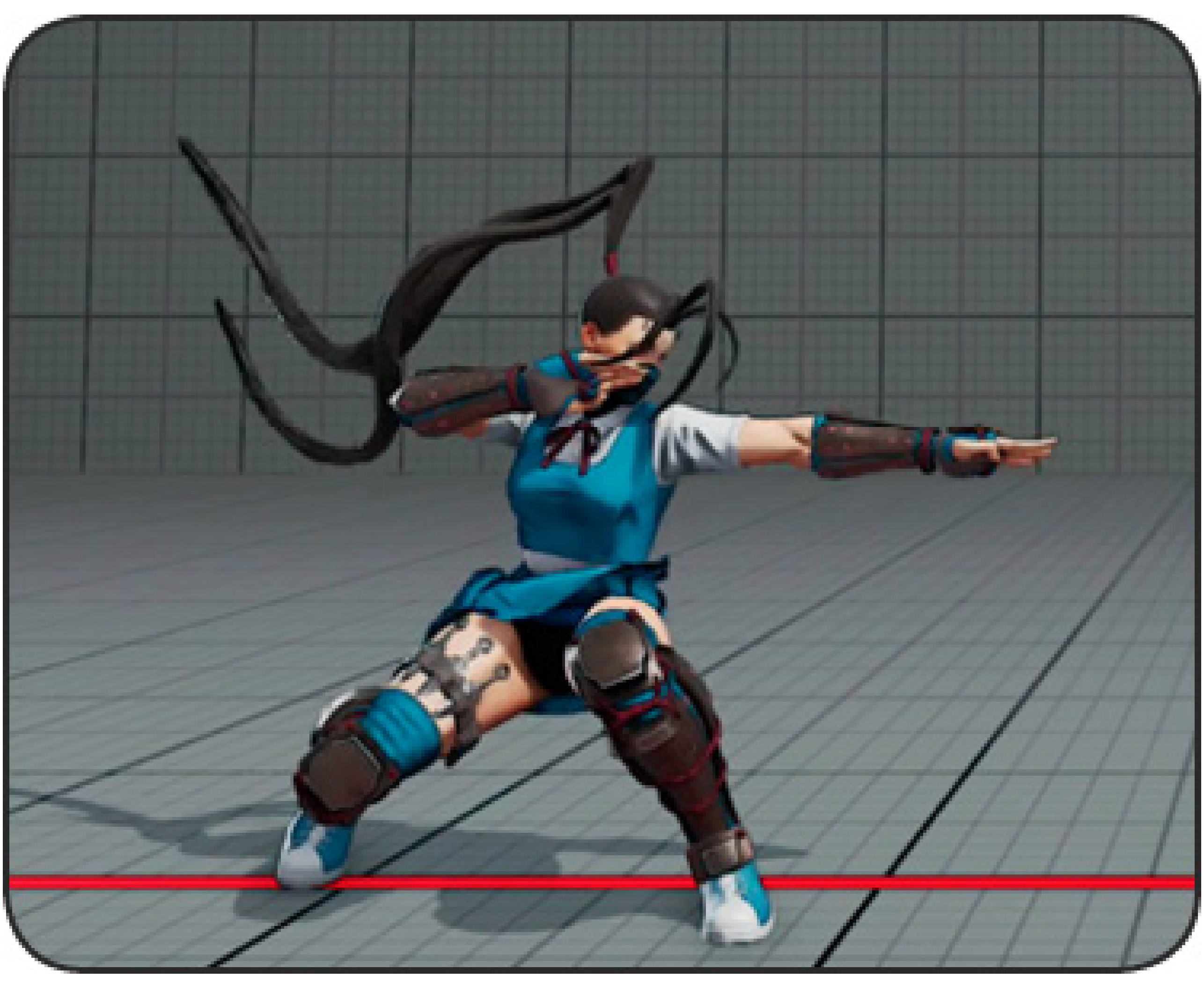
Whiffs vs. crouchers; on counter-hit: Crush Counter spin, advantage +15, V-Gauge +150 (Crush Counter vs. airborne target: jugglable spinning knockdown)



Ibuki

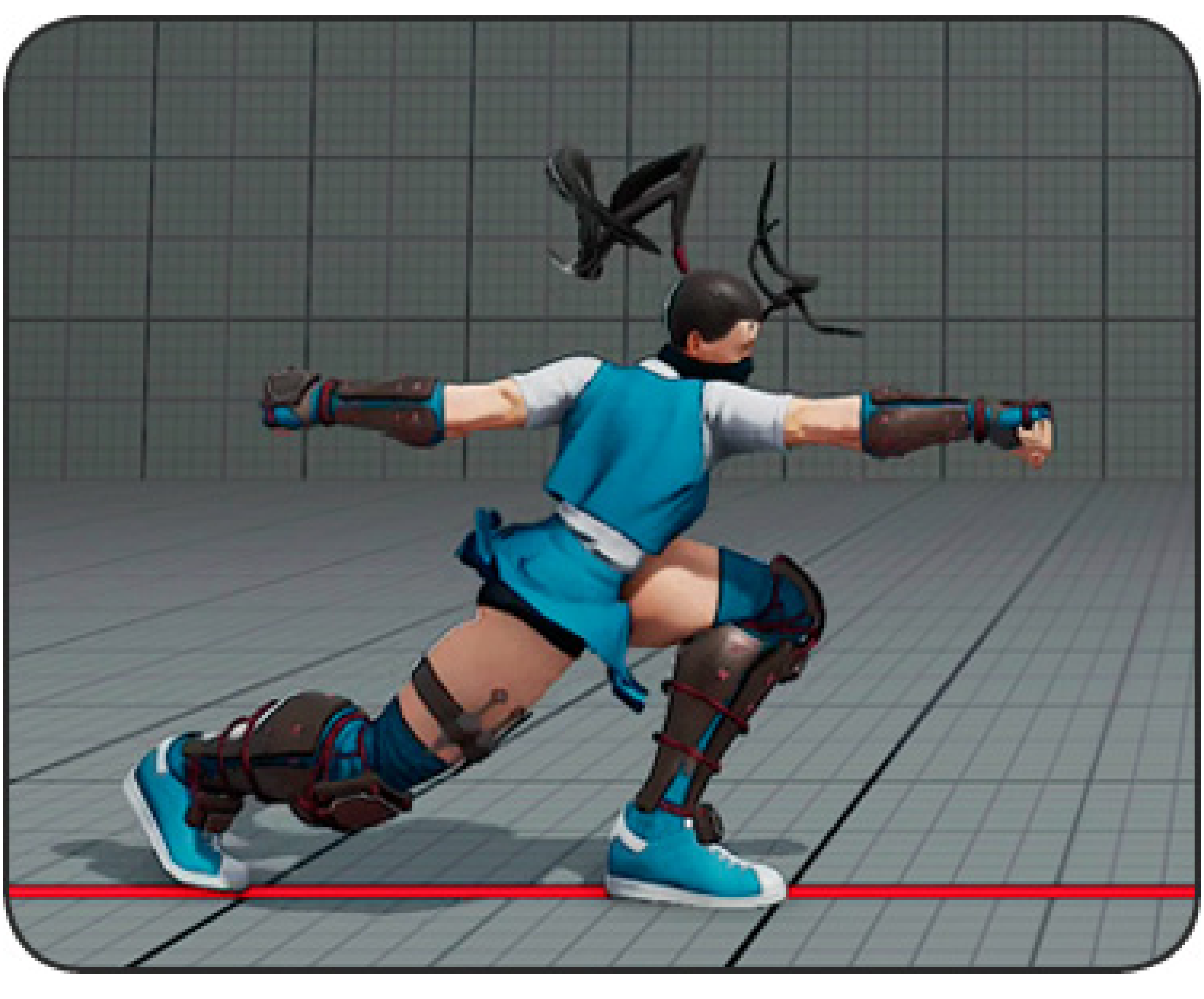
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



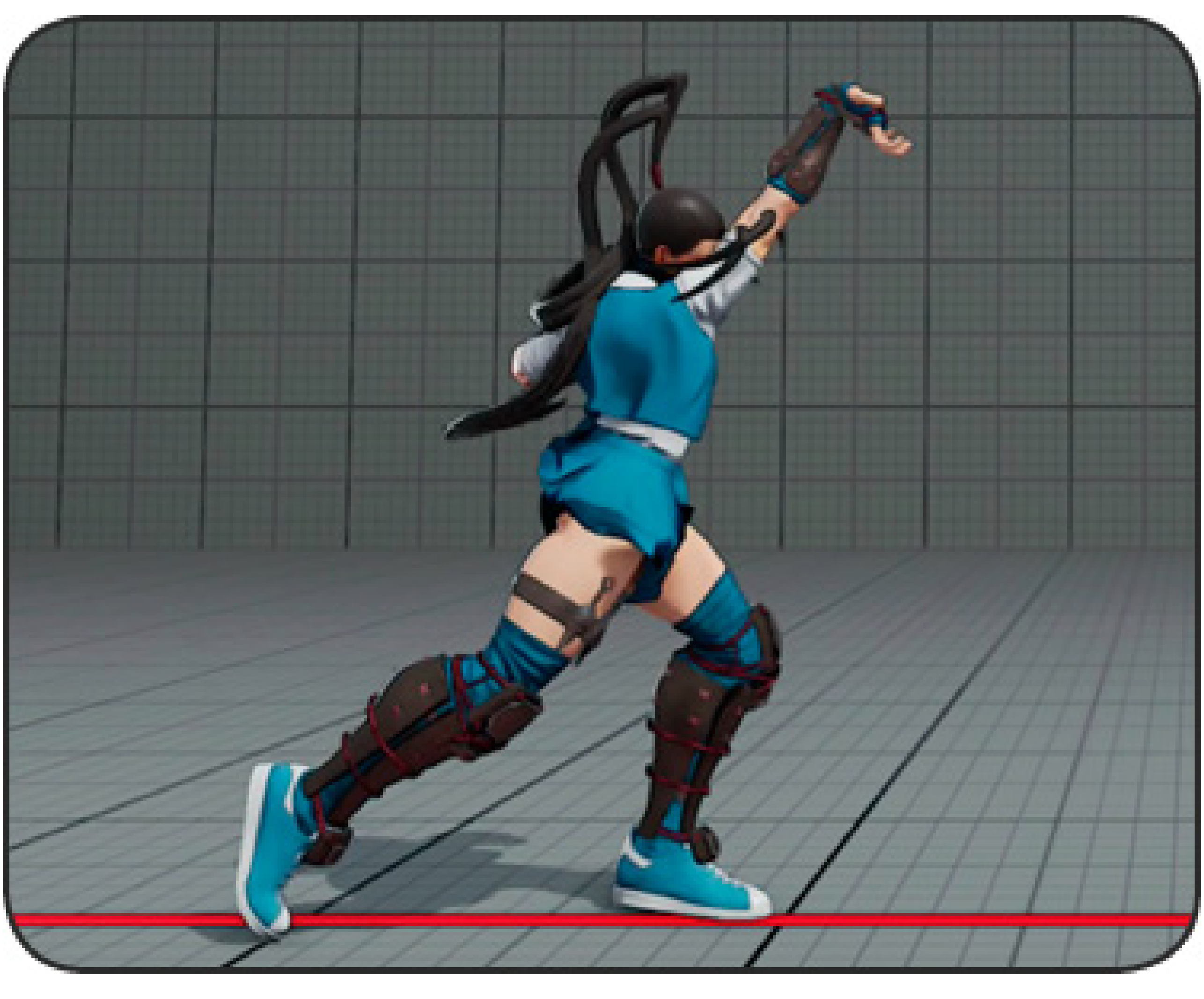
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	Ch, Sp, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	6
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING

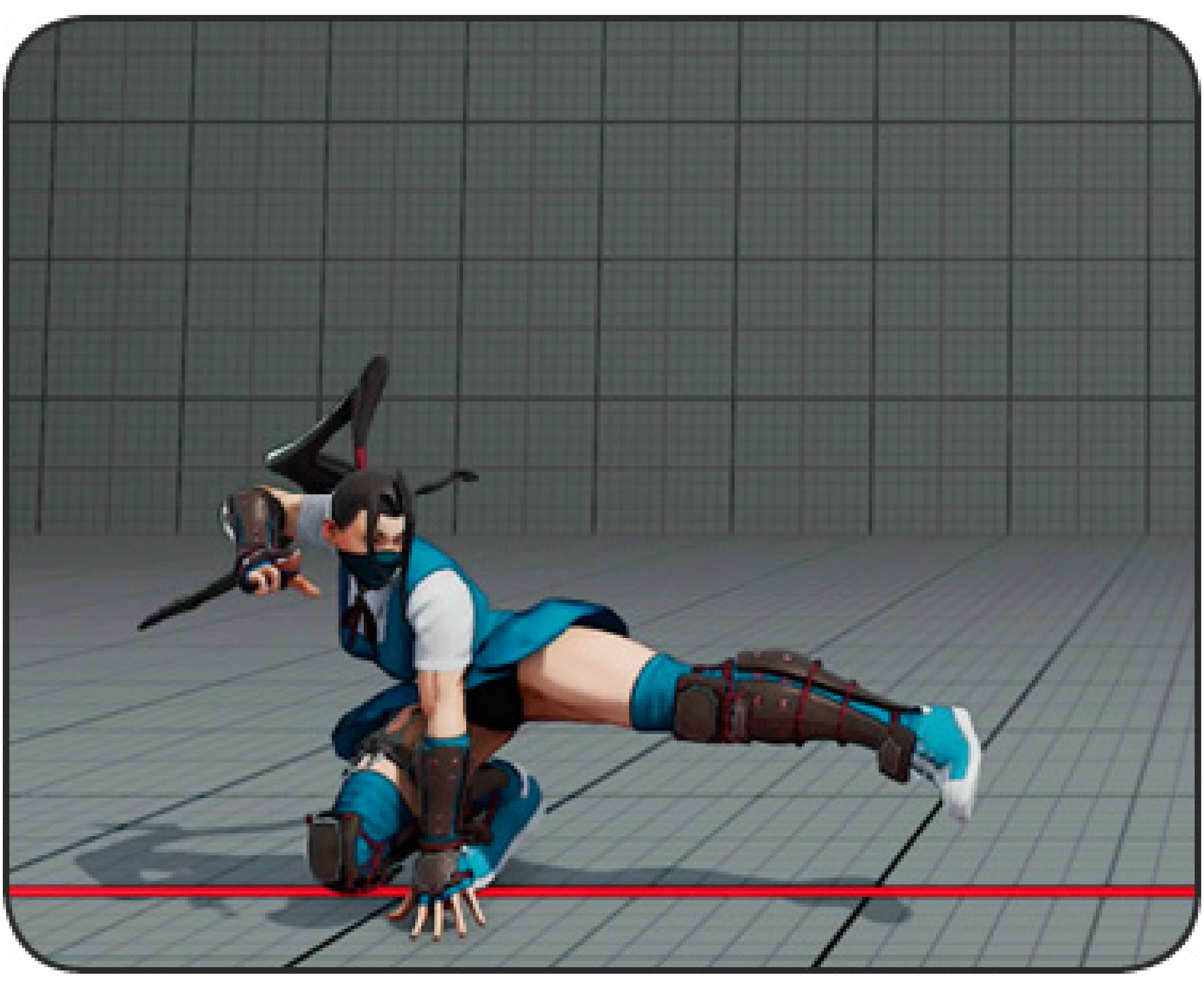


STARTUP	9
ACTIVE	4
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
CANCEL	Sp, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

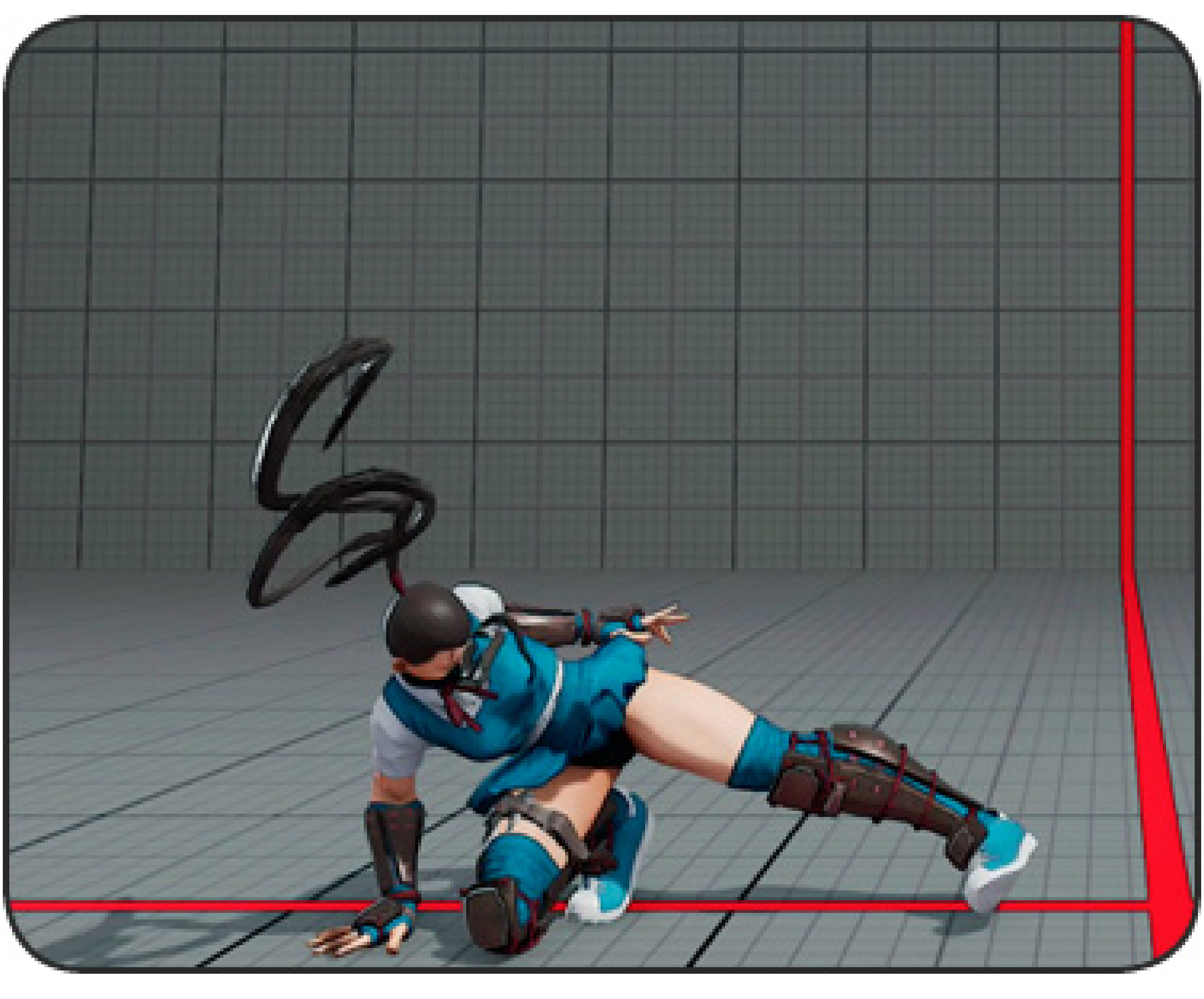
Forces standing; damage 70 on hit against airborne foe

CROUCHING SHORT LK WHILE CROUCHING



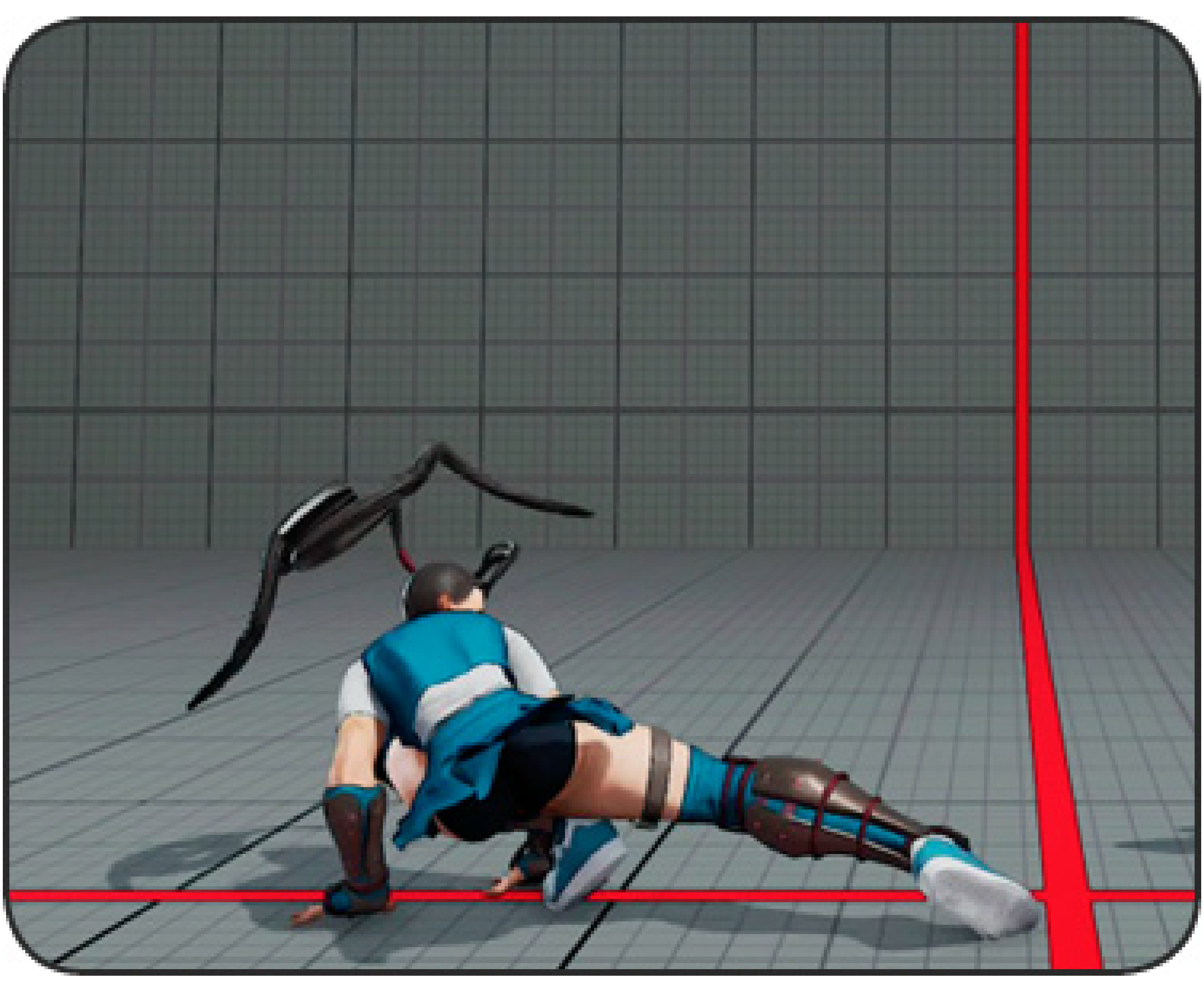
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	3
ON GUARD	1
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	6
ACTIVE	3
RECOVERY	16
GUARD LEVEL	L
ON HIT	0
ON GUARD	-3
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

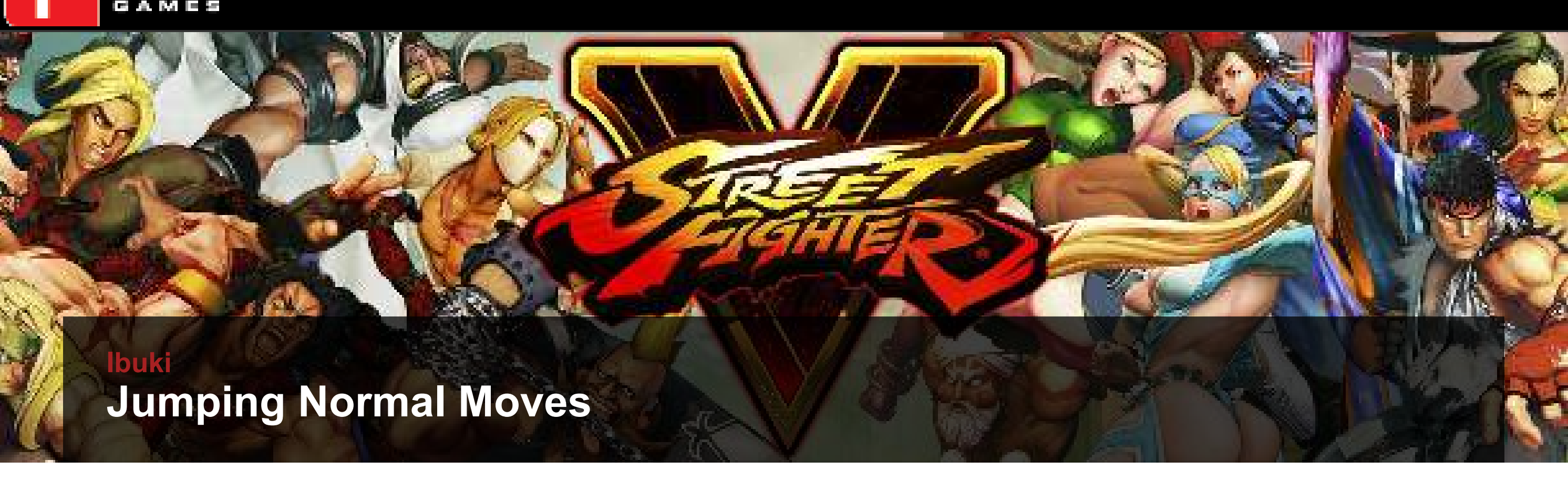
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	7
ACTIVE	2
RECOVERY	24
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

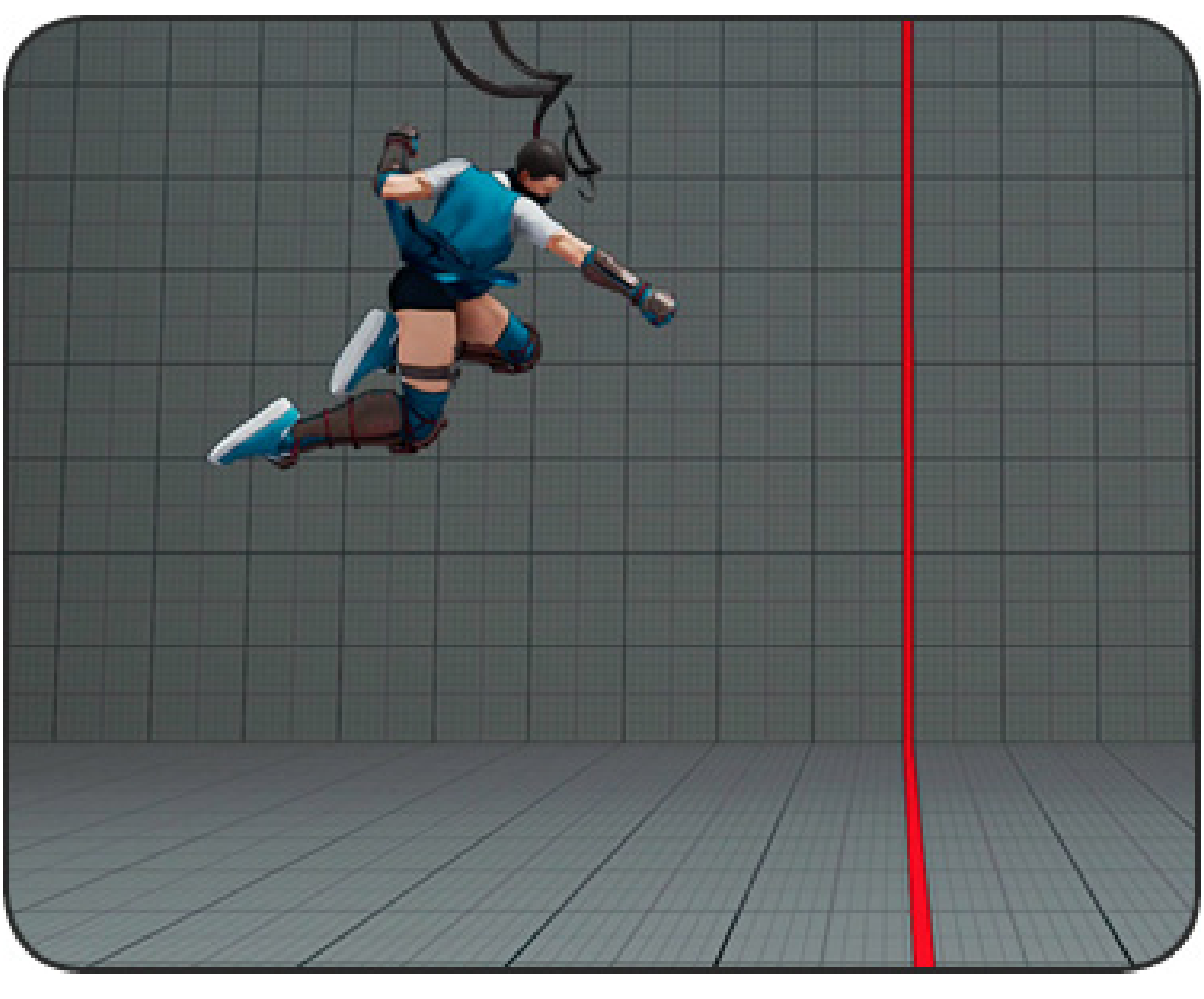
On counter-hit: Crush Counter knockdown prevents quick rising, V-Gauge +100



Ibuki

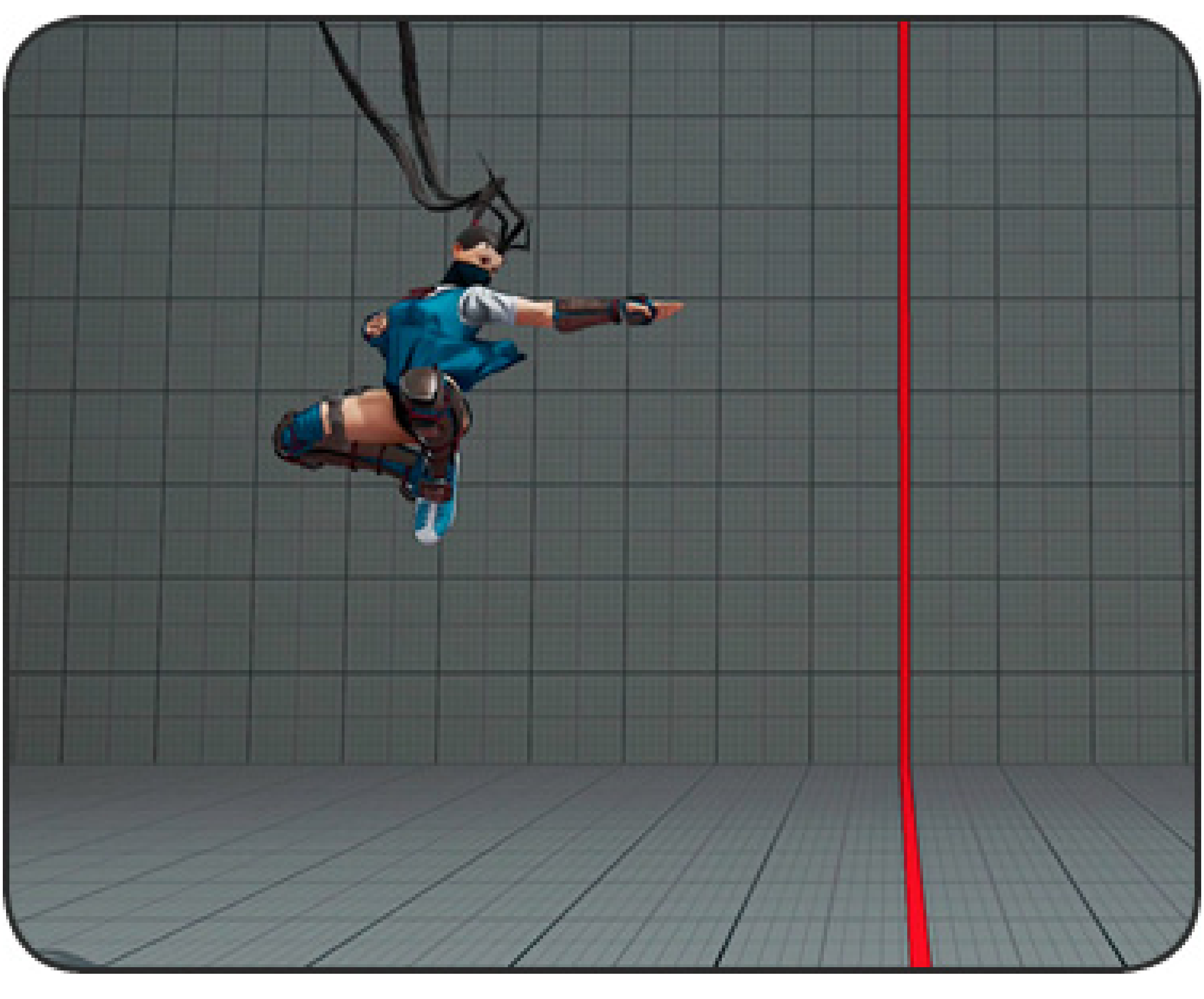
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



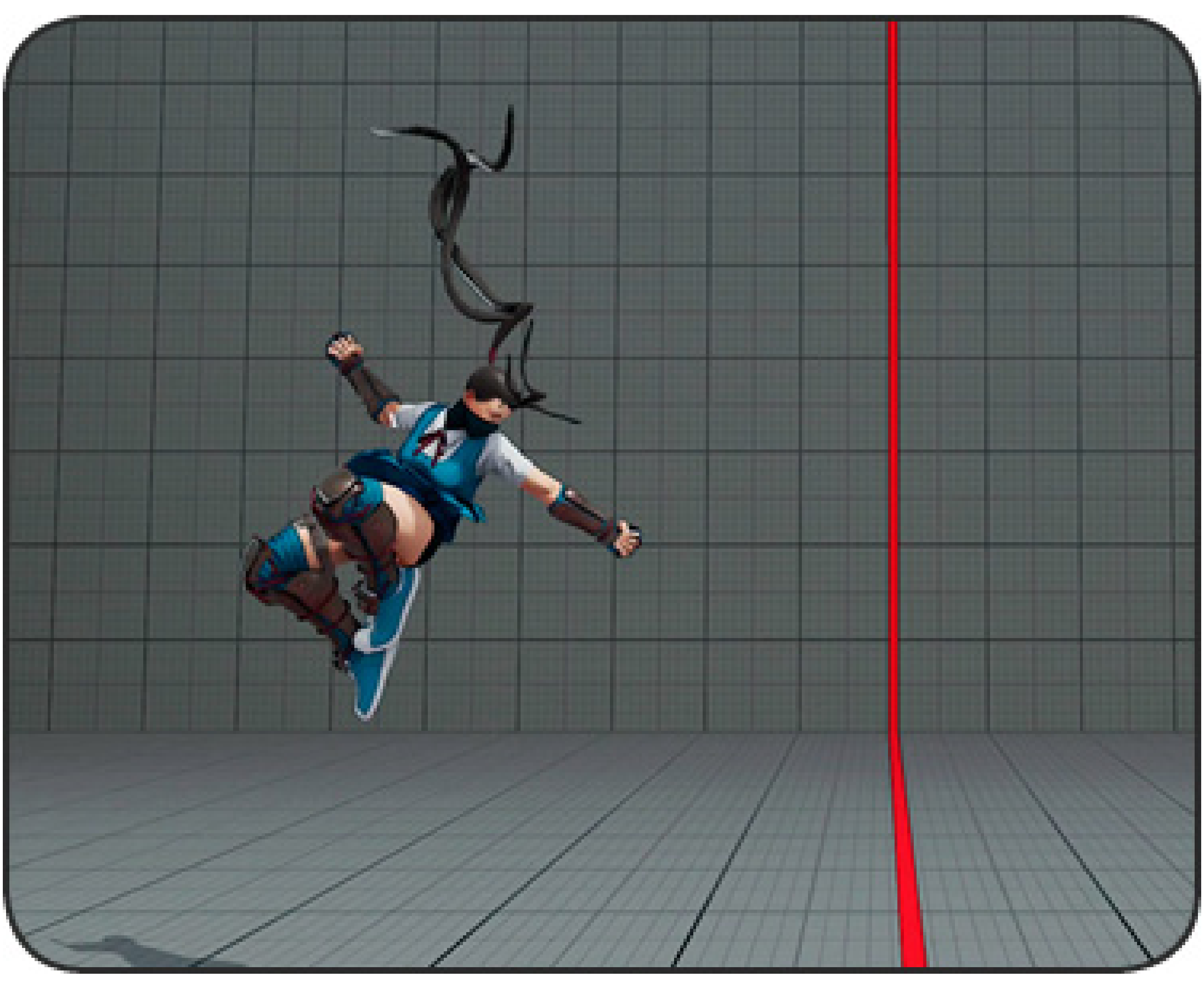
STARTUP	3
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



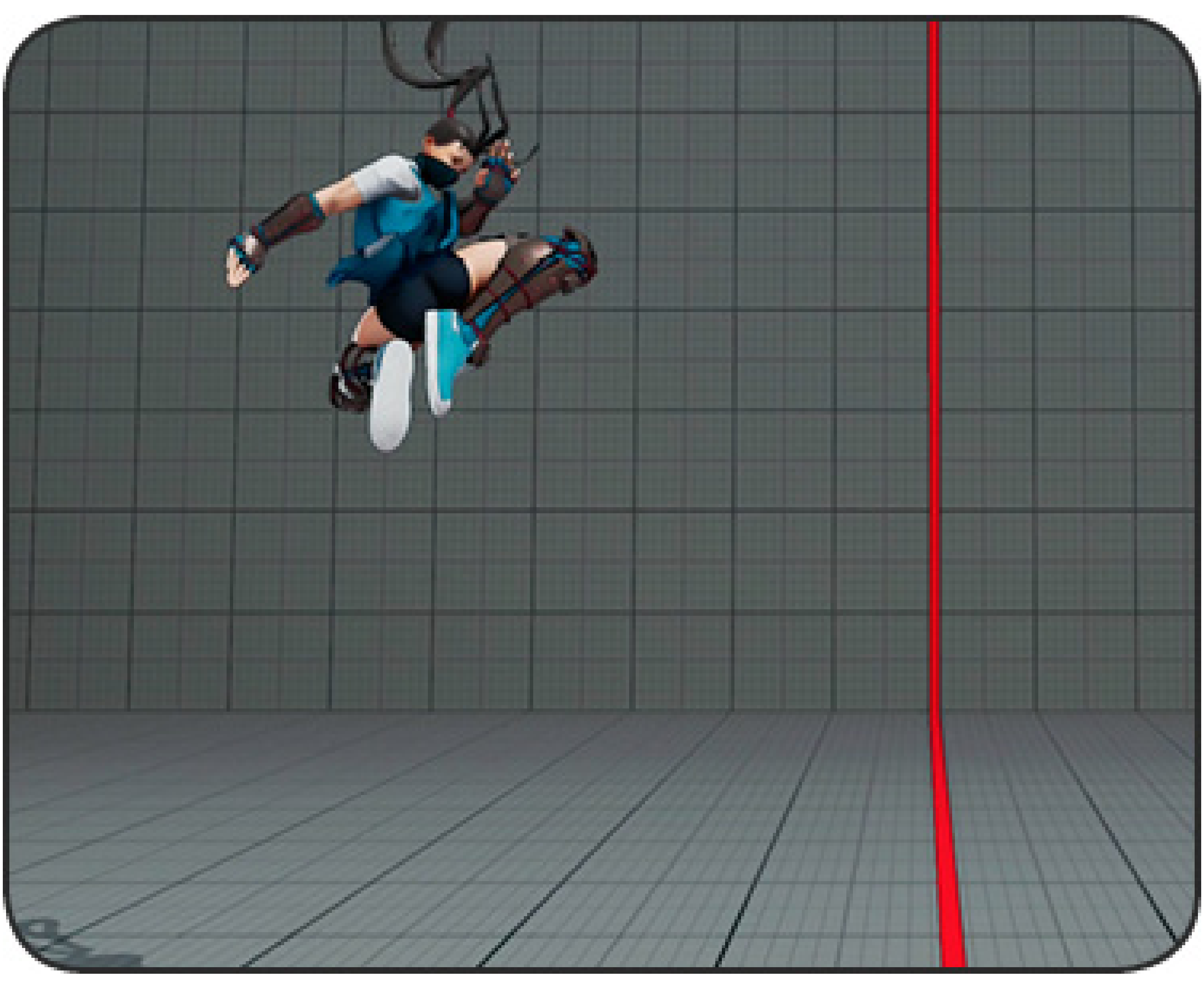
STARTUP	5
ACTIVE	6
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



STARTUP	9
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

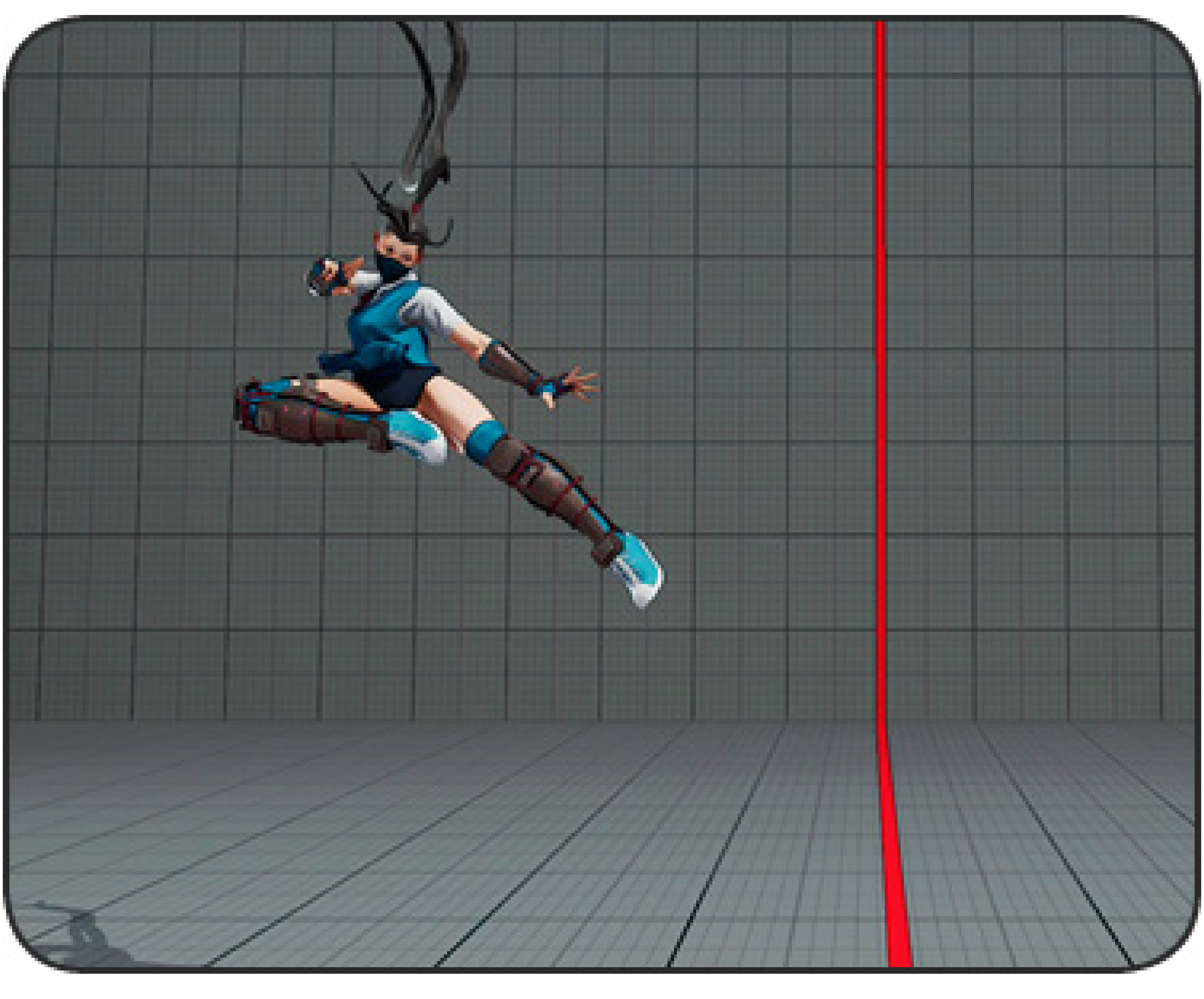


STARTUP	3
ACTIVE	6
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

Cross-up

JUMPING FORWARD MK WHILE JUMPING

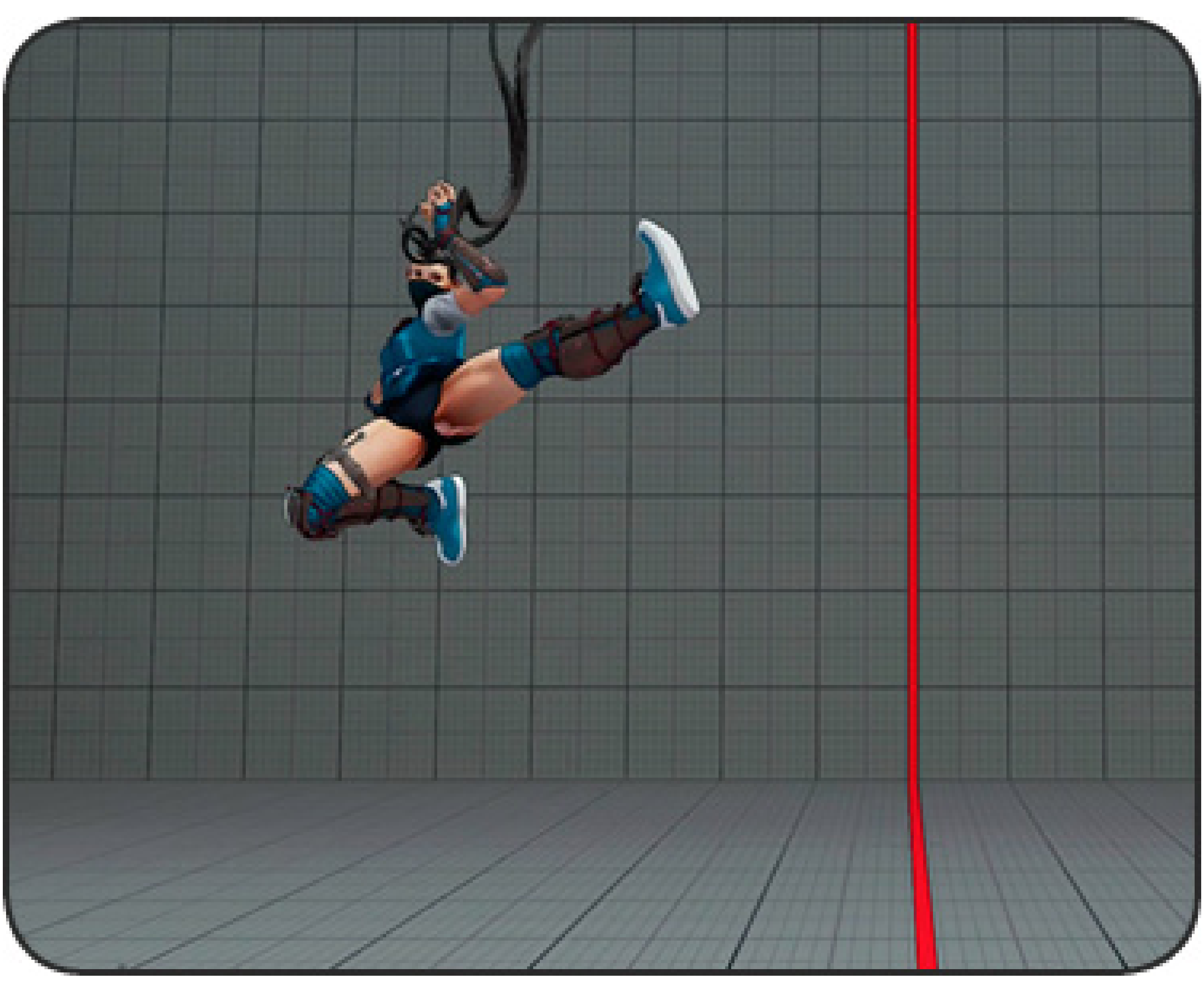


STARTUP	6
ACTIVE	6
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

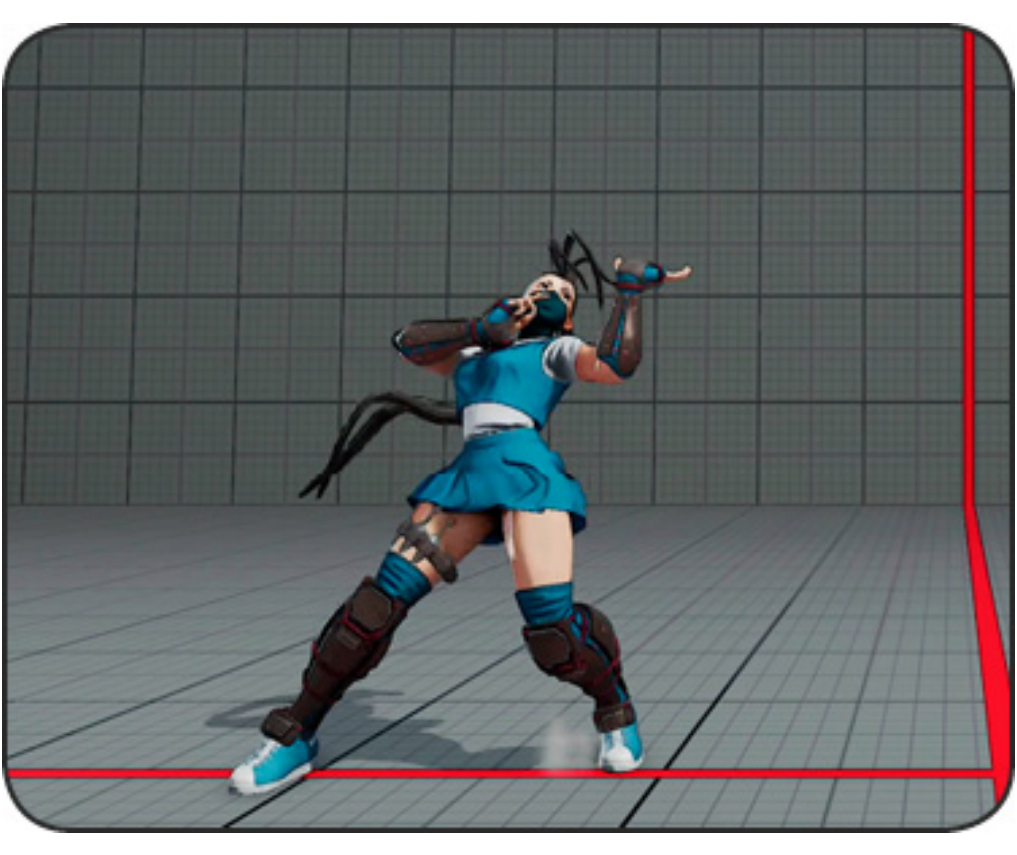
Cross-up

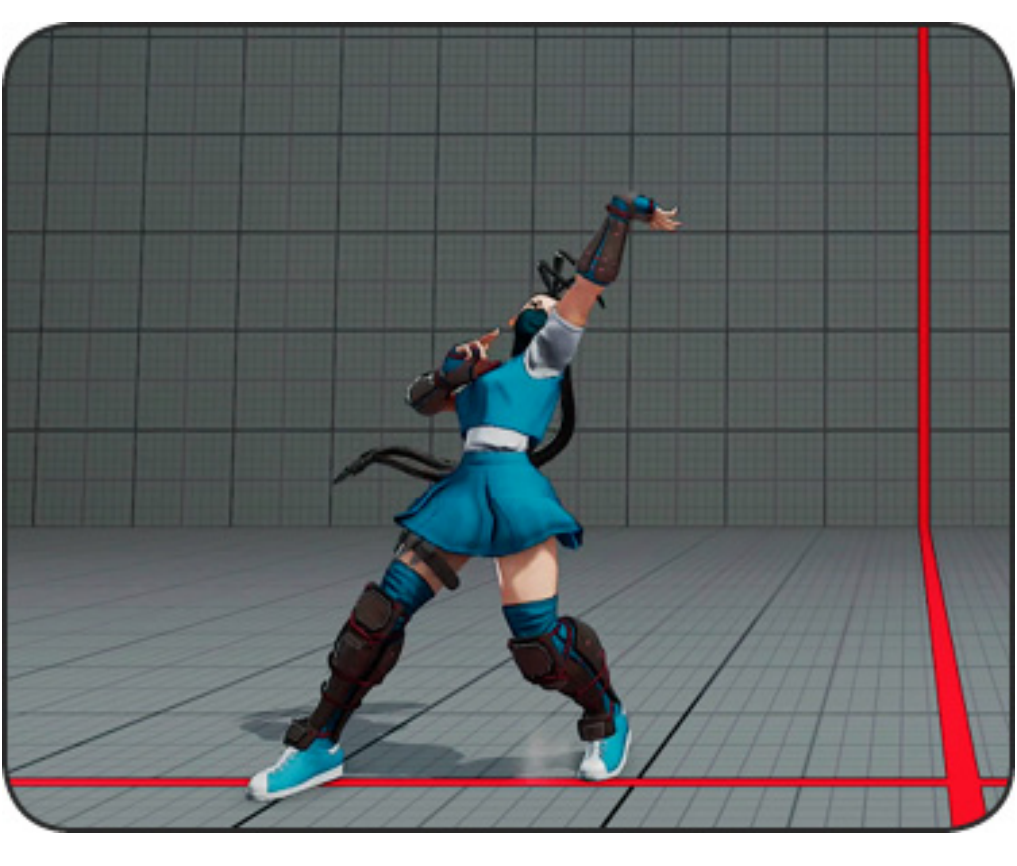
JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	8
ACTIVE	4
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

AGEMEN ↶ + MP





STARTUP	7
ACTIVE	3
RECOVERY	11
GUARD LEVEL	HL
ON HIT	4
ON GUARD	0
CANCEL	Sp, V
DAMAGE	50+30
STUN	70+50
METER GAIN	20+20/10+10

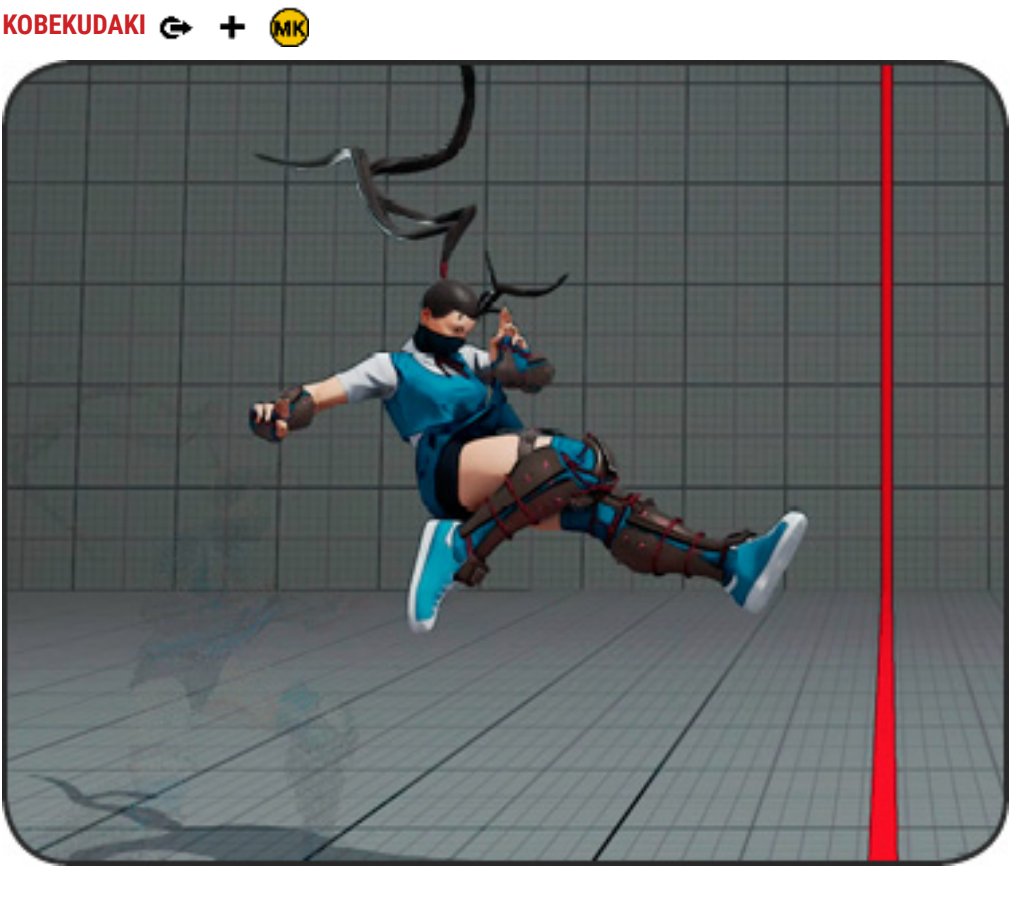
NOTES

1st hit vs. airborne opponent causes limited juggle state

Agemen: Ibuki thrusts upward with a close-range, two-hit punch that can be canceled either hit. As an anti-air, or used in certain juggles, the first hit leaves the target in a jugglable state. Let the move ride, and the second hit will then immediately juggle and force the opponent to flip out with air recovery, landing on their feet. Against aerial targets, for an immediate mix-up chance, let both hits of Agemen strike then cancel the second hit into either LK Kasumigake or MK Kasumigake, which put Ibuki at different places around where they land. For a combo extender instead, cancel the first hit of Agemen into LK Kasumigake, then immediately juggle with Raida or Kazekiri. This can be tough–the first hit only has two active frames, meaning that the cancel here before the second hit is one of the most exacting techniques in the game.

Agemen won't miss crouching opponents, but it doesn't hit particularly low OR high-profile, with a hitbox that's just a tiny bit above Ibuki's vulnerable head for the first-hit frames, while she's still standing herself. The second hit reaches up higher but is only active one frame (and doesn't leave them jugglable if you cancel it into LK Kasumigake). It's a great anti-air but it's not quite Birdie's crouching MP; against high-priority or especially far-reaching, downward-angled jump-ins, it may trade, or even lose outright. Against enemies on the ground up close, it leaves Ibuki neutral if guarded, or at +4 on hit, which allows for stuff like a link into standing LK → Kazekiri/Raida.

KOBEKUDAKI → + MK



STARTUP	28
ACTIVE	2
RECOVERY	16
GUARD LEVEL	H
ON HIT	3
ON GUARD	-2
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

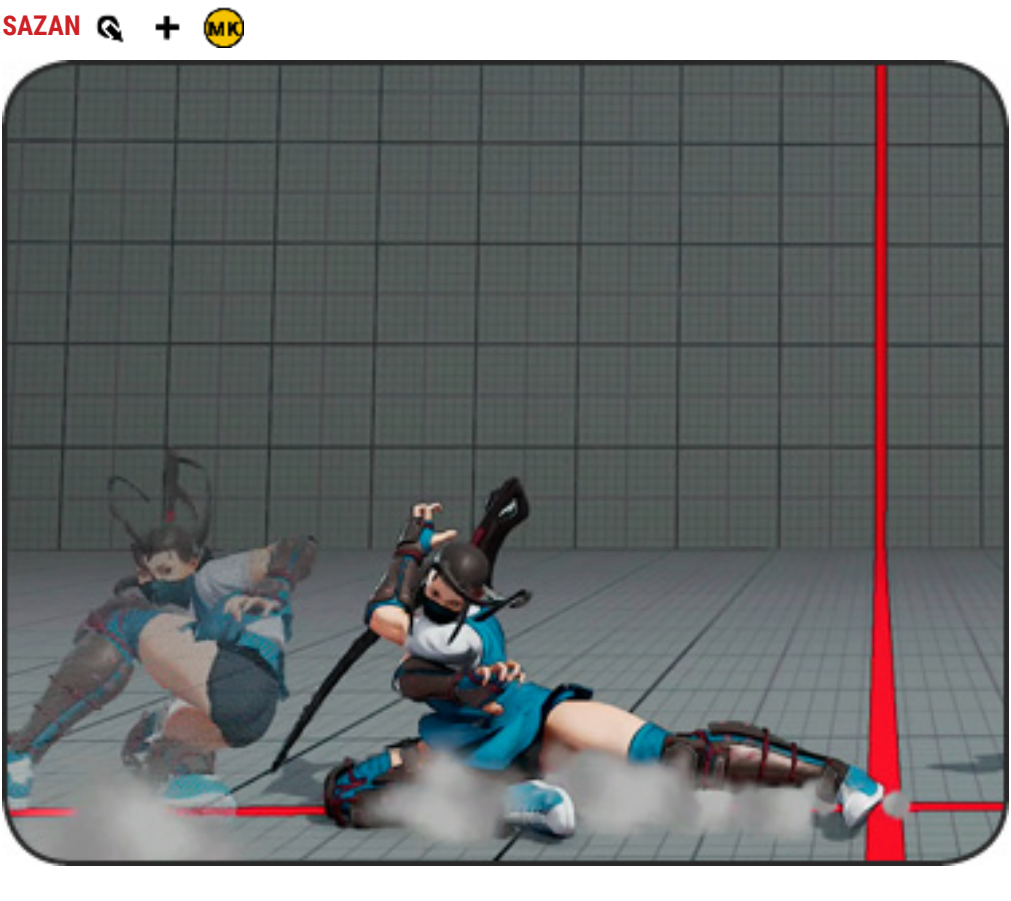
NOTES

Frames 7-26 airborne

Kobekudaki: Ibuki's command overhead, in which she hops forward, leaving the ground briefly (and causing low-profile strikes and ground throws to miss) before falling upon the target with her heel. It's a tiny bit slower to start up (at 28 frames) than some similar command overheads, but makes up for this by allowing for link combos afterward on a successful hit. Mostly simply, standing LP → Raida can be tacked on for solid damage and corner push. If the overhead is guarded, Ibuki is left at a manageable -2 disadvantage; if counter-hit during startup, the airborne period means she might get knocked into air recovery instead of grounded hitstun, which is great, since it'll mess up their preemptive strike/hit-check attempt.

Kobekudaki is a part of her Sasanaki target combo of standing MP → → + MK. This is the same overhead with one difference: off the chain, the overhead is +5 on hit! This allows for an immediate link into standing MK, the first part of her Gogasha chain.

SAZAN ↘ + MK



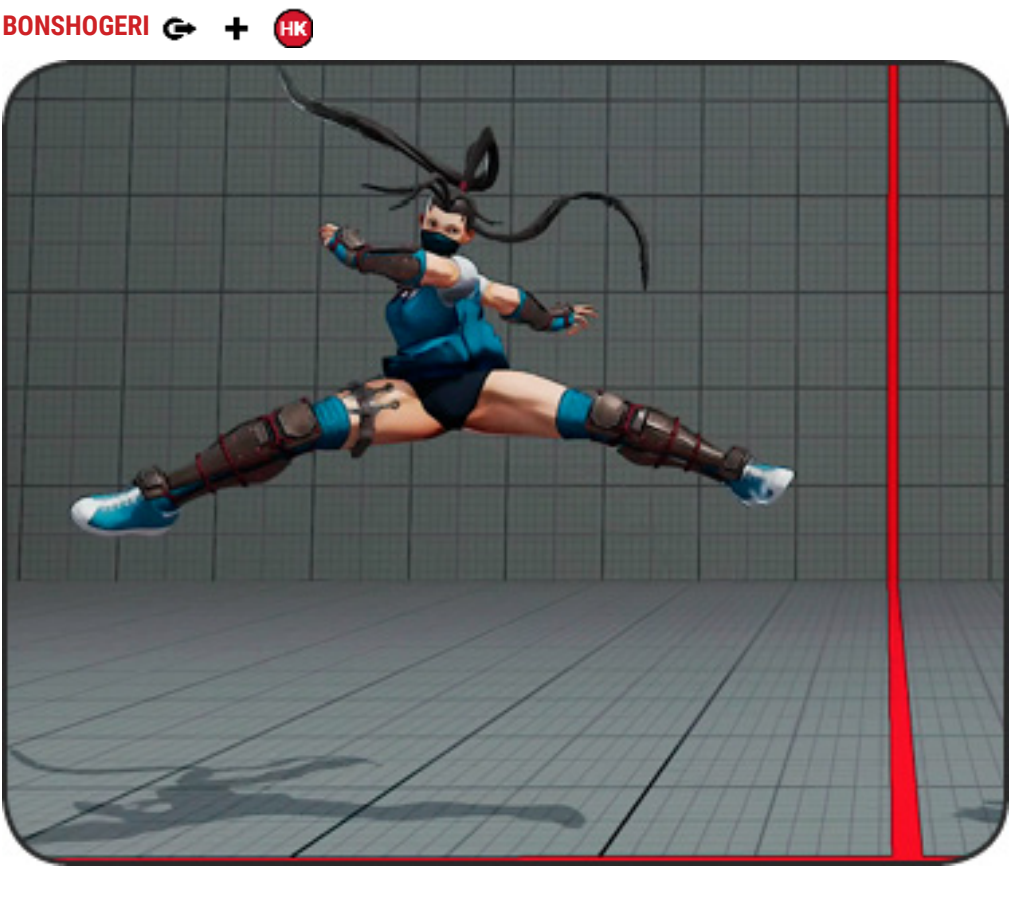
STARTUP	7
ACTIVE	11
RECOVERY	14
GUARD LEVEL	L
ON HIT	-6
ON GUARD	-10
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	20/10

NOTES

Frames 6-17 projectile-invincible head hurtbox

Sazan: Ibuki's classic slide moves her forward along the ground with a low-hitting poke. The active period is a tremendous 11 frames long, and the low profile as she slides means it even has some use against aerial moves and jump-ins, depending on the angle and matchup. Guarded early in this period, Ibuki is left at a punishable disadvantage, so space Sazan (or time it meaty) to hit with just the tail end of the attack for safety. After a successful last-active-frame meaty hit, a standing LK link is possible from the slide; hit slightly off with the next-to-last active frame, and standing LP links are possible. Thanks to the forward movement and low profile, Sazan can also be great for kicking long-timer versions of her V-Trigger, Rokushaku Horokudama, toward the opponent. It also has a projectile-invulnerable hurtbox around Ibuki's head, so Sazan can be used to slide under most projectiles.

BONSHOGERI → + HK



STARTUP	14
ACTIVE	4
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

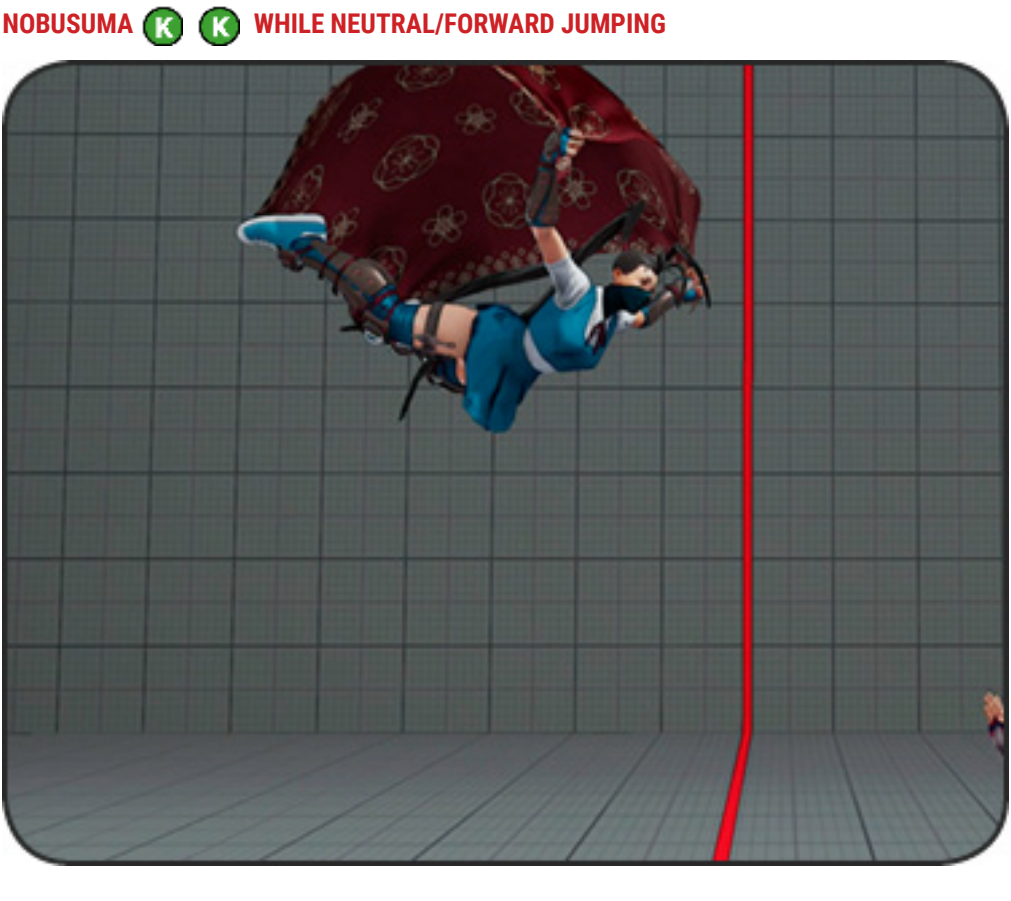
NOTES

Frames 8-26 airborne; on counter-hit: Crush Counter spinning knockdown, V-Gauge +150

Bonshogeri: Another classic Ibuki hopping kick, with this one she springs up suddenly with a punishing midsection roundhouse. Like Kobekudaki, Bonshogeri leaves the ground briefly starting on the eighth frame, potentially avoiding throws. Unlike Kobekudaki, this isn't an overhead and can be blocked while crouching. It's also slightly less safe when guarded, at -3. On the bright side, it's much faster than its → + MK counterpart, hitting in 14 frames. In addition to the airborne period avoiding throws, frames 8 to 26 are lower-body projectile invincible. This means Bonshogeri can be used to cleanly snuff out midrange projectiles from the tip of its reach.

This is also one of Ibuki's Crush Counter attacks, along with standing HK. On counter-hit, it creates a great juggle opportunity. Cap off the spinning knockdown with a combo, or a reset/bait setup like ↶ + MP (two hits) → MK Kasumigake. If a counter-hit fishing attempt with Bonshogeri is guarded, at least Ibuki is only left at -3, which is not bad for a throw-dodging move with that kind of payoff.

NOBUSUMA K K WHILE NEUTRAL/FORWARD JUMPING



STARTUP	–
ACTIVE	–
RECOVERY	–
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

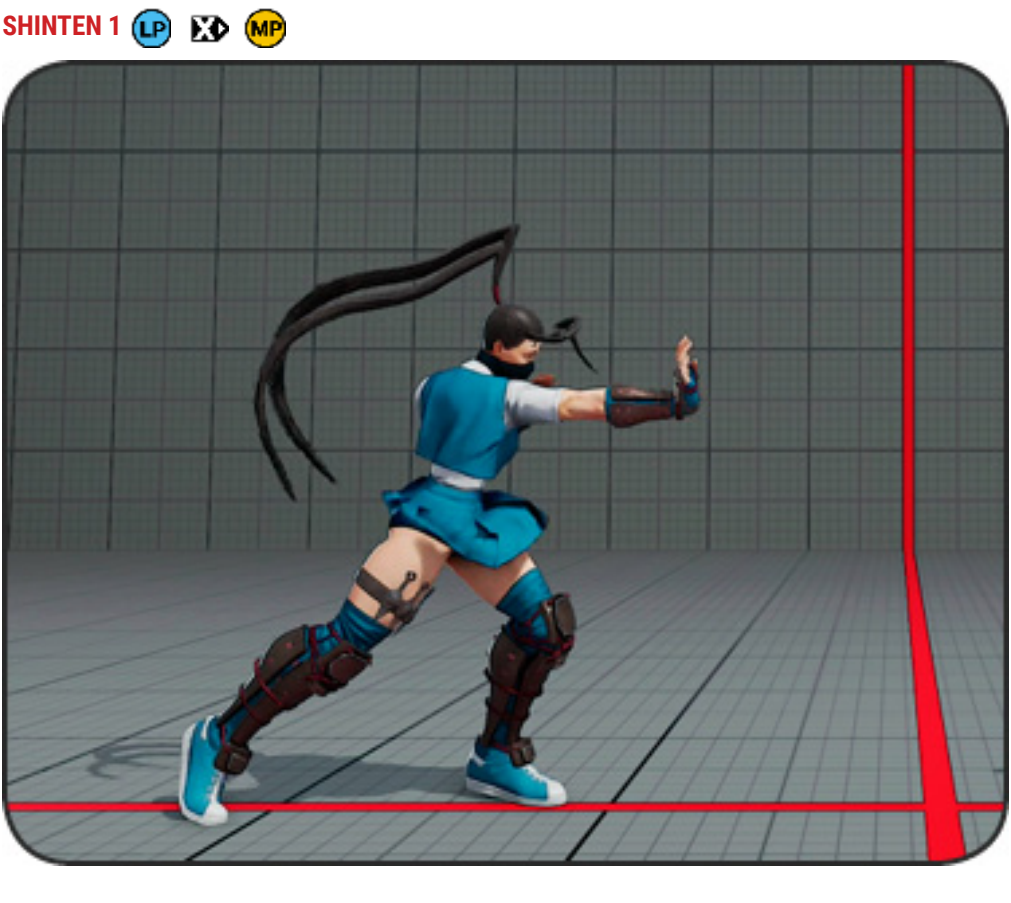
NOTES

Possible during HK Kasumigake

Nobusuma: A brand new move for Ibuki, in which she charmingly zips laterally along the top of the playing field out of a jump, using a big piece of fabric to briefly catch wind. Like many characters' irregular jumping moves, the primary purpose here is to unexpectedly alter a jump's arc, timing, and landing area. Opponents waiting to use grounded normals to anti-air Ibuki will probably just whiff, since she stays in the air much longer. Nobusuma also allows her to cover extra ground during an airborne period. This can be especially good to help escape being cornered, like by using HK Kasumigake to leap up then Nobusuma to glide over the opponent to midfield.

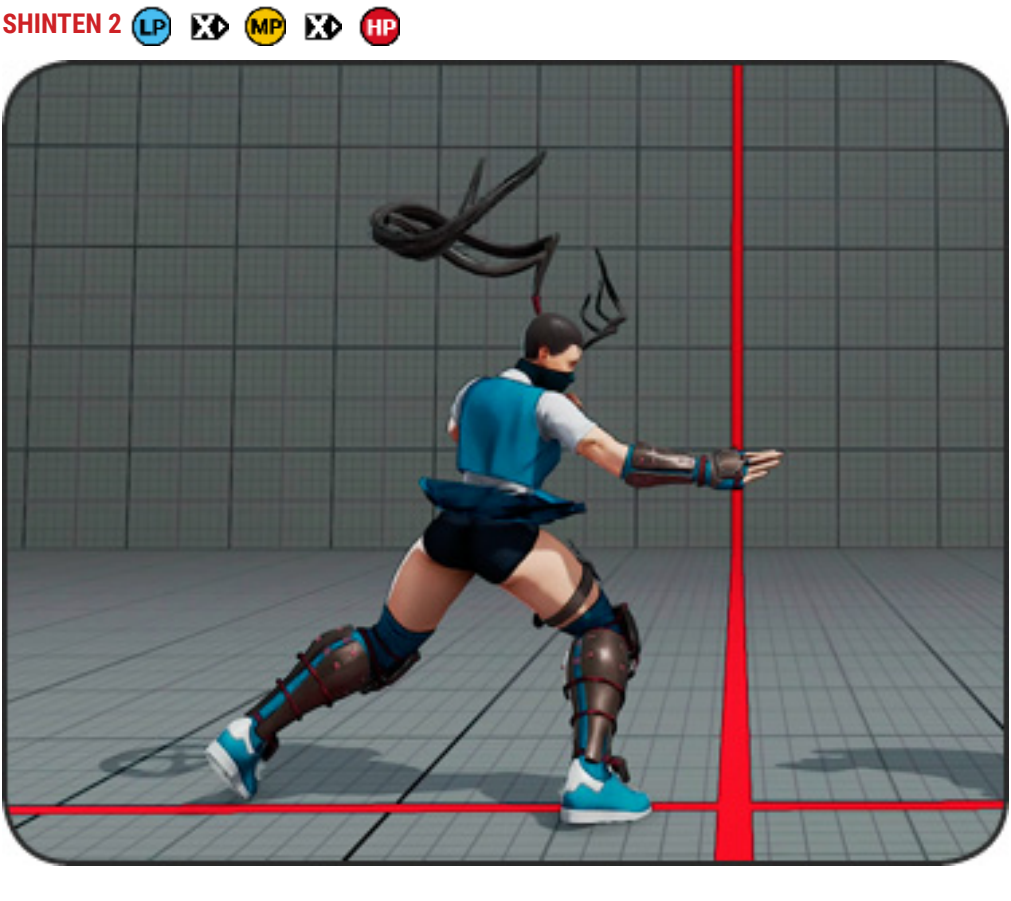
Before landing from Nobusuma, the only action possible is an airborne Kunai throw. Since Ibuki is totally defenseless during this aerial inverted carpet ride until landing, it's usually advised to go ahead and throw a Kunai (or even Kunai Ikkinage) out of Nobusuma for some coverage. Normal air moves cannot be performed out of Nobusuma.

SHINTEN 1 LP → MP



STARTUP	5
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	-5
ON GUARD	-8
CANCEL	V
DAMAGE	40
STUN	50
METER GAIN	20/10

SHINTEN 2 LP → MP → HP

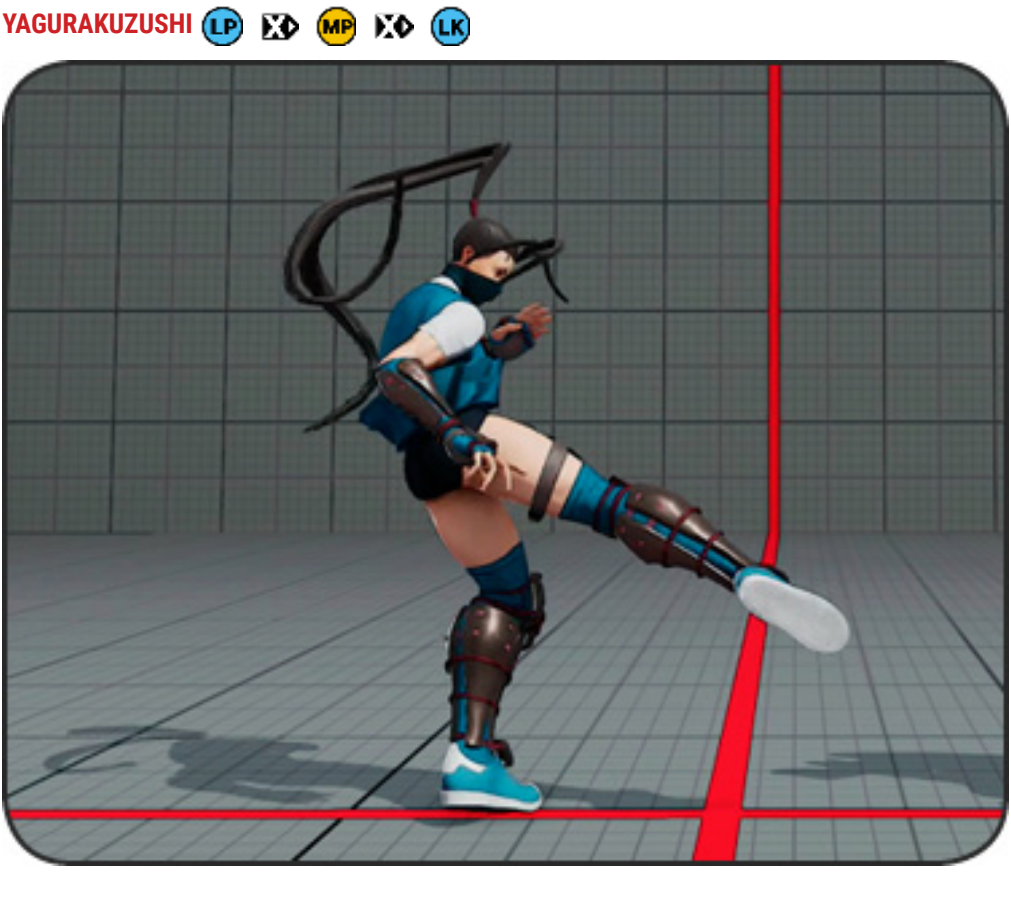


STARTUP	6
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-5
CANCEL	Sp, V
DAMAGE	50
STUN	70
METER GAIN	20/10

NOTES

Special-cancelable only on hit

YAGURAKUZUSHI LP → MP → LK

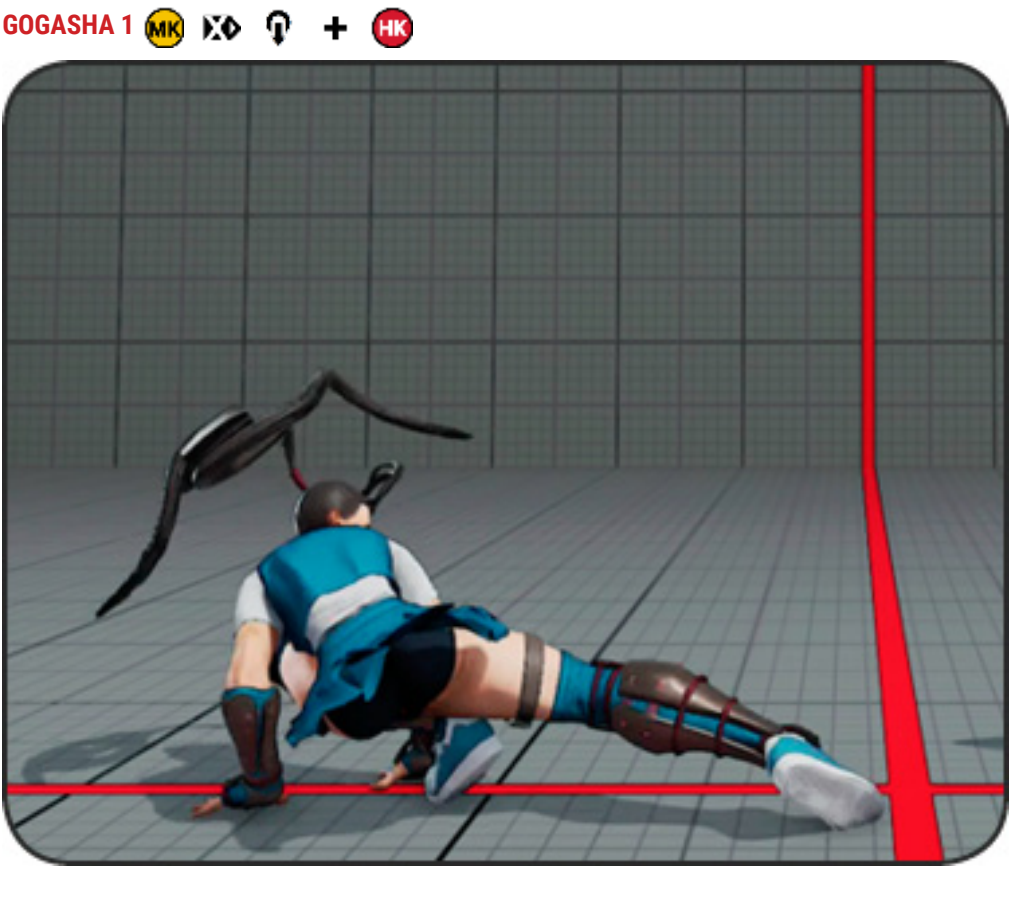


STARTUP	4
ACTIVE	2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
CANCEL	V
DAMAGE	30
STUN	50
METER GAIN	20/10

Shinten and Yagurakuzushi: Ibuki's classic SFIII target combo is a staple of her close-range arsenal. After the initial standing LP chained to standing MP, the combo can be capped off with standing HP (Shinten 2) or standing LK (Yagurakuzushi) as needed. Simply ending after standing LP → MP is unsafe on hit or block and is not advised, but these strikes give you time to confirm the hits and determine the best follow-up. On hit, finish with HP, then cancel into a special move. (Standing HP in this chain is not cancelable on block.) Lots of options are available when this chain into standing HP hits: Raida can cap it off for a far knockdown, or Kazekiri can pop them up into a closer knockdown. Standing LP → MP → HP can also combo into Kunai, which can itself be canceled into either Ibuki's Critical Art for a big finish, or her V-Trigger, which leads into too many options of its own to list here. Needless to say, Ibuki players get very comfortable leading into standing LP → MP and hit-checking for the appropriate capper. If it's blocked, ending it by chaining into standing LK (Yagurakuzushi) is much safer than alternatives.

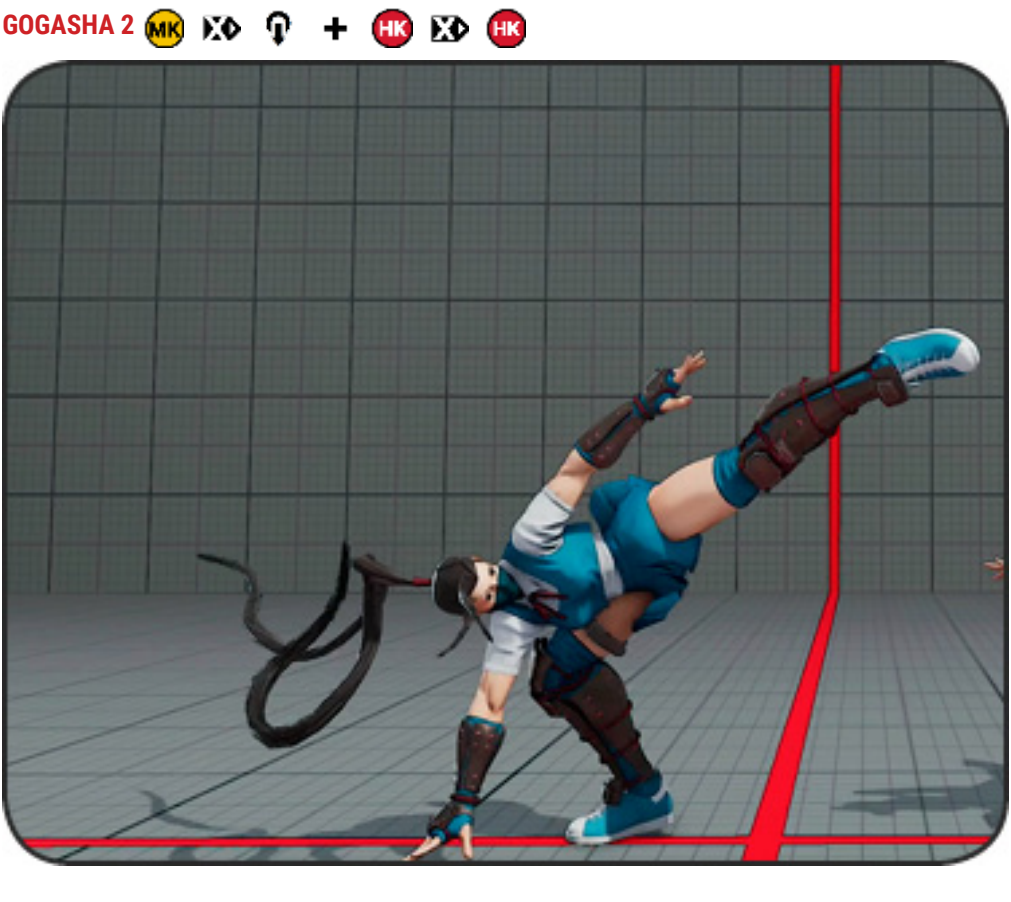
For extended hit-checks, this chain can be preceded by standing LP or crouching LK for an extra hit (and more flexibility in going for tick throws, or sometimes just doing the initial tick then waiting, baiting a reversal from people looking to blow up the hit-check). This requires flush distance though, and may be inconsistent depending on the opposing character, and whether they're standing or crouching.

GOGASHA 1 MK → ↓ + HK



STARTUP	7
ACTIVE	2
RECOVERY	23
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
CANCEL	V
DAMAGE	60
STUN	60
METER GAIN	30/15

GOGASHA 2 MK → ↓ + HK → HK



STARTUP	7
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	D
ON GUARD	–
CANCEL	Sp, V
DAMAGE	40
STUN	60
METER GAIN	30/15

NOTES

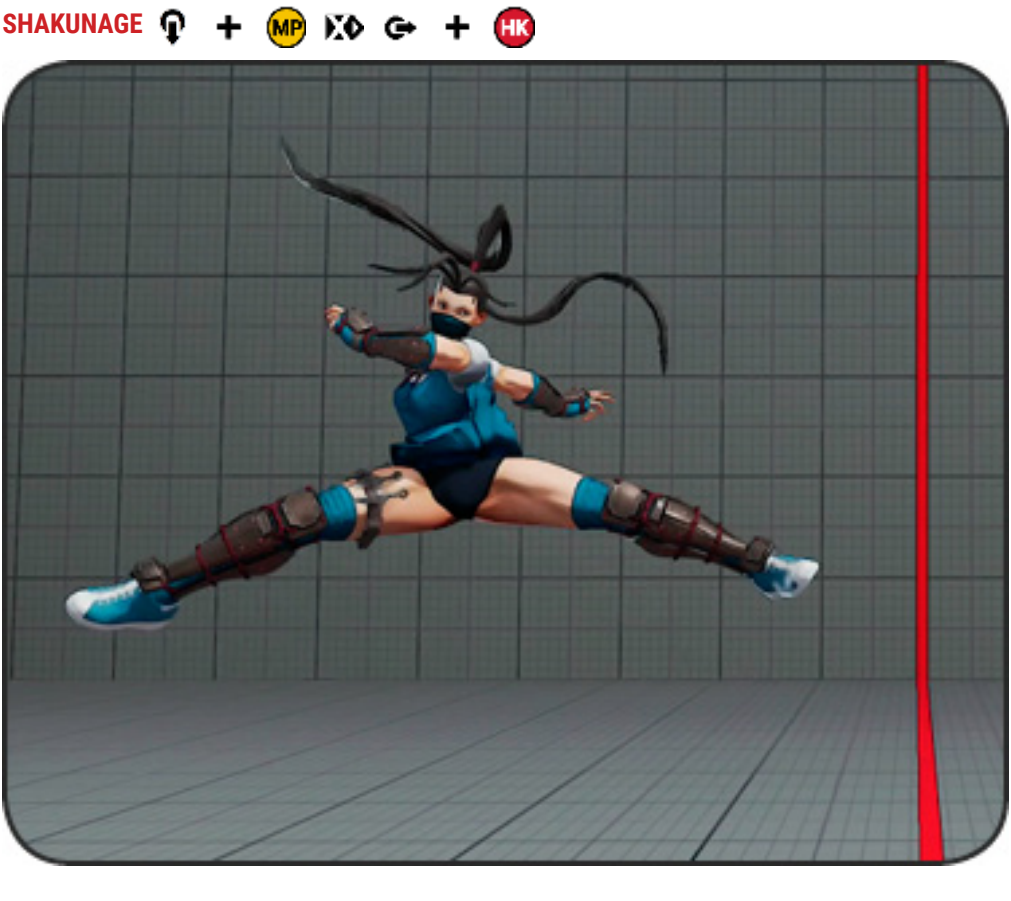
Whiffs vs. crouchers on block

Gogasha: In SFIII, Ibuki had a close-range launching roundhouse kick. That's emulated here with this three-hit chain of kicks that starts with her standing MK, chains into her sweep, then launches with standing HK. The second hit must be blocked low, while the third hit whiffs over crouching characters, so if this sequence is blocked by a crouching opponent, they are almost guaranteed retaliation against Ibuki. Stop after they block the sweep, and she's at a very punishable frame disadvantage; stop with the whiffed standing HK at the end, and Ibuki is in dangerous of immediate punishment, though a hesitant opponent may let her get away with it (which is not necessarily uncommon; players often fail to punish whiffed portions of chains, like Ken's whiffed kick chain, though this diminishes against the best players, and over time as everyone becomes more familiar with situational stuff).

But this isn't really a hit-check on its own anyway. This chain's purpose is to extend a confirm from something else, while setting up an immediate potential mix-up. Standing MK can link from +5 situations or better, the most likely being counter-hit standing LP / MP or counter-hit crouching LK, or from a successful overhead kick from standing MP → → + MK. With a jump-in beforehand, the hit-check can also be the jump-in (HP or HK from the front, MK or LK for a cross-up) into standing MK immediately on landing, which gives just enough time to not chain to sweep if blocked, and leaves Ibuki at +1 guarded, in position to threaten with standing LP or a normal throw.

The standing HK ender of this chain can be canceled into specials. Since the opponent is launched into an air recovery state and isn't jugglable, the advantage here is an immediate confusion chance while keeping the pressure on. From standing MK → crouching HK → standing HK, to follow with an immediate frontal jump-in on their landing, cancel into HK Kasumigake. The gap between the earliest they land and can try to anti-air varies, but will tend to be about five frames, which means they don't have time to squeeze out anti-air's similar to Ibuki's own seven-frame Agemen (↶ + MP). (Of course they still have time to let it rip with a Shoryuken or similar.) Otherwise, potential cross-up/fake cross-up attempts are afforded by canceling standing HK into LK or MK Kasumigake. When V-Trigger is available, the standing HK chain ender can be canceled into a Rokushaku Horokudama bomb toss. Immediately after the screen freeze, use Kasumigake command dashes to pass under them during their air recovery with a bomb ticking away behind them. To put the bomb closer under their landing spot, cancel standing HK into LK Kasumigake for a short forward dash, then immediately throw a V-Trigger bomb, then go for okizeme against their air recovery. Starting with the bomb close up makes it less predictable whether they should worry about Ibuki definitely trying to pass through with MK or HK Kasumigake moves.

SHAKUNAGE ↓ + MP → → + HK



STARTUP	14
ACTIVE	2
RECOVERY	23
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-5
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

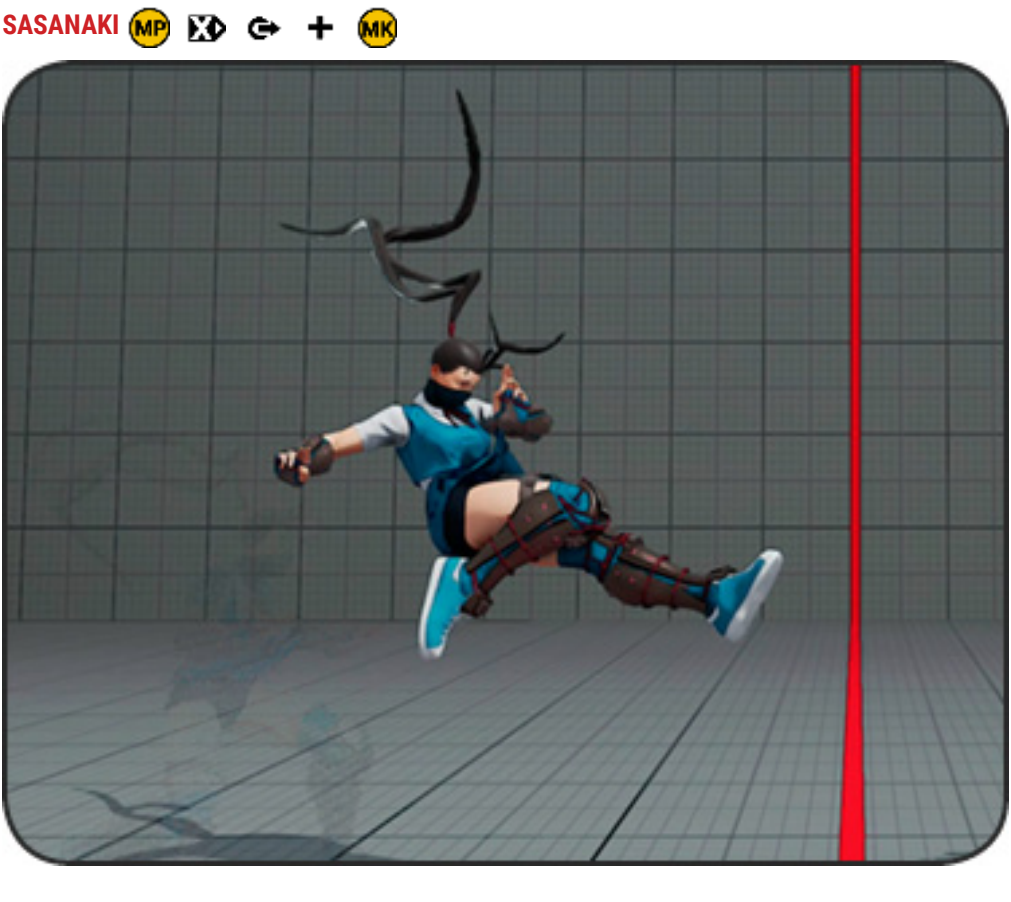
NOTES

Frames 7-26 airborne; not a blockstring when guarded

Shakunage: A target combo that involves Ibuki's crouching strong canceled into Bonshogeri, her → + HK hopkick. This hopkick isn't a Crush Counter though, and leaves her at -5 (rather than -3) when blocked. The use for this target combo is less flexible and more specific than for Ibuki's other chains. Crouching MP has six frames of startup and leaves her at -1 guarded, so it's not the fastest hit-check opener, and, on block, between the punch and → + HK there's a gap the opponent could drive a Shadaloo van through.

So, the main purpose of this chain is actually as combo filler (or stalling, two-part poke) when using Ibuki's Rokushaku Horokudama, her V-Trigger bombs. For example, from almost any hit-check into Kunai, you can V-Trigger cancel with a neutral bomb, pause ever-so-slightly after the screen freeze, then link Shakunage. (This is a rare instance where the best link timing isn't immediate; don't worry, there's time to hesitate a tiny bit before the link after V-Trigger-canceling from something like standing HP or grounded Kunai.) These two hits hold the opponent long enough, and push them forward far enough, to be in perfect position when the short-fused bomb detonates, launching them into the juggle ender or reset setup of your choice.

SASANAKI MP → → + MK



STARTUP	27
ACTIVE	2
RECOVERY	16
GUARD LEVEL	H
ON HIT	5
ON GUARD	-2
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

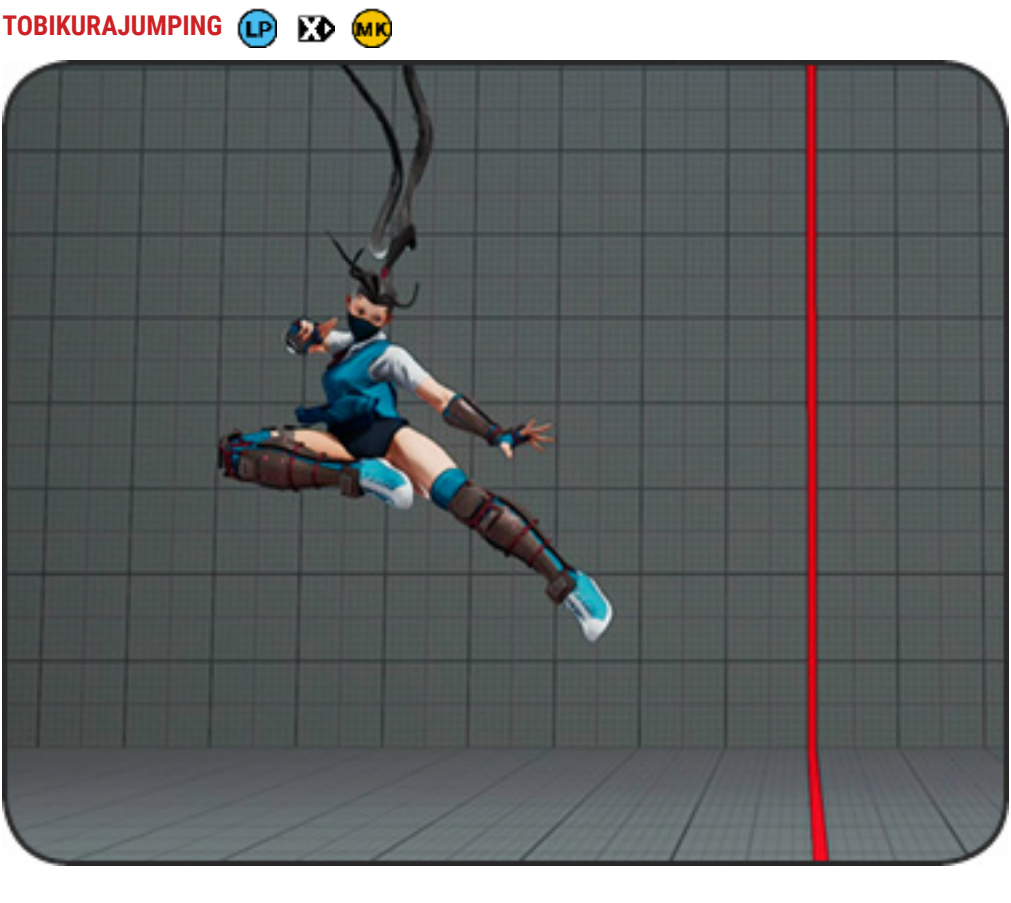
NOTES

Frames 7-25 airborne; not a blockstring when guarded

Sasanaki: This target combo features Ibuki's standing strong canceled into her overhead hopkick. This version is actually a little better, hitting a tiny bit quicker and allowing for an immediate link afterward, since she's at +5 here if the hopkick connects. The only bad thing about this overhead is that it's telegraphed, since it must start with standing MP. Still, opponents who are confused by Ibuki's assault of standing LP and standing MP pokes up-close may hesitate, encouraged to switch block or attack too late, just before the hopkick hits.

The Sasanaki target combo also has a kind-of-shennanigany use as a juggle ender... After a V-Trigger bomb launches the opponent, or after they're juggled with ↶ + MP (one hit) → LK Kasumigake, juggle just before they hit the ground with standing MP → → + MK and they'll be greeted with an immediate overhead just as they flip out from air recovery.

TOBIKURAJUMPING LP → MK



STARTUP	2
ACTIVE	6
RECOVERY	–
GUARD LEVEL	HL
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	70
STUN	50
METER GAIN	20/10

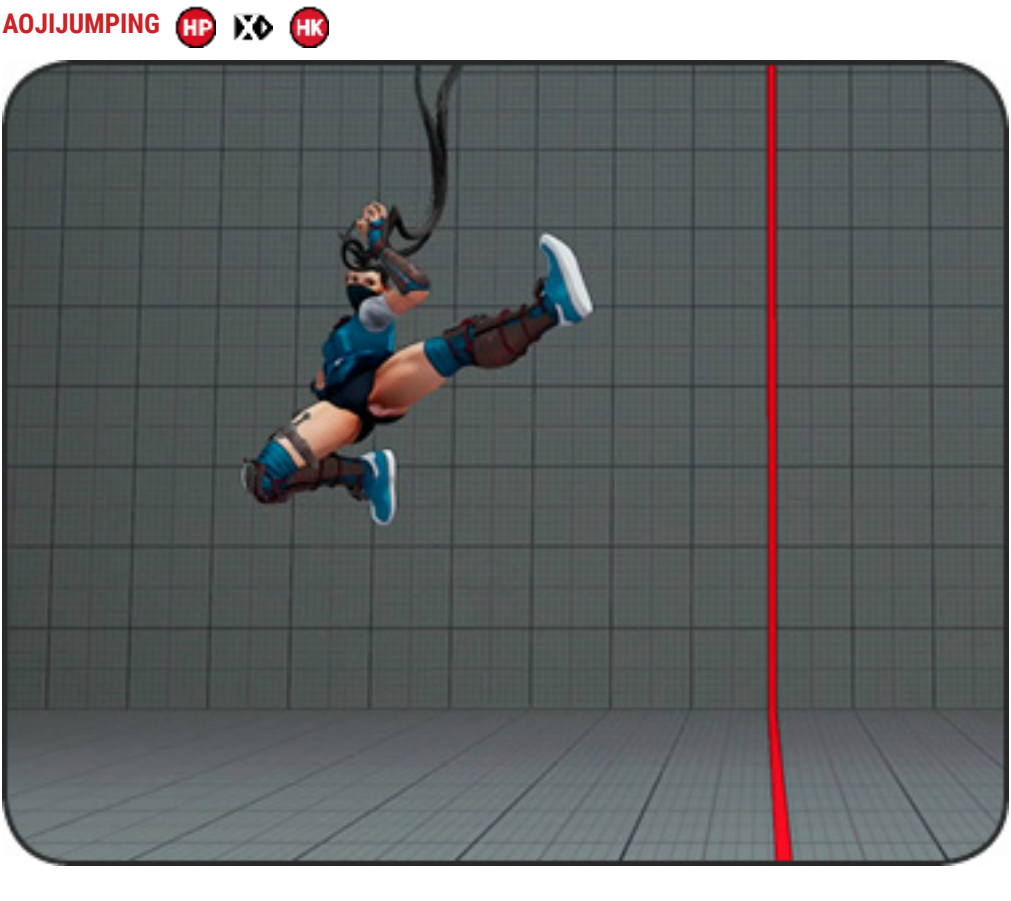
NOTES

Possible during HK Kasumigake; first hit of chain has extra point of juggle potential out of HK Kasumigake than during normal jumps

Tobikura: The first of two jumping target combos, this one features Ibuki striking with jumping jab canceled into forward (MK). This can be performed during a jump in any direction, or during HK Kasumigake. (Unfortunately, it can't be performed out of Ibuki's Nobusuma air glide!) The second hit isn't an overhead, so if the opponent blocks the jumping jab correctly, they can't be fooled by switching to crouching block too early like in "Versus" titles. Also, against smaller characters like Cammy and (soon!) Juri, they aren't tall enough for the jump-in jab to register and cancel all the way into jump-in MK before Ibuki lands. This is thus naturally more useful against taller, bigger brawlers like Alex, Birdie, Zangief, and (soon!) Urien. Against them, the jab hits high enough in the air to give MK time to chain before landing. On the tallest characters like Birdie and Urien, jumping for an "instant" overhead with jumping LP → MK immediately off the ground will actually connect for two hits.

In normal circumstances, hitting an opponent air-to-air with this chain will not work as a two-hit combo. However, using Tobikura out of HK Kasumigake (the "super jump" version of her movement special) increases the juggle potential of the sequence, allowing jumping LP to keep the enemy floating so that MK will link in mid-air.

AOJIJUMPING HP → HK



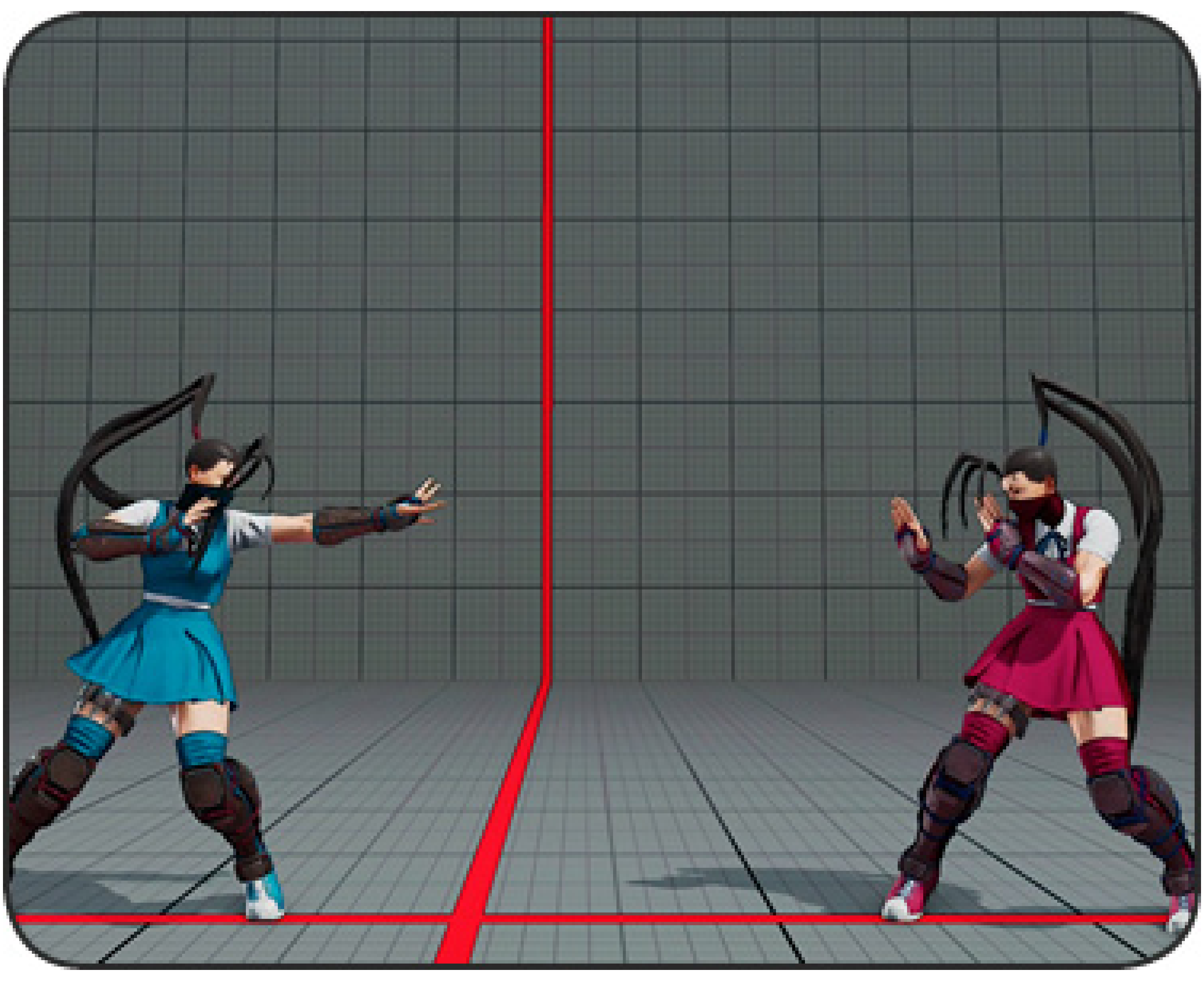
STARTUP	16
ACTIVE	4
RECOVERY	–
GUARD LEVEL	HL
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	50
STUN	80
METER GAIN	30/15

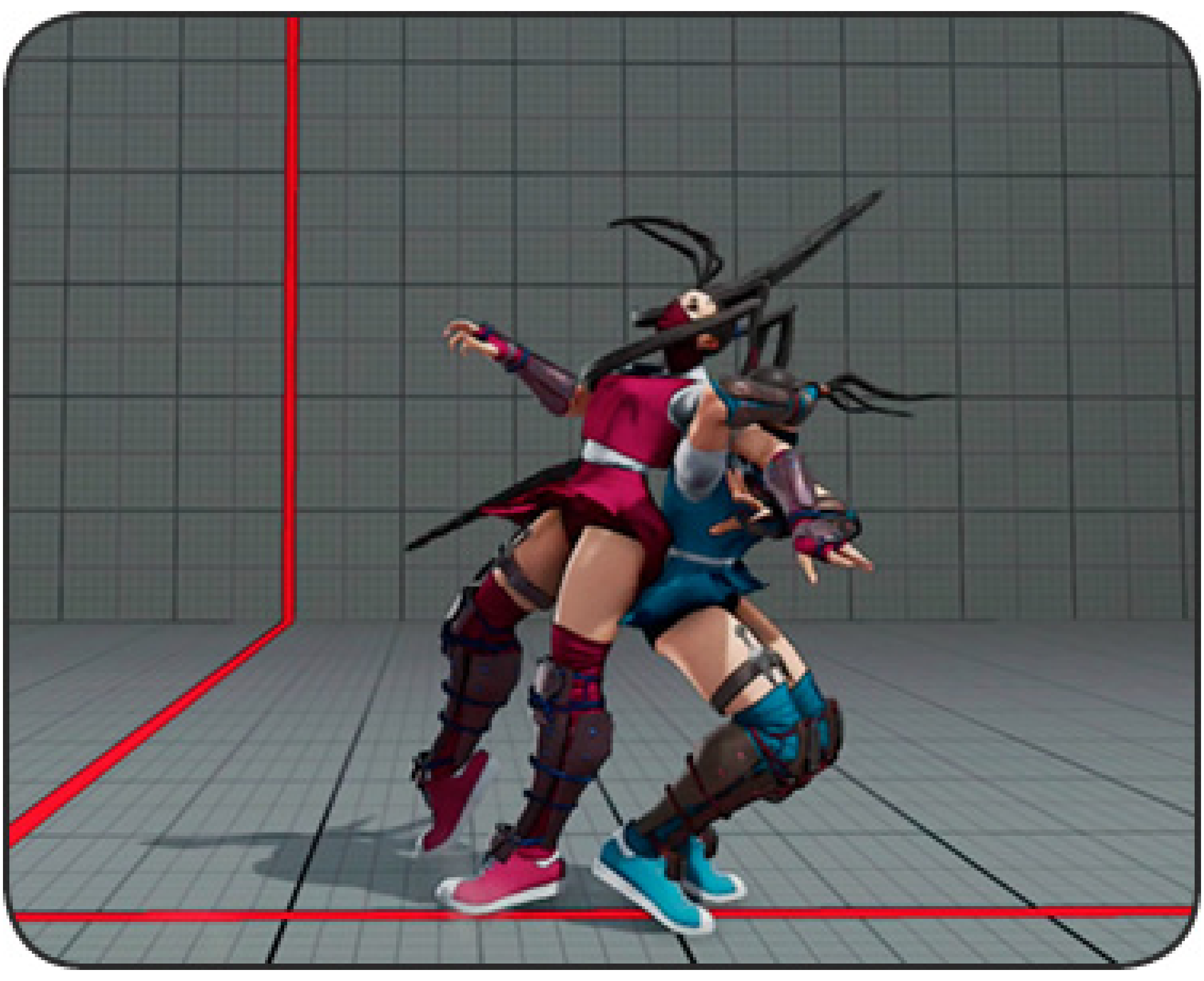
NOTES

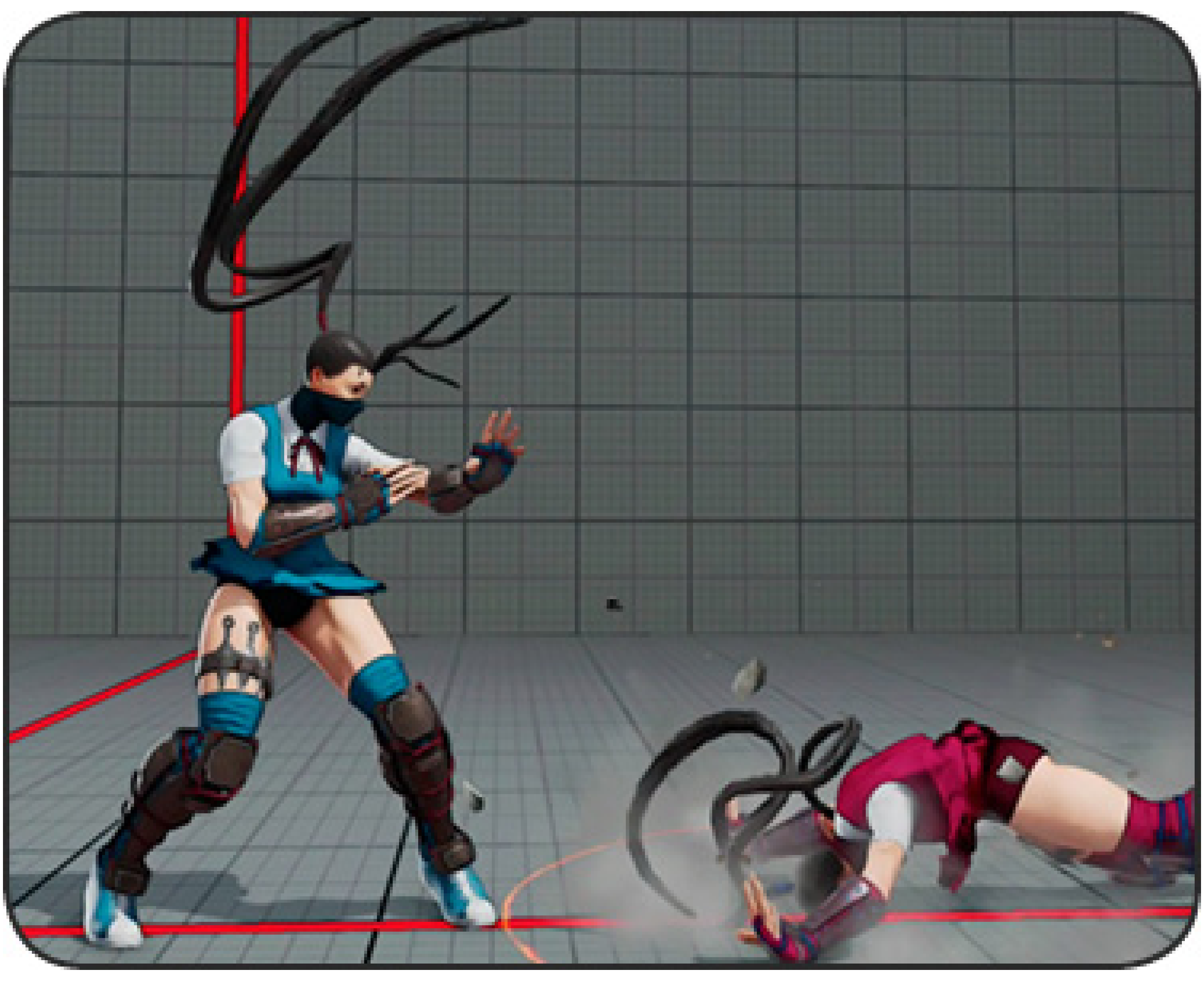
Possible during HK Kasumigake; first hit of chain has extra point of juggle potential out of HK Kasumigake thank during normal jumpse

Aoji: Ibuki's heavier jumping chain is fierce canceled into roundhouse. Like with Tobikura, there's not time to use this as a two-hit jump-in on small or mid-sized characters, and the second hit doesn't have to be blocked standing. Also like with Tobikura, this air chain gains extra juggle potential when used out of HK Kasumigake. This can be useful for example for stylishly ending V-Trigger bomb combos. Use whatever setup pops the foe up into the air with the bomb's explosion, then juggle them with HK Kasumigake into both hits of Aoji. This knockdown spikes them violently to the ground with the jumping roundhouse.

YAMIKAZURA LP + LK



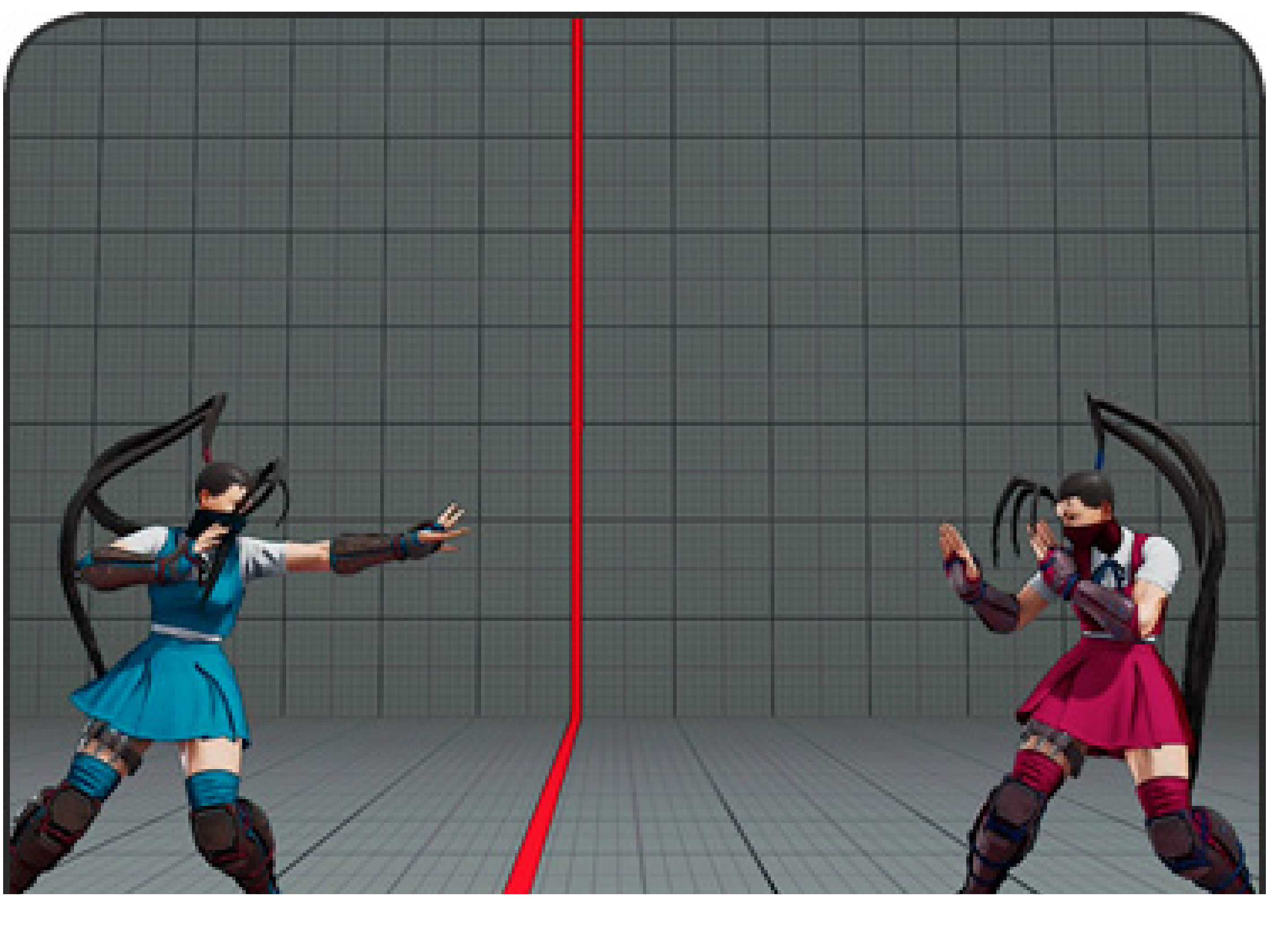




STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
CANCEL	–
DAMAGE	120
STUN	170
METER GAIN	80

Yamikazura: With a fast walk speed, a three-frame standing jab that's +2 guarded, and several overhead and left/right mix-up options, plain old normal throws become a potent tool for Ibuki's offense. This body slam floors the opponent about a dash's distance away. If the opponent quick-rises, Ibuki is left at +5, but outside of immediate attack range. Dashing forward immediately into a quick-rising victim is actually a bad idea, since Ibuki will be no better than -12, like having a sweep blocked point-blank. To press the attack immediately after a forward throw, just walk forward cautiously, use the +5 at arm's length to get a head-start on → + MK or a jump-in against their wake-up.

KUBIORI ← + LP + LK

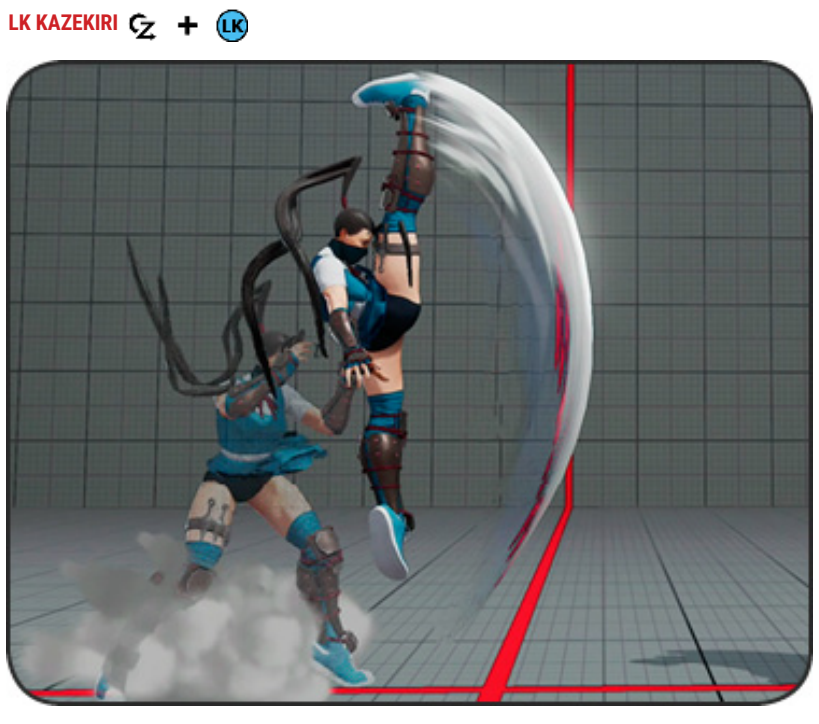


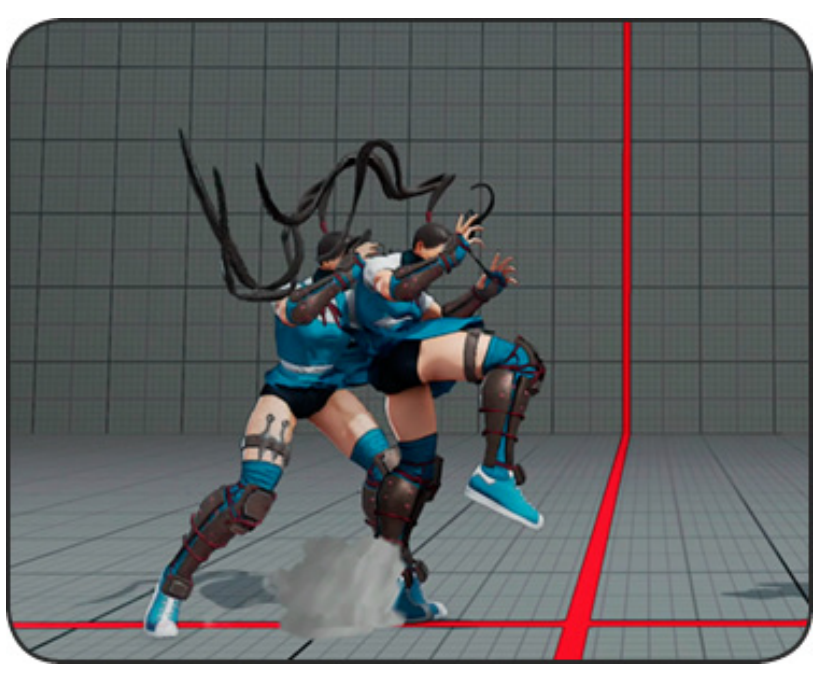
PRIMA GAMES
STREET FIGHTER V

Ibuki

Special Moves

LK KAZEKIRI Ƶ + LK





STARTUP	3
ACTIVE	13
RECOVERY	34
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-27
CANCEL	CA
DAMAGE	50/40/30
STUN	50/50/50
METER GAIN	10/10+20+20/15

NOTES

Airborne on 5th frame

MK KAZEKIRI Ƶ + MK

STARTUP	4
ACTIVE	13
RECOVERY	34
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-27
CANCEL	CA
DAMAGE	50/40/30
STUN	50/50/50
METER GAIN	10/10+20+20/15

NOTES

Airborne on 6th frame

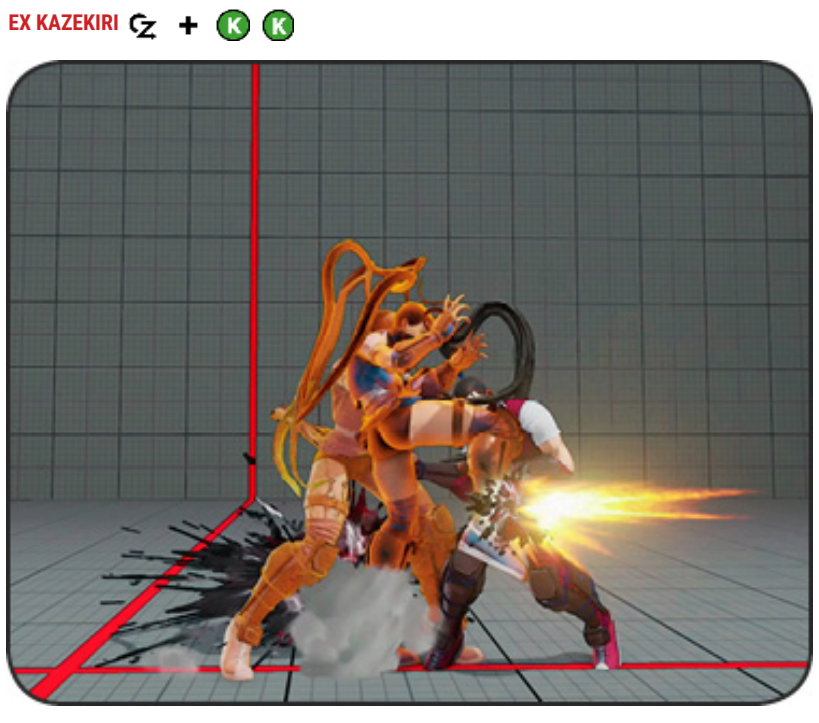
HK KAZEKIRI Ƶ + HK

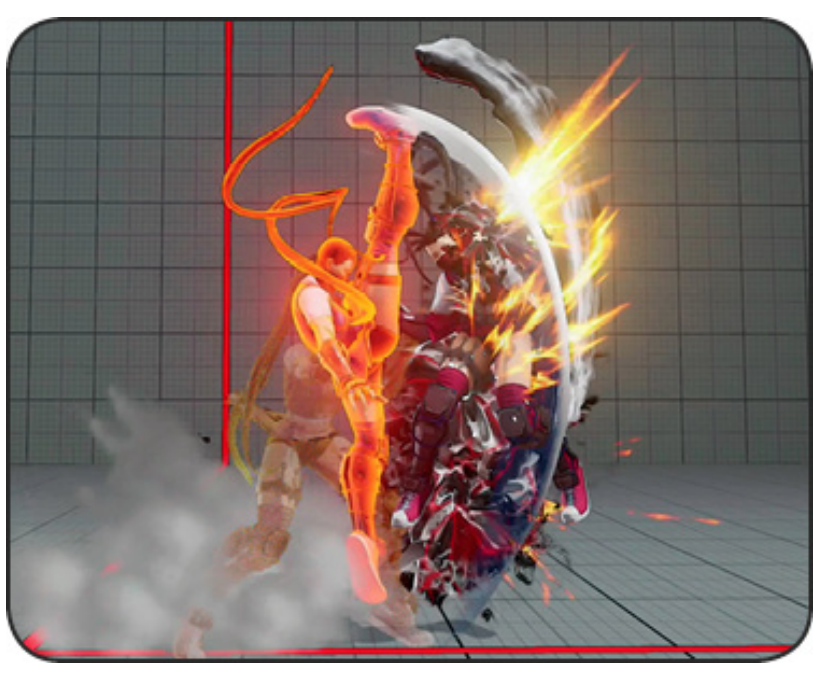
STARTUP	5
ACTIVE	13
RECOVERY	34
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-27
CANCEL	CA
DAMAGE	50/40/30
STUN	50/50/50
METER GAIN	10/10+20+20/15

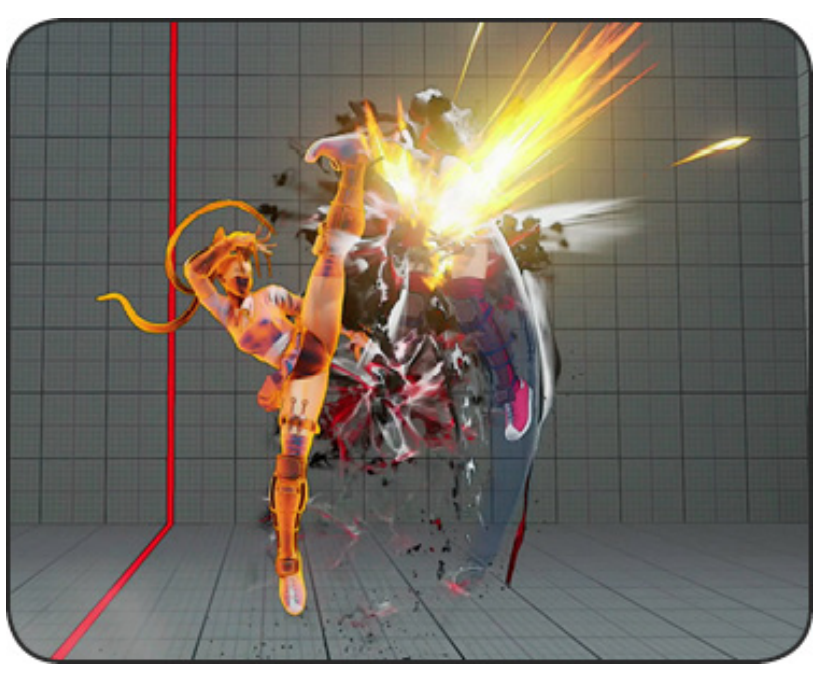
NOTES

Airborne on 7th frame

EX KAZEKIRI Ƶ + K K







STARTUP	4
ACTIVE	13
RECOVERY	34
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-27
CANCEL	CA
DAMAGE	50/40/30
STUN	50/50/50
METER GAIN	10/10+20+20/15

NOTES

Frames 1-8 fully invincible; airborne on 7th frame

Kazekiri: Ibuki's rising kick special move looks a lot like a shoto Shoryuken in trajectory and intended use, but it's not quite like that. The normal versions don't have any kind of invulnerability, and their hitbox starts as a knee into a toe kick out front, so they're not ideal as anti-airs or grounded reversals. After the toe kick, Ibuki launches upward with kick angled to the sky. Non-EX versions of Kazekiri are primarily intended as combo enders. They can also be useful as low-damage juggle enders that leave Ibuki with excellent frame advantage against the victim's wakeup.

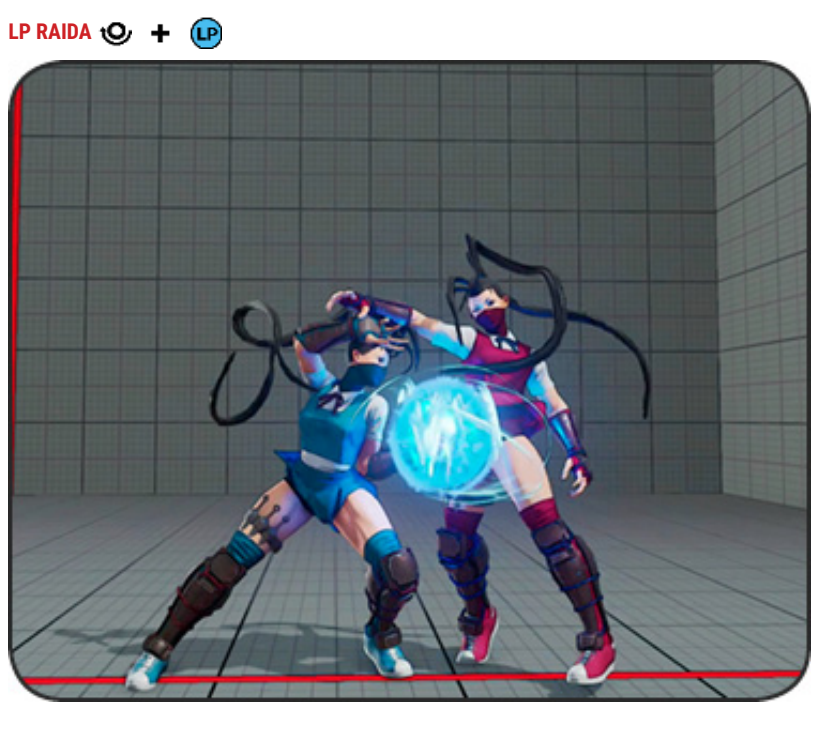
All non-EX "uppercut kicks" have the same general behavior but differ in speed and range. LK Kazekiri is tied with standing LP as Ibuki's fastest move, striking in three frames. It has the least horizontal range of the three though, reaching about 20 percent of the screen away from Ibuki's starting point. The MK version reaches about 25% of the screen away while adding one extra frame of startup. The HK version reaches the farthest, with a reach across almost a third of the screen for the horizontal toe-kick portion, but it's the slowest to startup (five frames). Generally, it's best to err toward HK Kazekiri in combos because why not? Ibuki's hit-checks can sometimes push the opponent a bit away, and depending on the opponent's size and stance, something like crouching LK ▷ standing LP X▷ MP X▷ HP X▷ LK Kazekiri might actually whiff at the end. However, LK Kazekiri can still be useful for spastic hit-confirms, like linking LK Kazekiri after standing LP X▷ LP or crouching LK ▷ standing LP, just like some short shoto hit-checks into linked SRK.

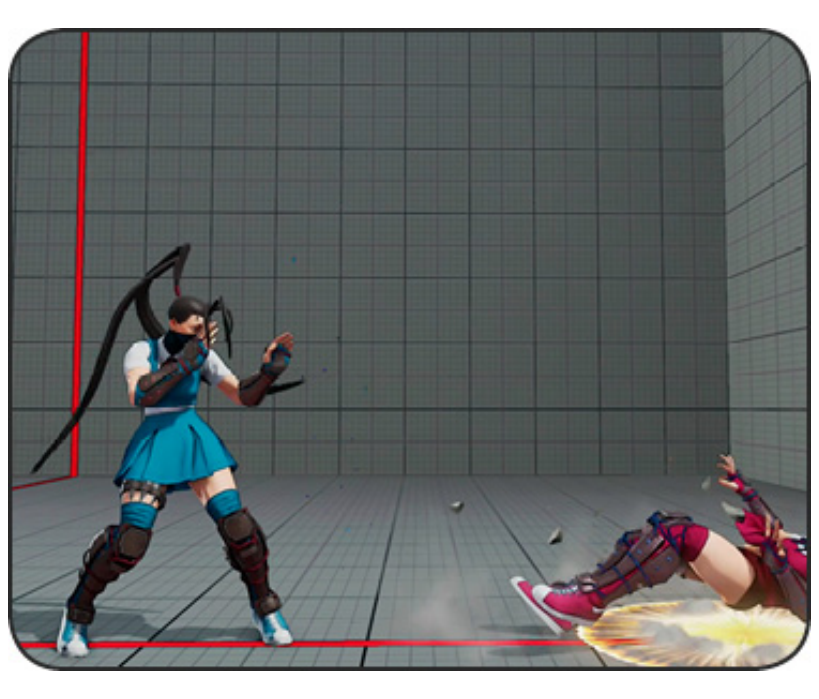
After hit-checking into Kazekiri, the opponent will be popped up into a short floating state that ends in a knockdown. Off any clean non-EX Kazekiri hit, dashing forward immediately on landing puts Ibuki at +5 against a foe who quick-rises in place, and at point-blank range to boot. Enemies who opt to recover backward will leave Ibuki dashing forward at +10, from slightly farther away. For a ground cross-up against quick-rise in place, or to stay even with a foe who quick-recovers backward, immediately use MK Kasumigake upon landing from a Kazekiri knockdown.

EX Kazekiri is Ibuki's invincible reversal. This burns one stock of EX gauge for eight frames of total invulnerability. It's also great when extra oomph is desired in combos. On hit, EX Kazekiri transitions into an extra kick attack in midair, one the non-EX versions don't have. This extra aerial kick can be special-canceled into airborne Kunai or Kunai Ikkinage, which enables continued juggles from EX Kazekiri. Midscreen, EX Kazekiri into airborne EX Kunai bounces the opponent, potentially in position for another hit depending on positioning. In the corner, if an MK charge is stored for airborne MK Kunai Ikkinage, verifying into EX Kazekiri then canceling to MK Kunai Ikkinage off the aerial hit keeps the victim lofted long enough for Ibuki to land. From here, EX Raida snags them just off the ground for extremely heavy corner combo damage. This still works even if only one Kunai is stocked for MK Ikkinage. This is especially strong to keep in mind if the foe is dizzied near a corner.

Of course, as an upward-arcing special, any whiffed or blocked Kazekiri leaves Ibuki wide-open to max punishment.

LP RAIDA ◎ + LP





STARTUP	7
ACTIVE	2
RECOVERY	30
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
CANCEL	–
DAMAGE	100
STUN	200
METER GAIN	0/60/0

NOTES

Hit throw; prevents backward quick recovery

MP RAIDA ◎ + MP

STARTUP	7
ACTIVE	2
RECOVERY	30
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
CANCEL	–
DAMAGE	110
STUN	200
METER GAIN	0/60/0

NOTES

Hit throw; prevents backward quick recovery

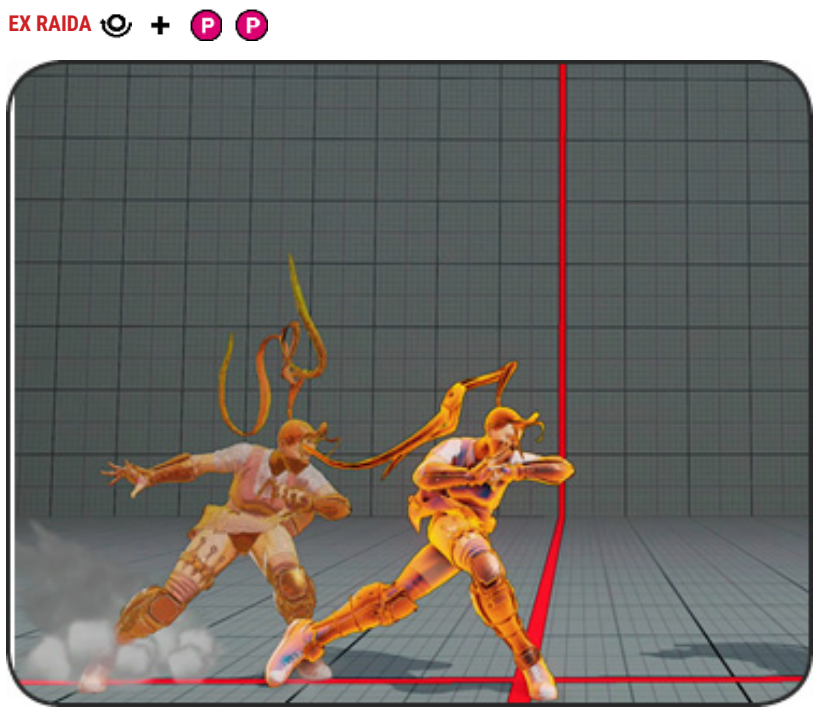
HP RAIDA ◎ + HP

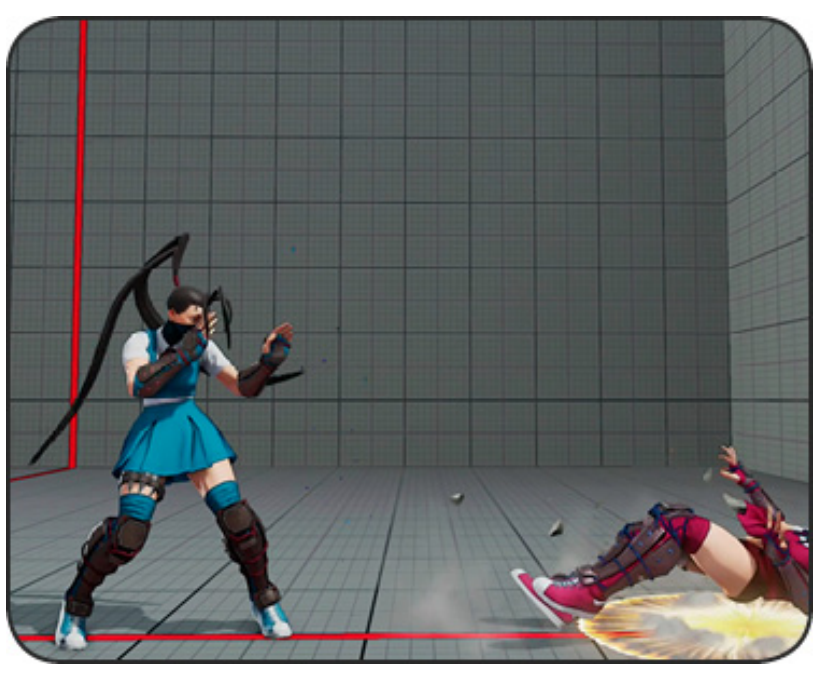
STARTUP	7
ACTIVE	2
RECOVERY	30
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
CANCEL	–
DAMAGE	120
STUN	200
METER GAIN	0/60/0

NOTES

Hit throw; prevents backward quick recovery

EX RAIDA ◎ + P P





STARTUP	7
ACTIVE	3
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
CANCEL	–
DAMAGE	20/130
STUN	200
METER GAIN	-300

NOTES

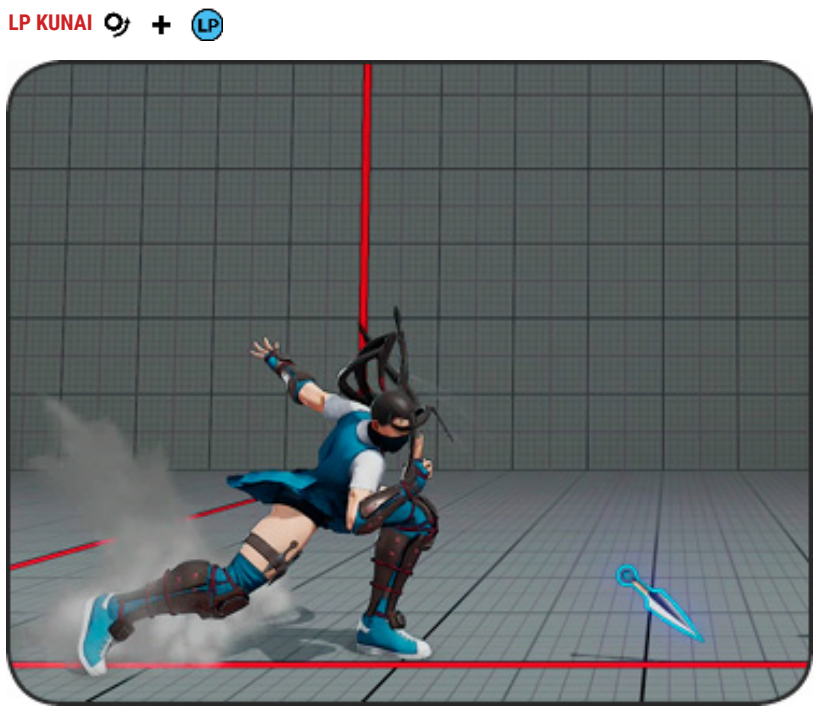
Frames 3-9 projectile invincible; hit throw; prevents backward quick recovery

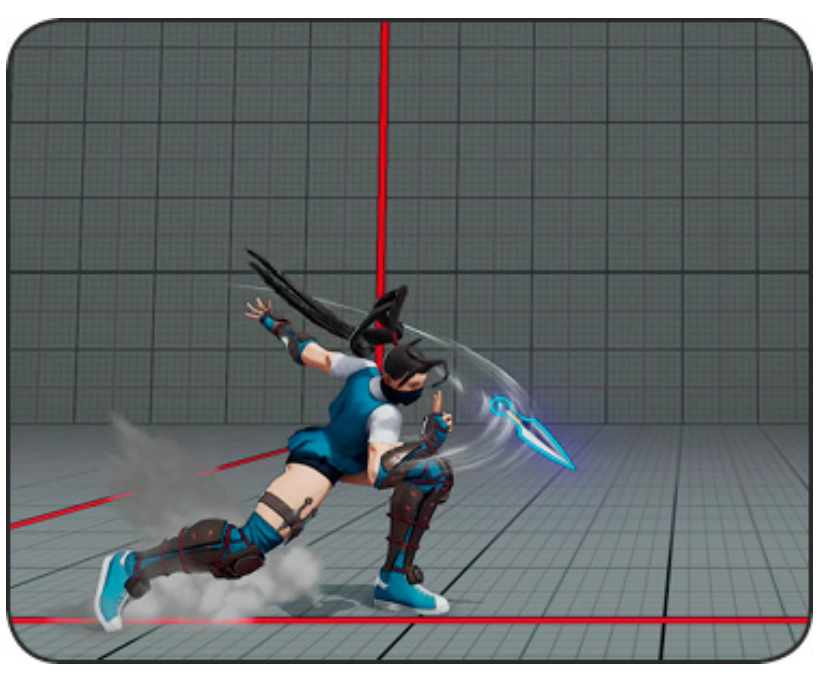
Raida: Ibuki's hit-grab is back. She lunges forward with a throw attempt that's actually a blockable strike. All normal versions have the same reach (a quarter of the screen) and damage, the only difference is in how far Ibuki blasts the victim across the playing field when successful. LP Raida launches the enemy close enough so that, by dashing forward immediately after LP Raida, Ibuki is left at +3 against stationary quick recovery. MP Raida launches them half a screen away, outside of immediate attack range after dashing back in. And HP Raida launches them to full screen's distance, making it best when going for corner push or a chance to restock knives with Kunai Hojo.

Raida is too slow to practically link into from Ibuki's pokes (like how LK Kazekiri can be useful), but Raida will grab from any situation where a standing LP can be successfully landed. For example, striking perfectly meaty with the last active frame or two of Sazan slide (→ + MK) allows for a tight link to standing LP X▷ Raida. Jab canceled to Raida also combos after → + MK, and after crouching LK. Block any situation that leaves a close-range opponent at a mere -3, and standing LP X▷ Raida becomes a reliable lizard-brain punish, like Karin standing LK X▷ Tenko or R. Mika jab X▷ Shooting Peach.

EX Raida starts with Ibuki stepping forward while projectile-invincible, then delivering an elbow strike that transitions into a powered-up Raida on hit. She's projectile-invulnerable through to the elbow strike and reaches a bit farther than normal Raida, so EX Raida can be used like a higher-stakes → + HK Bonshogeri kick, blowing through anticipated projectile pokes at mid-range. EX Raida also works in grounded hit checks, but even better, has high juggle potential and is usually Ibuki's highest-damage option for concluding juggle combos, if the floating foe is close enough to land the elbow.

LP KUNAI ↺ + LP





STARTUP	10
ACTIVE	See Notes
RECOVERY	23
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	CA
DAMAGE	40
STUN	50
METER GAIN	10/20/10

NOTES

Kunai onscreen for 11 frames

MP KUNAI ↺ + MP

STARTUP	10
ACTIVE	See Notes
RECOVERY	23
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	CA
DAMAGE	40
STUN	50
METER GAIN	10/20/10

NOTES

Kunai onscreen for 16 frames

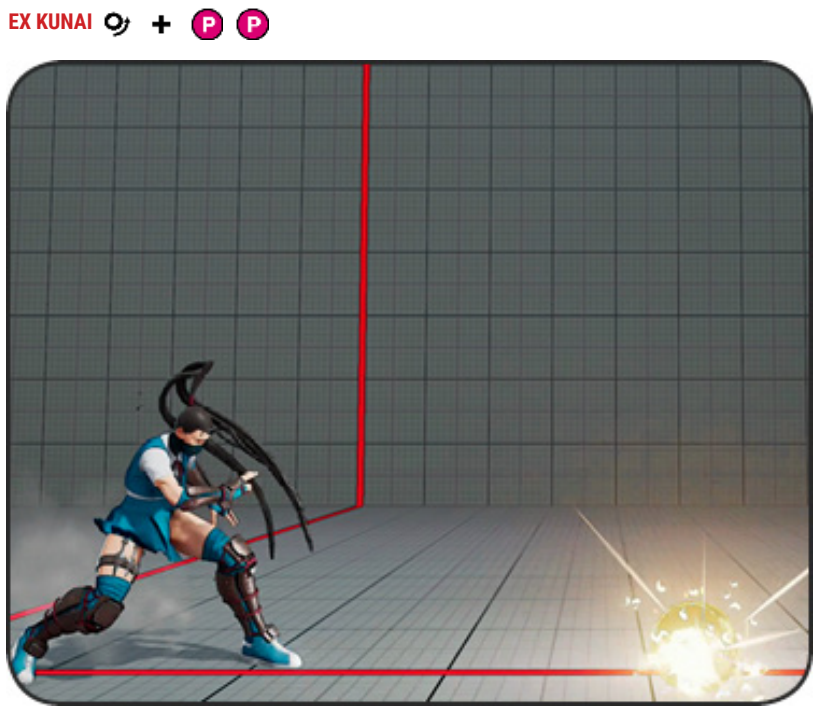
HP KUNAI ↺ + HP

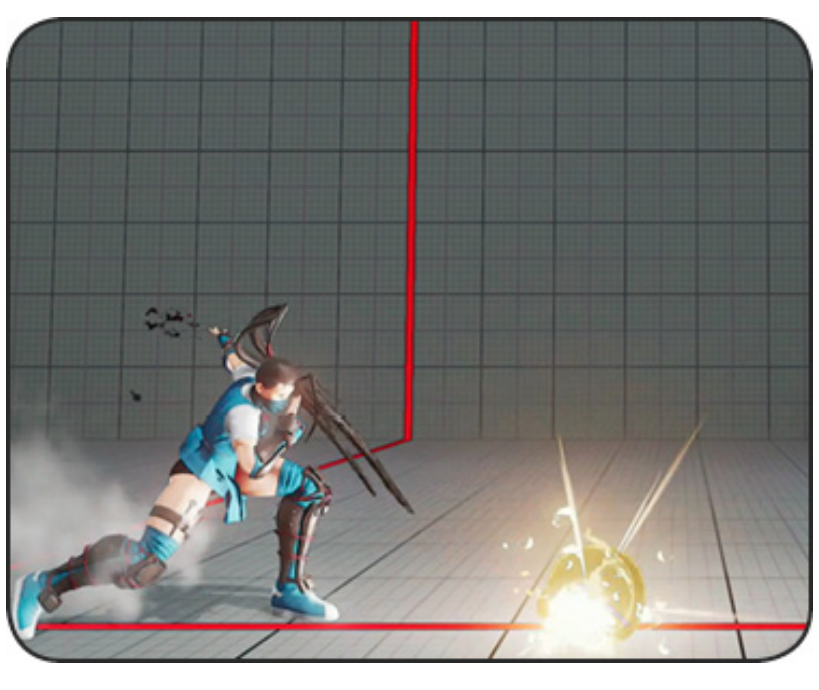
STARTUP	10
ACTIVE	See Notes
RECOVERY	23
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	CA
DAMAGE	40
STUN	50
METER GAIN	10/20/10

NOTES

Kunai onscreen for 21 frames

EX KUNAI ↺ + P P





STARTUP	10
ACTIVE	See Notes
RECOVERY	40 total
GUARD LEVEL	HL
ON HIT	D
ON GUARD	18
CANCEL	–
DAMAGE	20/40
STUN	50/50
METER GAIN	-300

NOTES

Close: LP + MP; middle distance: LP + HP; long range: MP + HP

Kunai: Ibuki's signature throwing daggers are no longer air-only, and she no longer carries an unlimited supply. At any given time, she can stock up to six Kunai total, which are expended one at a time for Kunai moves, or all at once with Kunai Ikkinage.

The strength of Kunai determines how far it travels down-forward before striking the ground and stopping. LP reaches to 40 percent screen distance in 11 frames, MP to 55 percent distance in 16 frames, and HP to 90 percent screen distance in 21 frames. HP Kunai will strike the feet of an opponent standing all the way across the playing field.

Non-EX Kunai are projectiles with no durability at all. They will be destroyed by any active hitbox. Incoming projectiles from other characters will plow through Ibuki's Kunai like they aren't there. The opponent can even poke incoming Kunai out of the air with normal attacks. Kunai basically function as extremely long pokes, not as a tool in grounded fireball battles.

Kunai can end hit-check combos with opponents on their feet, which is good if you want to cancel right into her Critical Art with full EX gauge, or for hit-confirm combos into V-Trigger bombs. For example, standing LP X▷ MP X▷ HP X▷ Kunai X▷ HP + HK ▷ crouching MP X▷ → + HK ▷ bomb explodes, etc.

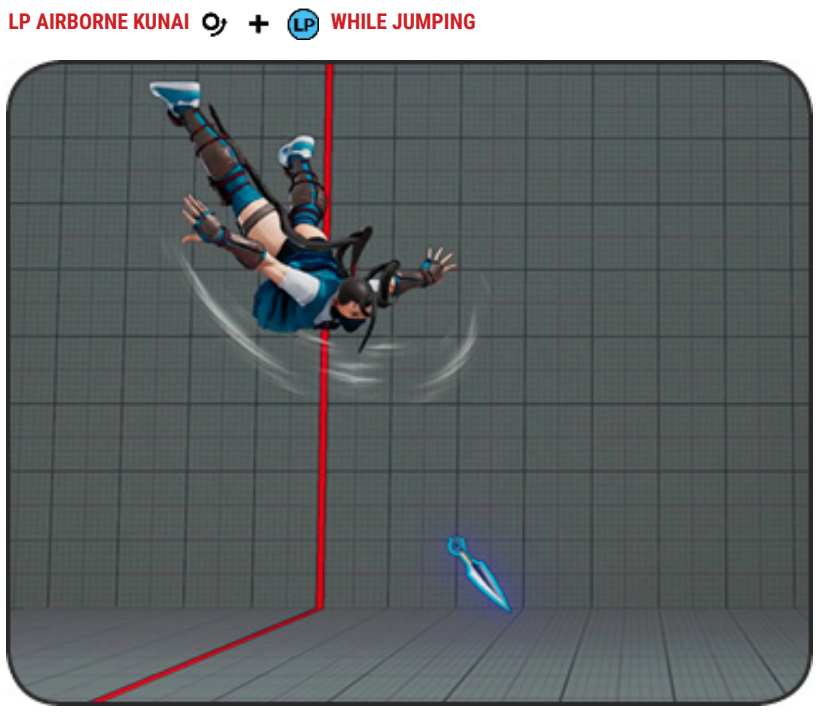
With V-Gauge full and at least one stock of EX gauge ready, Kunai can also be used as an option-select poke at mid-range. Aim LP Kunai so it will whiff in front of the opponent's feet, and slap HP + HK after throwing the Kunai no matter what. If the Kunai pings harmlessly off the ground before the enemy, nothing happens. If the opponent walks or dashes forward and Kunai hits, Kunai's hitstop is automatically canceled into Rokushaku Horokudama. The screen freeze of Ibuki throwing the V-Trigger bomb gives a visual cue of success and plenty of time to get ready–immediately after the screen freeze, throw M EX Kunai to link from the Kunai and set the bomb off at the same time, creating a juggle opportunity and follow-up okizeme chance out of thin air. This kind of play often appears "psychic" but was really just the result of a button sequence that has no downside.

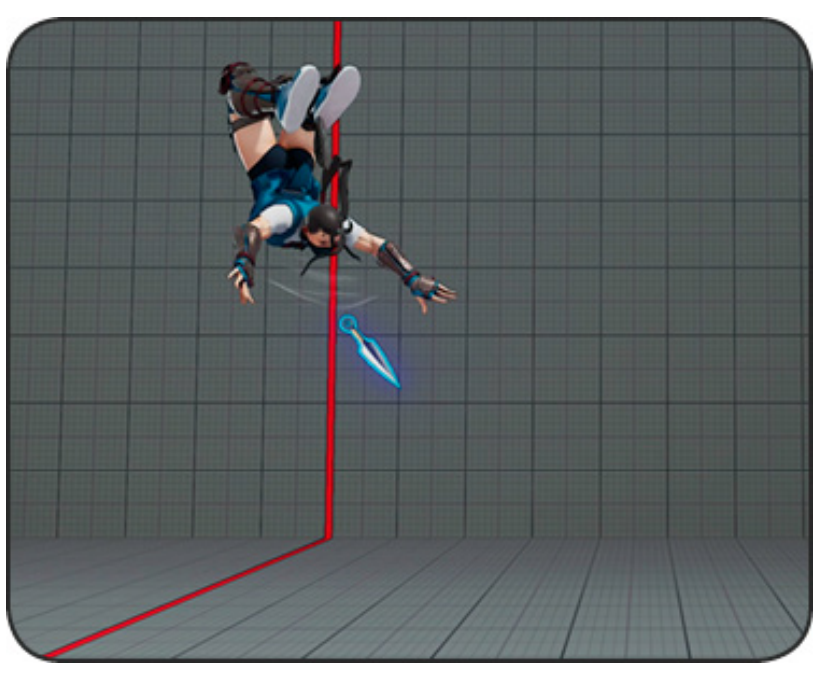
EX Kunai work differently. Throwing one expends both one stock of EX gauge, and one of Ibuki's Kunai in reserve. While in transit, EX Kunai are actually strikes, like Birdie's chains, so they pass through incoming projectiles without affecting them. EX Kunai can therefore hit a projectile thrower, but without stopping their projectile from hitting Ibuki too. After the initial striking hit of EX Kunai, a small bomb explosion goes off six frames after they slice into the ground. If the opponent is positioned along the right path, EX Kunai will register both the slicing hit and the launching explosion as a combo and juggle setup.

For L EX Kunai traveling to about 30 percent screen distance, input ↺ + LP + MP. For M EX Kunai traveling to 55 percent, input ↺ + LP + HP. For H EX Kunai traveling to 90 percent, input ↺ + MP + HP. L EX Kunai has use for launching opponents after up-close hit-checks. L or M EX Kunai may be appropriate at close to mid-range to manually detonate V-Trigger bombs in combos. And M and H EX Kunai can surprise opponents from incredible ranges, almost like full-screen sweeps at a cost.

Attempt a Kunai or EX Kunai throw when Ibuki is out of Kunai in reserve, and she'll humorously whiff the throw motion, leaving herself open to punishment like she'd whiffed a grab. Develop a sense for how may knives are in reserve, and take little chances to quickly stock up just one or two with brief Kunai Hojo charges to keep a supply at hand.

LP AIRBORNE KUNAI ↺ + LP WHILE JUMPING





STARTUP	7
ACTIVE	–
RECOVERY	13 landing
GUARD LEVEL	HL
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	50
METER GAIN	10/20/10

NOTES

Kunai travels downward at 25 degrees; projectile hitbox with no durability

MP AIRBORNE KUNAI ↺ + MP WHILE JUMPING

STARTUP	7
ACTIVE	–
RECOVERY	13 landing
GUARD LEVEL	HL
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	50
METER GAIN	10/20/10

NOTES

Kunai travels downward at 35 degrees; projectile hitbox with no durability

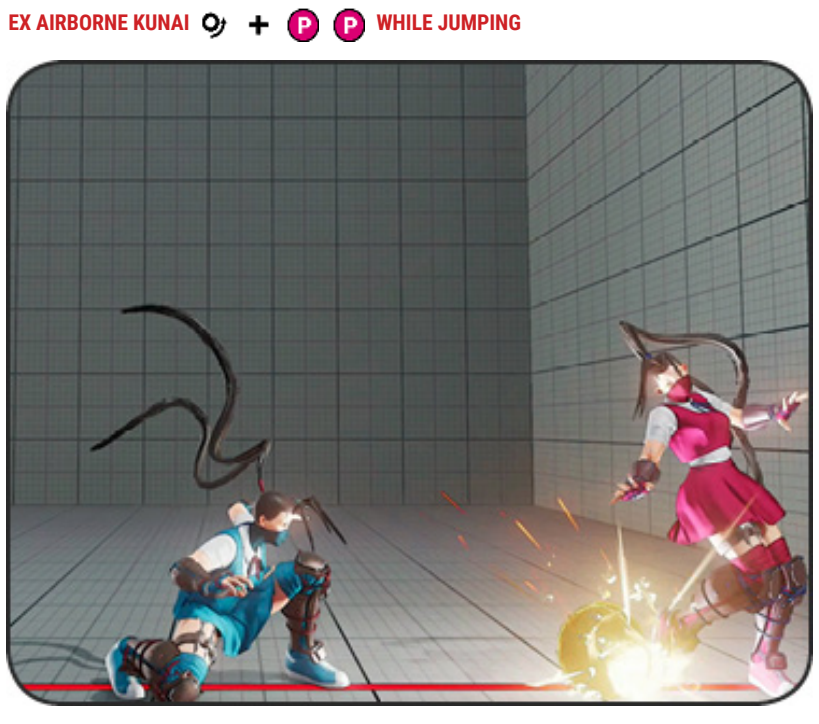
HP AIRBORNE KUNAI ↺ + HP WHILE JUMPING

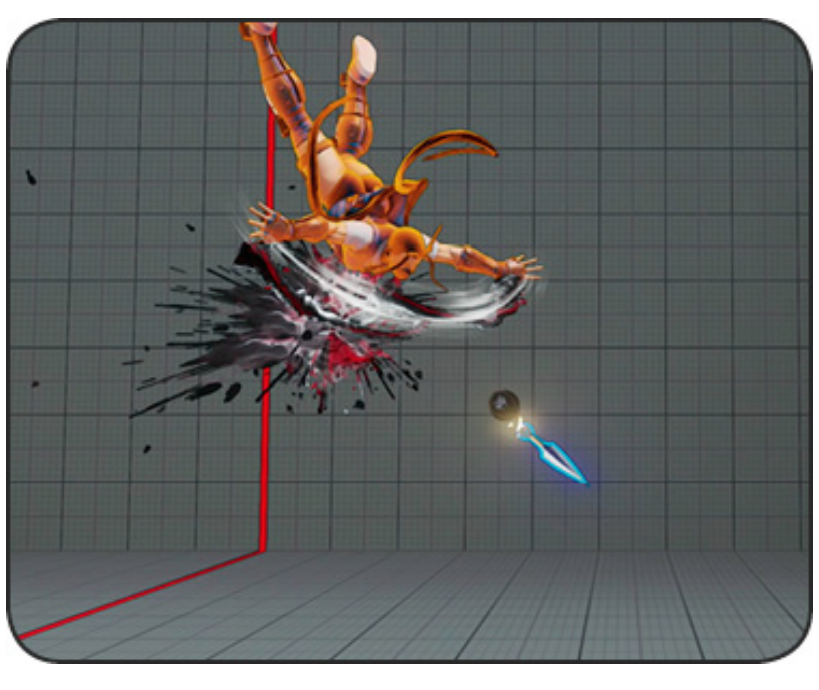
STARTUP	7
ACTIVE	–
RECOVERY	13 landing
GUARD LEVEL	HL
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	50
METER GAIN	10/20/10

NOTES

Kunai travels downward at 45 degrees; projectile hitbox with no durability

EX AIRBORNE KUNAI ↺ + P P WHILE JUMPING





STARTUP	7
ACTIVE	–
RECOVERY	13 landing
GUARD LEVEL	HL
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	20/50
STUN	50/50
METER GAIN	-300

NOTES

EX Kunai travels downward at 45 degrees; explodes on sixth frame after striking ground; explosion will detonate V-Trigger bombs; striking hitbox that passes cleanly through other projectiles

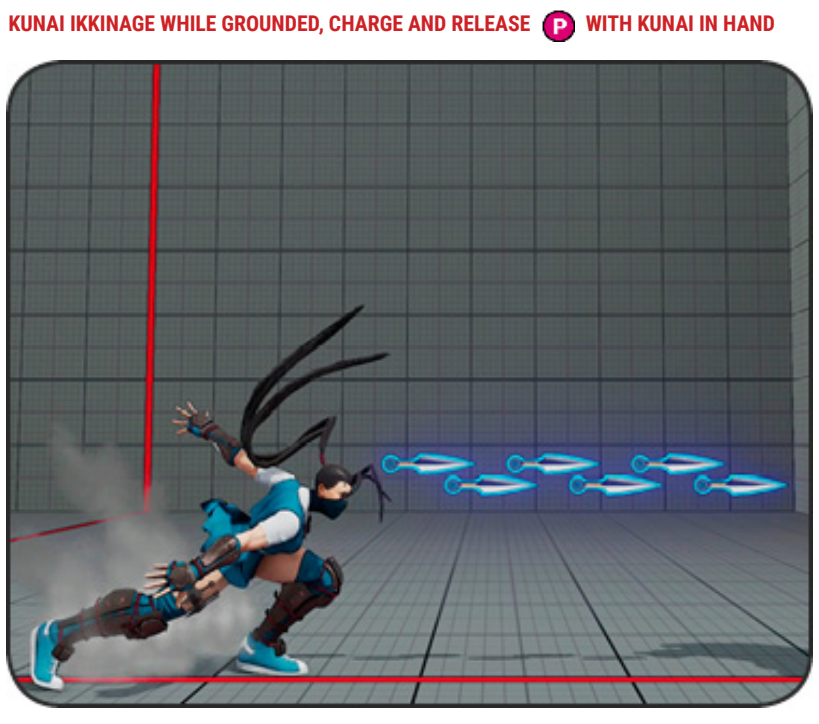
Airborne Kunai: Just like SFIII/SFIV Ibuki, this version of the high school ninja can throw aerial Kunai at a down-forward angle from a forward jump. Airborne Kunai are also possible during HK Kasumigake, after EX Kazekiri hits, and out of Nobusuma, Ibuki's inverted carpet ride. The button strength determines the angle of travel. LP Kunai travels diagonally down at 25 degrees, MP Kunai at 35 degrees, and HP Kunai at 45 degrees. Like grounded Kunai, these have no durability and can be batted aside by anything.

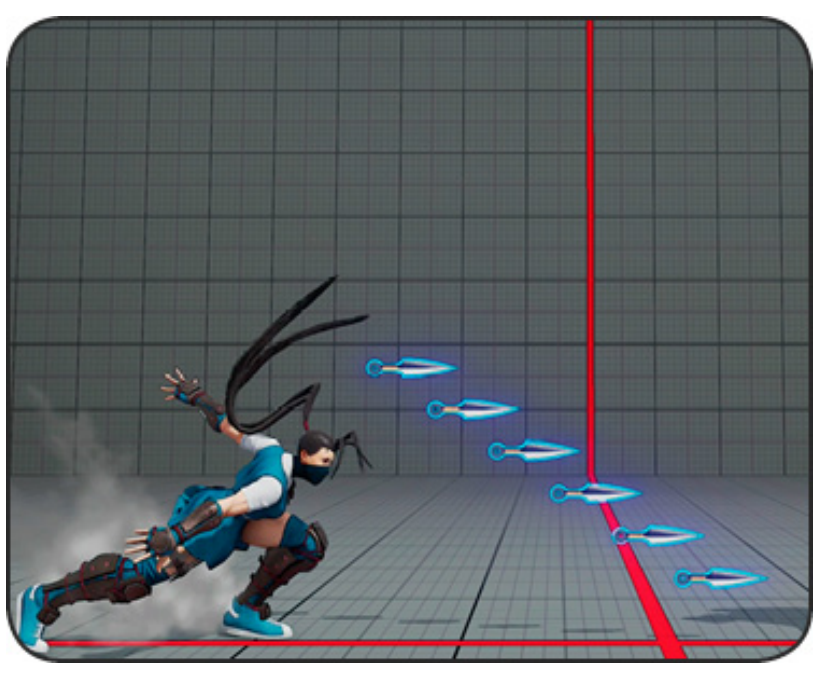
Airborne EX Kunai only has one version, which travels down-forward at 45 degrees, like the aerial HP version, and then explodes six frames after striking the ground. Like grounded EX Kunai, this is really a projectile-invincible strike in transit.

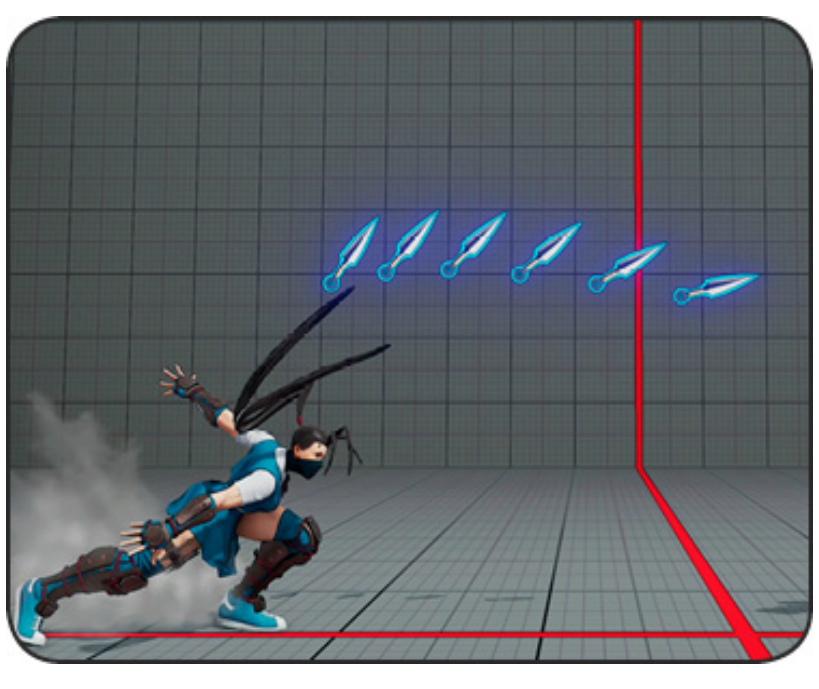
Having a down-forward aimed air projectile is never a bad thing. In fact, it's usually the best thing possible. Every version of Akuma ever has a down-forward air fireball and no version of Akuma is bad, not even in "Versus" games, because of the value of that attack trajectory. However, Ibuki's jumping Kunai has caveats. It also pulls from Kunai in reserve, and requires the commitment of a forward jump. Anti-airs don't require any invulnerability at all to blow through incoming air Kunai and hit Ibuki too–they just have to aim up-forward, through the incoming blade. Historically, the main use for airborne Kunai is to set up a tricky left/right mixup as okizeme: jump toward a floored opponent during wakeup and throw a meaty Kunai over them as they rise, so that there's some degree of uncertainty about where Ibuki will be right when they get up, which determines which side they have to block toward. Then, hit or block, Ibuki is right on top of them on wakeup, given entry coverage by the aerial knife.

This is still possible in SFV, but truly setting up a meaty aerial Kunai as okizeme requires a counter-hit sweep knockdown and a meaty knife throw. Since all other knockdowns allow for quick recovery, an attentive enemy will take advantage of this and spring up quickly from knockdowns, not affording Ibuki a meaty Kunai mixup attempt for free. And a cross-up Kunai throw at a target already standing will usually leave Ibuki no better than -5 on landing on hit. Hence, requiring a counter-hit sweet, which prevents quick recovery, giving plenty of time for a carefully-aimed airborne Kunai the enemy must rise into.

KUNAI IKKINAGE WHILE GROUNDED, CHARGE AND RELEASE P WITH KUNAI IN HAND







STARTUP	11
ACTIVE	–
RECOVERY	36 total
GUARD LEVEL	HL
ON HIT	D
ON GUARD	9 (notes)
CANCEL	SC
DAMAGE	20*1~6 (150)
STUN	20*1~6 (150)
METER GAIN	10/10/5

NOTES

Hit number depends on number of Kunai in hand, up to a max of six; for each Kunai in hand under the max of six, practical frame advantage decreases by -2 frames; button used determines spread of Kunai; requires 49 frames of P charge

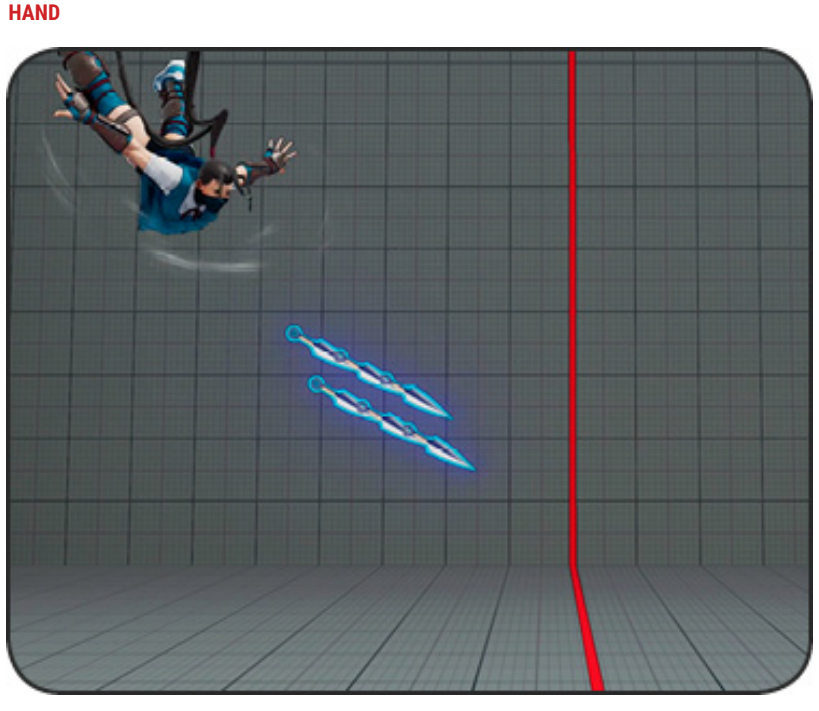
Kunai Ikkinage: With up to six Kunai in reserve at a time, they're not just single-use anymore. By charging any punch button, a special Kunai discharge attack is activated upon button release. All remaining Kunai are hurled in a pattern that depends on the button used. LP Kunai Ikkinage features Ibuki throwing all remaining Kunai in a straight horizontal line. For MP, she throws them in an ascending pattern starting with a knife at shin level and going up to head level, so they travel like a staircase of blades. For HP, she throws them all in a crescent up-forward, saturating everything that isn't straight up, straight across, or behind her.

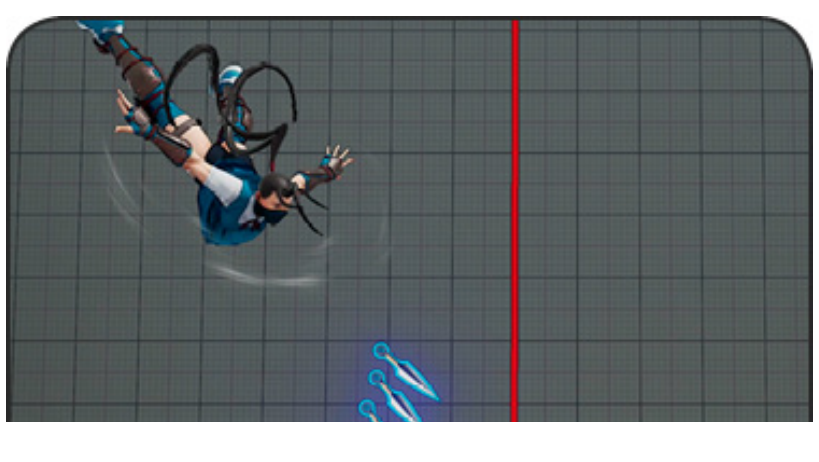
If fewer than six Kunai are held in reserve, she'll throw knives along the usual pattern until she runs out. For example, with only one Kunai stocked, MP Kunai Ikkinage will simply result in a single Kunai thrown low to the ground at shin level. The shin-level blade of MP Kunai Ikkinage gives Ibuki a low-damage tool against conventional fireballers since it travels under many of them; it won't survive direct contact with any fully-fledged projectile, but it can travel under them now problem. This is one instance where using Ikkinage with only one Kunai stocked can be quite useful.

If zoning the enemy at mid-range with occasional LP and MP Kunai aimed at their feet, charge the HP button during. If the opponent jumps forward, anticipating more grounded Kunai, releasing HP produces an anti-air fan of knives, which will potentially put them in a jugglable state depending on position.

Unique to button-charged Kunai, Kunai Ikkinage daggers knock down on hit, and have very high juggle potential. LP Kunai Ikkinage can be useful to tack up to six extra juggle hits onto the end of juggle combos, even at long distance. This can happen after launching (or relaunching) the enemy with EX Kunai or V-Trigger bombs. The only tricks here are monitoring your stock of Kunai enough to use this effectively, and performing combo lead-ups while charging the correct button for this move, which takes practice. Birdie and Balrog have similar charging-some-buttons-while-using-others mechanics, as well as Zero from other Capcom games.

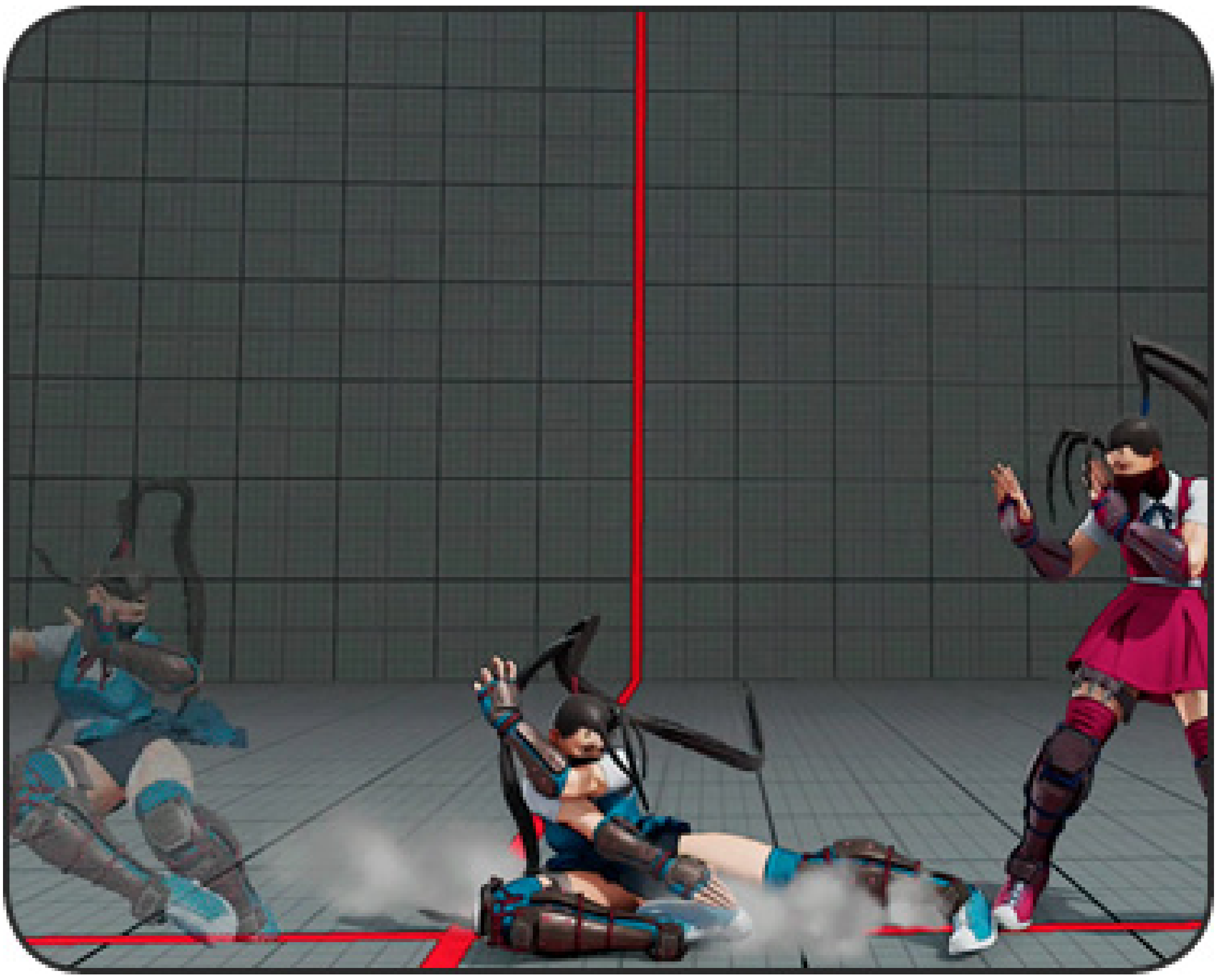
AIRBORNE KUNAI IKKINAGE WHILE AIRBORNE, CHARGE AND RELEASE K WITH KUNAI IN HAND

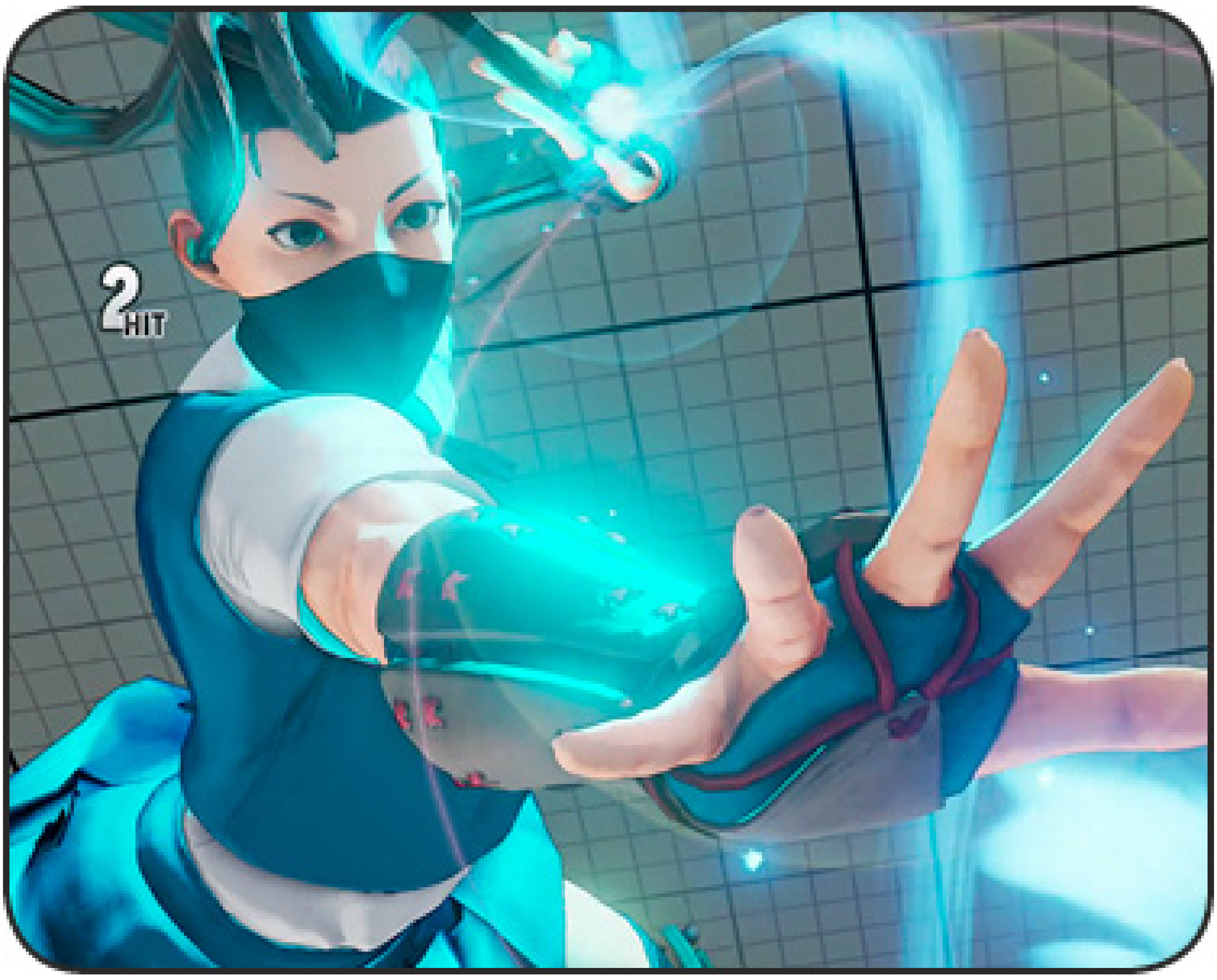


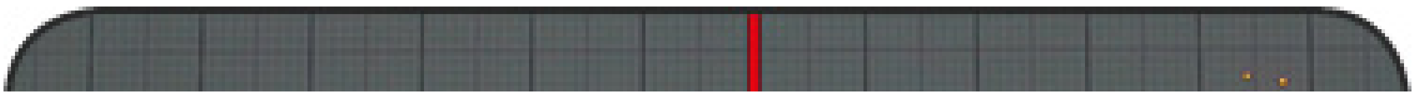


STREET FIGHTER V

KACHOFUGETSU ↻ ↻ + K

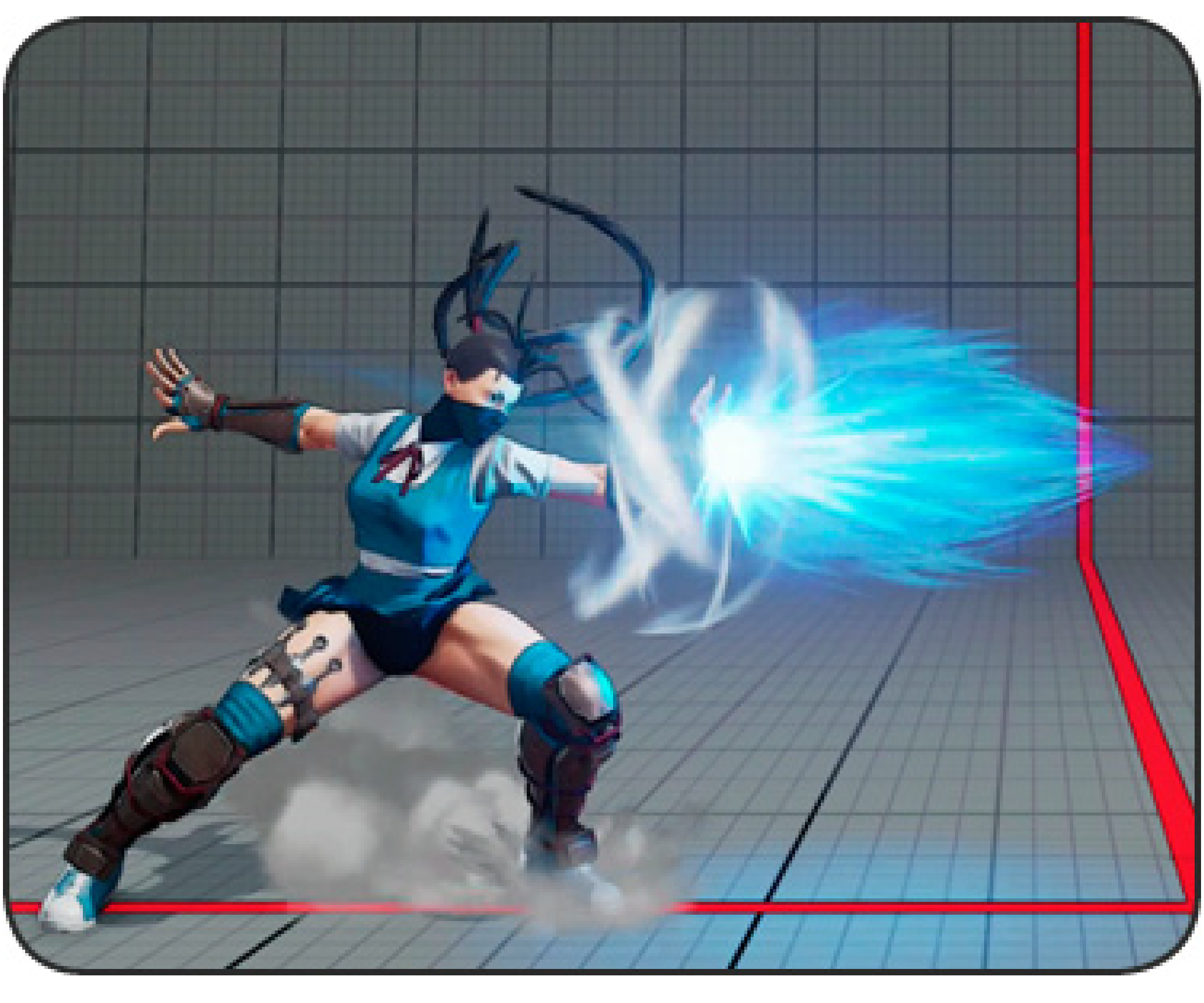






V-SKILL

TENRAI MP + MK

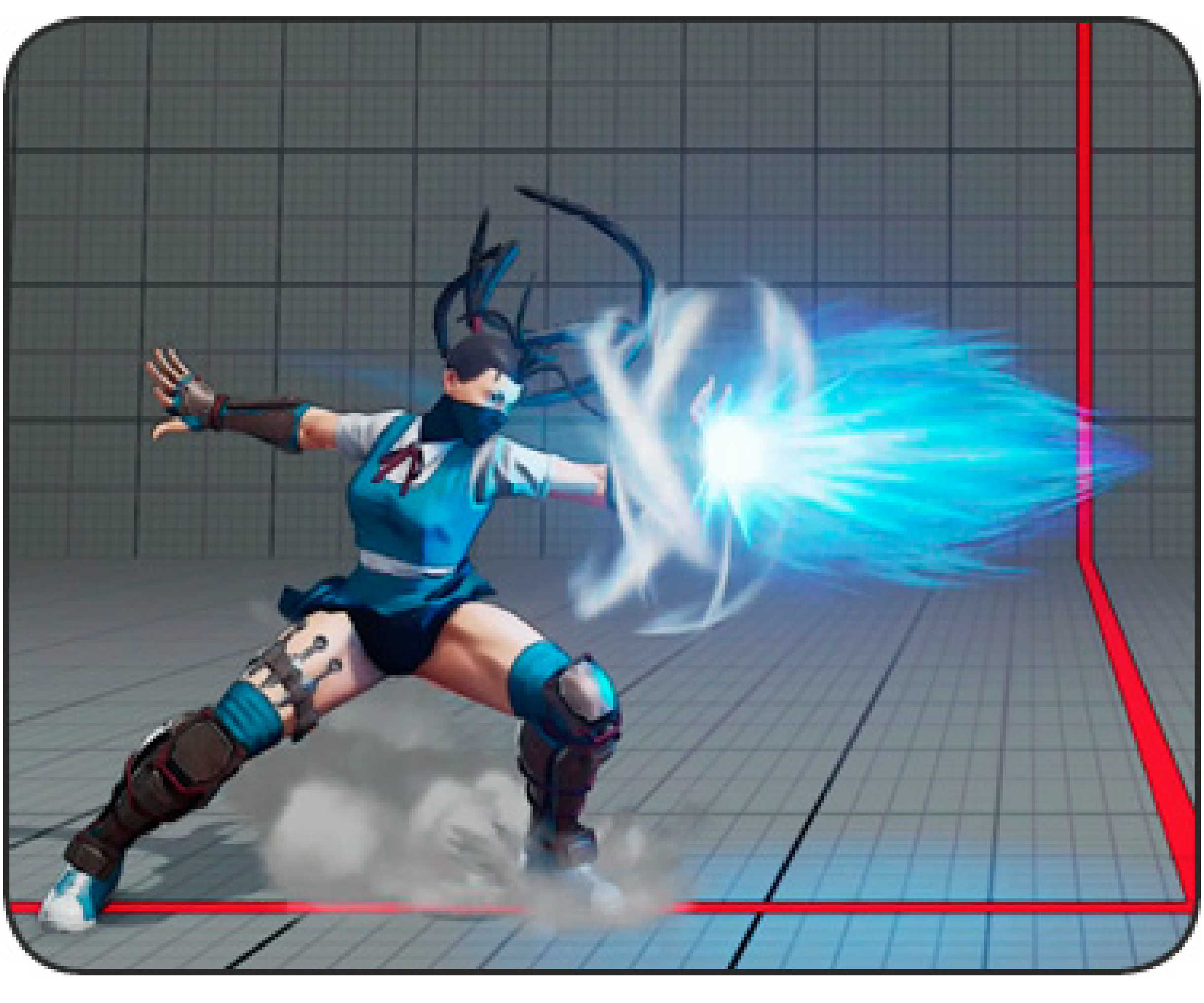


STARTUP	15
ACTIVE	5
RECOVERY	20
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-5
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	V-Gauge 80

NOTES

Projectile hitbox

TENRAI (CHARGED)HOLD MP + MK



STARTUP	25
ACTIVE	7
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	V-Gauge 120

NOTES

Projectile hitbox

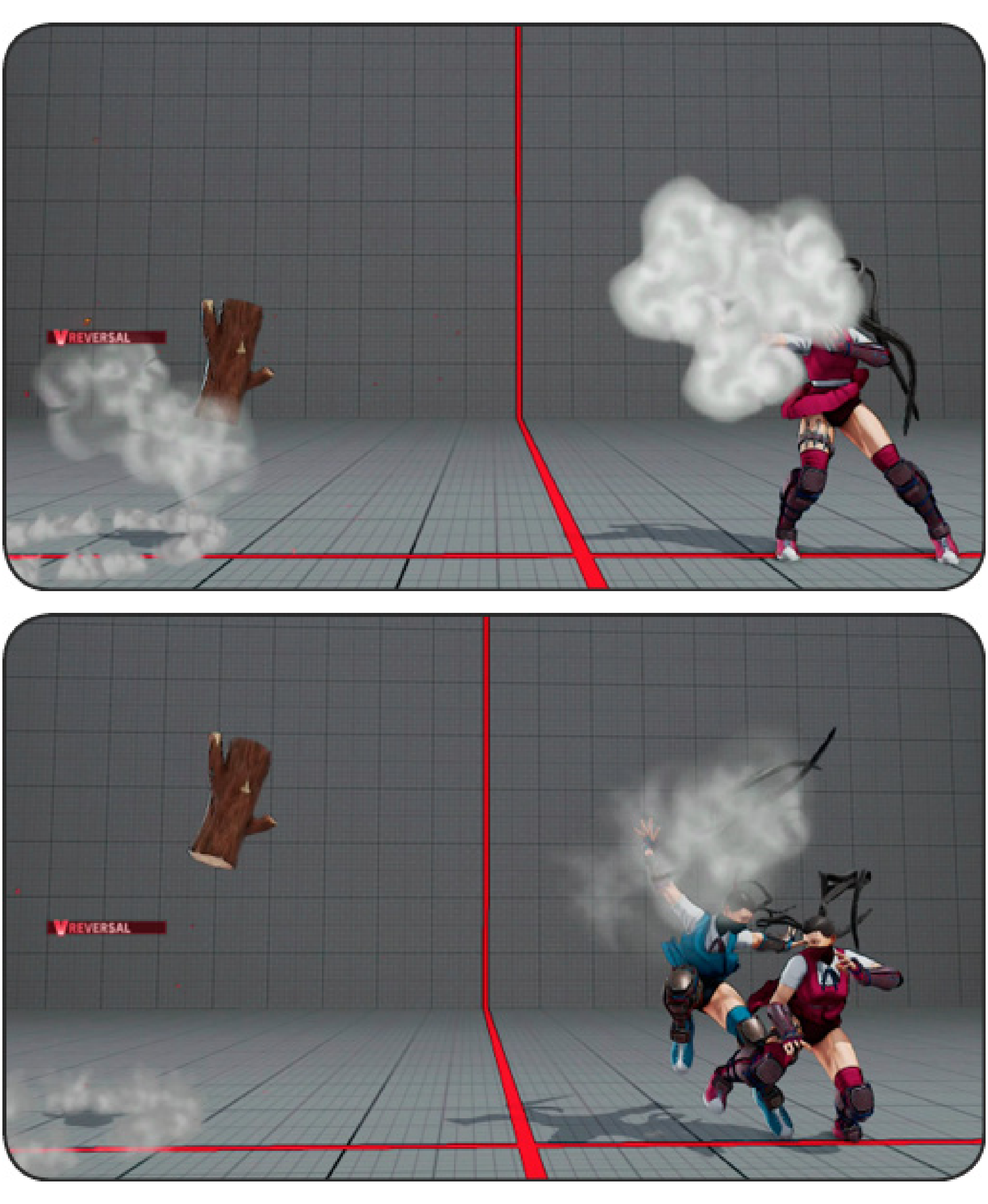
Tenrai: Ibuki's V-Skill palm strike is executed by either tapping or holding MP + MK. She thrusts her palm out with an energy blast that knocks down on hit. Tenrai has a projectile hitbox that extends a tremendous distance in front of Ibuki's vulnerable palm–roughly the area the blue energy flame licks across in front of her palm. Quick Tenrai hits as a projectile 30 percent of the screen from where Ibuki starts (with the leading 10 percent being invincible), and charged Tenrai extends this reach to 35 percent (with the leading 15 percent invincible).

Ibuki's Kunai are a useful ranged tool, but they don't help her in fireball fights. Regular Kunai lose to other projectiles outright, and EX Kunai pass through other projectiles like they aren't there, maybe striking the enemy but without doing anything to protect Ibuki. Tenrai allows her to easily bat aside incoming single-hit projectile wars, briefly stalemating the enemy's ranged game without taking risks or giving up ground. (Beware sharp challengers loaded with EX gauge for a quick long-range EX move or Critical Art though, since they may be trying to bait a brief over-commitment to swatting their fireballs.) And thanks to its reach and invulnerable energy blast hitbox, it's also one of Ibuki's best far-reaching pokes. Whether instant-release or charged, Tenrai leaves Ibuki at a frame disadvantage if guarded, but this is no problem aiming to hit with the invincible tip.

When using charged Tenrai, be sure to release MP + MK immediately and cleanly at the end. If careless with the release, especially of the MP button, it's easy to erroneously follow charged Tenrai with MP Kunai Ikkinage, inadvertently discharging all reserve Kunai as a blade wall. This might even hit them on accident, but leaves Ibuki wide-open to immediate jump-in combos right after Tenrai, among other things, and is just kind of sloppy.

V-REVERSAL

HANAGASUMI → + P P P DURING BLOCKSTUN



STARTUP	15
ACTIVE	Notes
RECOVERY	38
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
CANCEL	–
DAMAGE	60
STUN	0
METER GAIN	V-Gauge -300

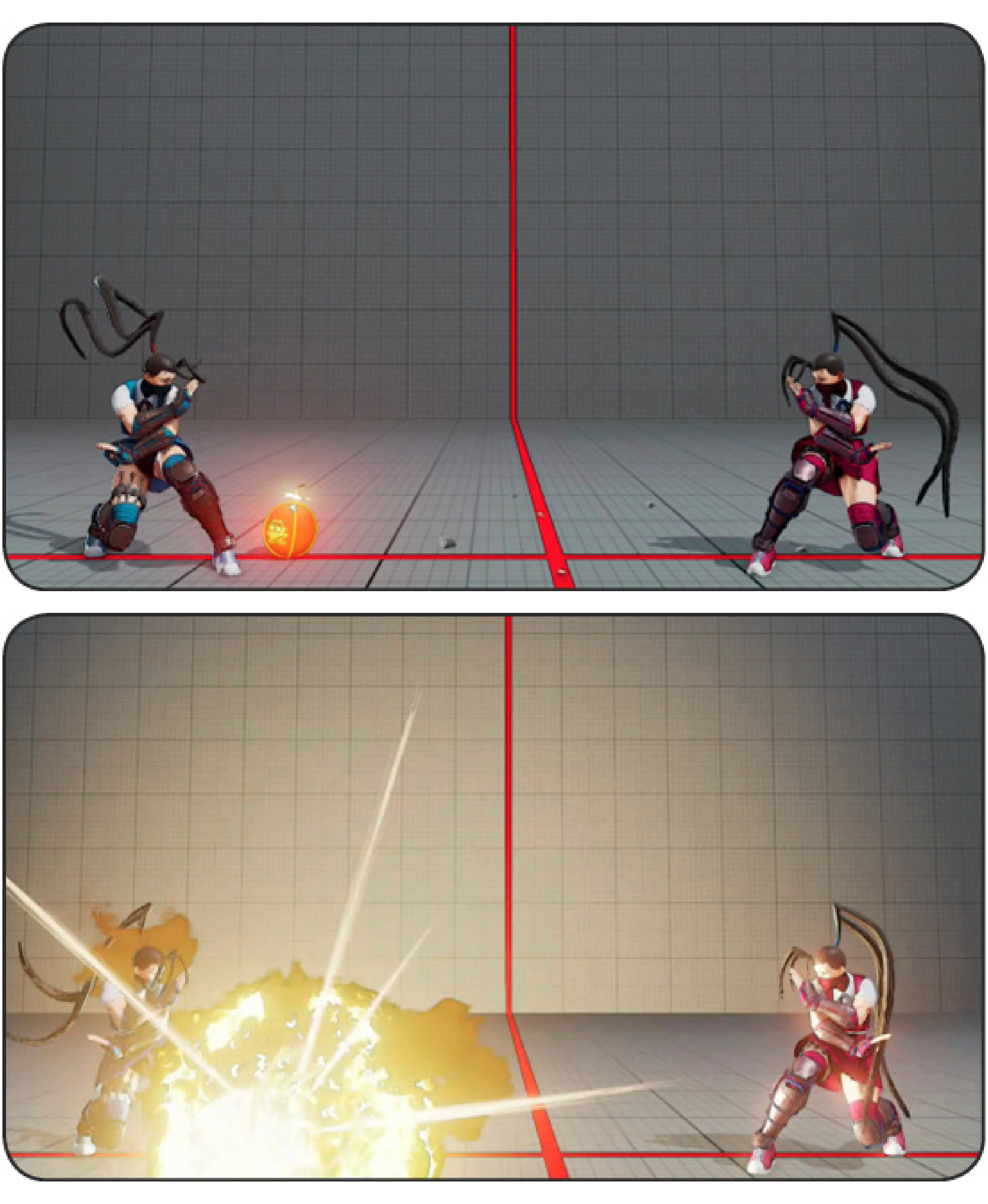
NOTES

Launches close-range log projectile, which lasts 12 frames; Ibuki teleports next to foe

Hanagasumi: During Ibuki's unique V-Reversal, she vanishes in a momentary ninja escape maneuver. She drops a 12-frame log projectile wherever the V-Reversal was activated as she teleports right next to the opponent, no matter how far away they are. That means this can conceivably be used to achieve close-range from full-screen after blocking a projectile. This isn't wise in practice of course since the opponent will have long since recovered from throwing their fireball, making Ibuki a sitting duck upon landing from the V-Reversal teleport. But at close to mid range, canceling blockstun with a V-Reversal as early in the enemy's attack as possible, situations can emerge where Ibuki's log is dropped too far to hit them, but she lands in time to go for a close-range hit-check.

V-TRIGGER

ROKUSHAKU HOROKUDAMA HP + HK (ALONG WITH EITHER NEUTRAL OR → OR ←)



STARTUP	1
ACTIVE	0
RECOVERY	5
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
CANCEL	–
DAMAGE	100
STUN	100
METER GAIN	V-Gauge -900

NOTES

Upon activation, V-Timer lasts 2000 frames, V-Timer totally depleted upon second bomb toss; directional input determines bomb's timer: ↑ (or neutral) for 89 frames, ← for 209 frames, → for 329 frames; bombs also detonate if struck by EX Kunai; bombs can be knocked around by either character; bombs cause limited juggle state; bombs can hit floored foes if they don't quick recover from knockdowns

Rokushaku Horokudama: Ibuki's V-Trigger requires three stocks of V-Gauge. On activation, she throws an old-fashioned ninja bomb half a screen away. This bomb has a variable fuse. The fuse length is determined by the direction held on activation–neutral (no input) results in 1.5 second fuse, ← results in a 3.5 second fuse, and → results in a 5.5 second fuse. Immediately upon activating V-Trigger and throwing the first bomb, a 33-second V-Timer begins ticking down. During this time, Ibuki still has one bomb left to throw. The second bomb won't provide the same benefit of freezing the screen and allowing for unique link combos, but it follows the same timer rules.

While a bomb is onscreen with its fuse burning down, both Ibuki and her challenger can knock the bomb around by hitting it with attacks. The bomb itself is harmless until it explodes. The explosion, on hit, will launch the opponent into a jugglable state. The explosion can even hit floored opponents, if they fail to quick recover from knockdowns.

In some ways, Rokushaku Horokudama is like R. Mika's V-Trigger with Nadeshiko. The opponent knows that there's a threat independent of Ibuki on the way (the inevitable explosion), and the timing/vector of that threat is uncertain. Ibuki's V-Trigger bombs do give a subtle visual cue via the fuse length–longer-timer bombs have longer fuses. This can be hard to eyeball in the heat of battle, though, and Ibuki can choose to manually detonate any bomb by hitting it with EX Kunai.

In hit-checks against an opponent on their feet, a bomb can usually be connected for a launch by canceling with HP + HK (neutral input, for the shortest-fuse bomb) then linking crouching MP ▶ → + HK. And, at the cost of a Kunai and a stock of EX gauge, any timer of bomb can be forced to detonate and launch in these hit-checks by linking post-screen-freeze with standing MP ▶ L EX Kunai.

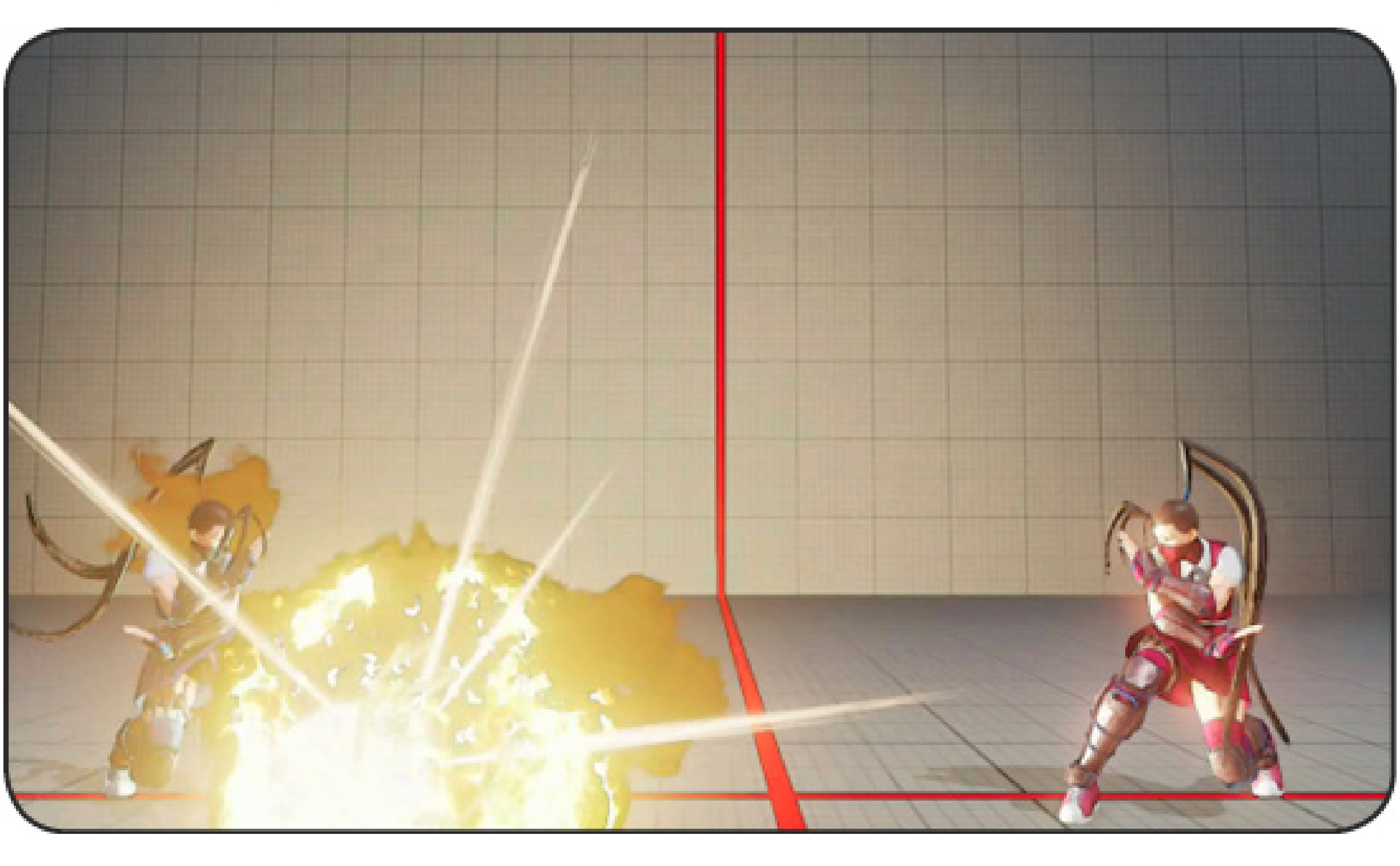
The initial bomb throw can also be used to enable stylish juggle links. For example, Ibuki will be in position to juggle a floating enemy with LP or MP Kunai after either landing almost-full-screen H EX Kunai into immediate MK Kasumigake, or 60 percent screen distance M EX Kunai into immediate LK Kasumigake. The EX Kunai explosion pops them up, which is why Ibuki has time to command dash in and still juggle another Kunai toss. This regular Kunai juggle against the floating enemy can be V-Trigger-canceled into a bomb throw. After the screen freeze, throwing an IMMEDIATE M EX Kunai will strike the still-floating foe and also catch the bomb and detonate it in midair, relaunching them again!

The second bomb won't benefit from screen-freeze links, but still helps provide coverage and mix-ups to Ibuki. Maybe the most basic is to throw a bomb with a long fuse then just dash in and throw the enemy. R. Mika gets away with this kind of thing immediately after calling Nadeshiko, too. Defenders are so worried about looking out for the "assist" and for incoming hit-checks that they'll often fail to look out for immediate throws. As a bonus for Ibuki that R. Mika can't claim, there's time to throw a long-fuse bomb (→ + HP + HK), dash in for an instant throw, then have the opponent get back up with the bomb still ticking away. To be truly annoying, just throw them again sometimes.

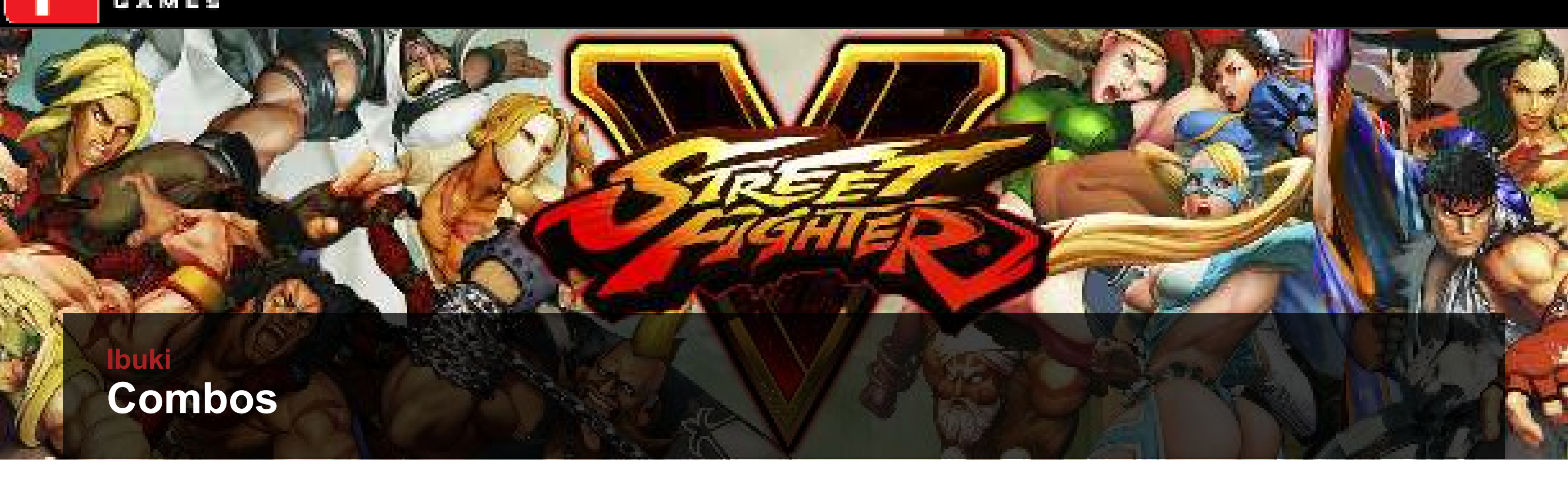
And that's without getting into other mix-up possibilities with a bomb onscreen and near the opponent, about to go off. By mixing up between crouching LK , ↘ + MK Sazan slide, and → + MK , Ibuki can go high or low with real teeth on the end of these pokes if the bomb explosion links right afterward. Ditto dashing straight through an opponent with MK Kasumigake right as the bomb detonates–depending on where Ibuki is, it may or may not be a ground cross-up, perhaps tricking their blocking instincts. Similarly, attempts to fly overhead with tricky downward-aimed MK Kunai Ikkinage are much stronger with a bomb about to blow. (Thinking of ways to exploit this will come naturally to fans of "Versus" series games, with their left/right assist gimmicks.)

After an opponent is launched by a bomb explosion, they can be juggled most simply (and painfully) with EX Raida if close enough. If the trajectory is right, HK Kasumigake into Aoji (jumping HP ▶ HK) hits twice in this situation and spikes them back to the ground. The upward-traveling hitbox of Kazekiri tacks on a light-damage juggle ender hit that leaves Ibuki in fantastic okizeme positioning. And, depending on spacing and resources on hand, juggling with Kunai or EX Kunai is feasible; from pretty much any juggle, Kunai Ikkinage variants can fully juggle, charge depending.

FOLLOW-UP ROKUSHAKU HOROKUDAMA HP + HK (ALONG WITH EITHER NEUTRAL OR → OR ←)



STARTUP	25
ACTIVE	Notes
RECOVERY	22
GUARD LEVEL	–
ON HIT	-
ON GUARD	–
CANCEL	–



Ibuki

Combos

Every effort is made to record combo damage accurately… but not quite as accurately as with frame data. Over time, as moves are tweaked here and there, exact combo damage may be off in places. (The print guide's combo damage errors where they exist, for example, are mostly because heavy-strength normals received a tiny, uniform buff on day one.) However, combo damage values are still useful to show general combo damage relative other options. Writing damage values down in the first place is just there to help decision-making, so you have an idea of your preferred situational combos before a match ever starts. Not many people are thinking "I should use the 346 option over the 320 option" during actual matches.

LOW HIT-CHECKS

COMBO 1

CROUCHING LK ▷ STANDING LP » ↓↙← + P

CROUCHING LK ▷ STANDING LP ▷ →↓↘ + LK

CROUCHING LK ▷ STANDING LP » MP » HP CANCELED INTO ONE OF SEVERAL OPTIONS

Ibuki's crouching LK hits in four frames and combos into standing LP. Standing LP can be canceled into Raida for a hit-grab combo ender, or linked into LK Kazekiri for a very advantageous knockdown.

Ibuki's pokes are mostly somewhat short. Chun-Li's pokes, these are not. Because of this, Ibuki's hit-checks can be distance- and character-sensitive. Crouching LK into standing LP into a special move is somewhat lenient, but crouching LK into her Shinten target combo requires totally flush distance as the beginning, and therefore won't work like just after landing from cross-up jumping LK or MK.

When going from crouching LK into Shinten (her jab > strong > fierce chain), many enders are possible. HK Kazekiri or Raida; EX Kunai to launch into a juggle opportunity; Kunai canceled into Critical Art; Kunai into V-Trigger activation into post-freeze links; and so on.

When poking with crouching LK, Ibuki is left at +1 when guarded. After standing LP, she's at +2. When guarded, don't proceed into Shinten as part of a hit-check sequence, just stop after the light attacks.

COMBO 2

↘ + MK ▷ STANDING LP / LK » ↓↙← + P

With exact spacing, links are possible just after Sazan recovers. Standing LK will link, but only with a slide that hits on the very last active frame. Standing LP, with three-frame startup, is a tiny bit more lenient than standing LK, but doesn't reach as far. If Ibuki actually slides in from afar, hitting with the very tip of her toe at the end of the slide, then a link to standing LP might not even reach. Standing LP will still link reliably closer in, timing Sazan to hit with the tail-end of the slide very meaty, either over someone rising from a knockdown or landing from air recovery or a jump.

As a far-reaching low hit and potential combo starter, Sazan gains extra potential when V-Gauge is ready. From the tip of Sazan's range, throw a grounded Kunai and V-Trigger cancel it with a longer-fused bomb (either → or ← during HP + HK). Post-freeze, immediately slide with ↘ + MK. If the initial Kunai wasn't blocked, the slide will also combo, and (with perfect spacing) can lead into a knockdown and okizeme backed by a ticking bomb.

GROUNDED HIT-CHECKS

COMBO 3

STANDING LP ▷ STANDING LP » ↓↙← + P

STANDING LP ▷ STANDING LP ▷ →↓↘ + LK

STANDING LP ▷ STANDING LP » MP » HP CANCELED TO VARIOUS OPTIONS

Standing LP hits in only three frames, tied with LK Kazekiri for Ibuki's fastest attack. Ibuki as a character has always been designed around an ability to bulldog forward with pesky standing jabs, mixed up with overheads, throws, and low attacks.

As in Combo 1, when hit-checking into a possible Shinten target combo, don't actually start the cancel to strong and fierce on block. If the target combo is initiated on block, like a blocked sequence of standing LP ▷ standing LP » MP, end the blockstring by chaining into LK instead of HP. This is safer on block, since Shinten with a standing HP ender can't be special-canceled when guarded.

COMBO 4

STANDING MP ▷ STANDING LK » ↓↙← + P

STANDING MP ▷ STANDING LK » →↓↘ + HK

STANDING MP ▷ STANDING LP » MP » HP CANCELED TO VARIOUS OPTIONS

Standing MP serves as a slightly slower, beefier alternate close-range poke to Ibuki's light attacks. On block, Ibuki's left at +2, just like after standing LP. Poking with blocked standing MP (or LP) into a follow-up LP leaves only a single-frame gap for them to act, and anything they do that isn't invincible will simply be counter-hit.

For a variant on this two-hit link, crouching MP ▷ standing LP also works. Crouching MP shrinks Ibuki into a lower profile during the attack, and has slightly more horizontal range, but hits one frame slower, and has one frame less frame advantage afterward. Standing LP will link from a close-range crouching MP on hit (but then, when that close in, just go for standing MP if a medium-strength opener is desired). On block, crouching MP leaves Ibuki at -1.

COMBO 5

STANDING MP » → + MK ▷ STANDING MP » ↓↙← + P

STANDING MP » → + MK ▷ STANDING MP » →↓↘ + HK

STANDING MP » → + MK ▷ STANDING MP » ↓↘→ + P » HP + HK ▷ ↓↘→ + LP + LK THEN JUGGLE WITH VARIOUS OPTIONS

STANDING MP » → + MK ▷ STANDING MK » CROUCHING HK » STANDING HK CANCELED INTO VARIOUS OPTIONS

After Ibuki's command overhead by itself, only standing LP will link without a counter-hit. However, her overhead gains extra hit advantage when used from the Sasanaki target combo. The standing MP here doesn't actually combo with → + MK under any circumstance; it's just there to gain access to an overhead with better follow-up potential. Ibuki players should be abusing walk-up standing LP and MP anyway, which don't allow blocking opponents to take momentum back right away, so the occasional chain into overhead should surprise opponents who expect that it's not their "turn" to try and interrupt anyway. At +5 on normal hit from the chained overhead kick, standing MP and standing MK will both link here. This overhead can be set up meaty by popping opponents out of jugglable floating states with standing MP » → + MK. Standing MP causes them to flip out with air recovery just before they'd otherwise be floored, right in position to have to block Ibuki's overhead kick right away.

These same options work after "naked" → + MK if it counter-hits, which also puts Ibuki at +5.

JUMP-INS

COMBO 6

JUMPING LP » MK ▷ STANDING LP » MP » HP CANCELED INTO VARIOUS OPTIONS

The jumping Tobikura chain allows for a slightly extended frontal hit-check. On landing, if the jump-in chain was guarded, stop after standing LP (don't chain into strong or fierce) and stage a secondary attack.

COMBO 7

AGAINST CORNERED FOE, JUMPING HP (START CHARGING MK) ▷ STANDING HP » →↓↘ + LK + HK » RELEASE MK (AIRBORNE MK KUNAI IKKINAGE), LAND AND JUGGLE ↓↙← + P P

AGAINST MIDSCREEN FOE, JUMPING HP (START CHARGING LP) ▷ STANDING HP » →↓↘ + K K » ↓↘→ + MP + HP, RELEASE LP ON LANDING (LP KUNAI IKKINAGE)

This sequence requires a cornered enemy, and is an illustration of using EX Kazekiri and Kirin Ikkinage to extend combos. Even if only one reserve Kunai is held, canceling from the aerial EX Kazekiri hit into MK Kirin Ikkinage will keep the victim floating long enough for Ibuki to land, where EX Raida can connect to finish the juggle. This is a tremendous amount of damage for a relatively short combo that uses just two stocks of EX gauge. This opportunity is most likely to materialize by dizzying an opponent near a corner, or by making a hard read and jumping in over their fireball.

Of course, the same starter works midscreen (jump-in fierce to standing fierce as the hit-check), along with the cancel into EX Kazekiri. MK Kirin Ikkinage won't keep them lofted outside of corners, however. A little extra damage and a relaunch can be tacked on by canceling EX Kazekiri into aerial EX Kunai, which will bounce them into the air like her V-Trigger bombs. Start charging LP during the EX Kazekiri here, and LP Kunai Ikkinage can be used to juggle after landing from the air EX Kunai throw.

GROUNDED COUNTER-HITS

COMBO 8

COUNTER-HIT STANDING LP ▷ STANDING MK » CROUCHING HK » STANDING HK CANCELED TO VARIOUS OPTIONS

COUNTER-HIT STANDING LP ▷ STANDING MP » ↓↙← + P

COUNTER-HIT STANDING LP ▷ STANDING MP » →↓↘ + HK

COUNTER-HIT STANDING LP ▷ STANDING MP » ↓↘→ + LP + MP, DASH, JUGGLE ↓↙← + P

Standing LP is +5 on counter-hit. Just like how a character like Karin sometimes counter-hit-fishes with something like crouching LP ▷ crouching MP, it can pay off to fish up-close with standing LP ▷ standing MK. Go for the hit-check then just pause to see what happens before committing to continuing the target combo. On block, standing MK leaves Ibuki at +1, not bad at all. On hit, finish with the target combo and decide what kind of follow-up to go for, since the standing HK can be canceled, allowing for intentionally confusing repositioning as they're forced into air recovery.

Counter-hit-checking with standing LP ▷ standing MP works too, and is actually a slightly tighter gap for stopping their counter-pokes. Standing MP can be canceled into her standard knockdown specials, or into Kunai (then Critical Art or V-Trigger).

COMBO 9

COUNTER-HIT STANDING HK ▷ MP + MK

COUNTER-HIT STANDING HK ▷ ↓↙← + P P

COUNTER-HIT STANDING HK ▷ STANDING HP » ↓↘→ + LP + MP, ↓↘→ + MK, JUGGLE ↓↙← + P

COUNTER-HIT STANDING HK ▷ STANDING HP » ↓↘→ + P » HP + HK ▷ ↓↙← + P, ↓↘→ + MK, JUGGLE ↓↙← + P

Ibuki's standing roundhouse Crush Counter sends foes into a brief, vulnerable spinning hitstun, but will whiff over crouchers' heads. At least this is a rare Ibuki poke that actually has decent horizontal range besides her Tenrai V-Skill or Sazan slide. Unlike with some characters' spinning Crush Counters, there isn't time here to dash/command dash in and link more attacks. Combo conversion will have to take place from wherever Ibuki used standing HK.

COMBO 10

COUNTER-HIT → + HK, THEN JUGGLE ↓↙← + P P

COUNTER-HIT → + HK, THEN JUGGLE ← + MP (ONE HIT) » ↓↘→ + LK, JUGGLE ↓↙← + P

COUNTER-HIT → + HK, THEN JUGGLE ← + MP (ONE HIT) » ↓↘→ + LK, JUGGLE ↓↘→ ↓↘→ + K

COUNTER-HIT → + HK, THEN JUGGLE ↓↘→ + LP » HP + HK, JUGGLE IMMEDIATE ↓↘→ + LP + MP (BOMB EXPLODES AND RELAUNCHES), ↓↘→ + MK, JUGGLE ↓↙← + P P

On counter-hit, Bonshogeri leads to juggle chances. The most likely scenarios for it to hit this way are against the enemy's ground movement or throw attempts. Actual follow-ups will depend on positioning, but the lunge of EX Raida makes it a reliable capper, among other options.

If standing HK connects as an anti-air counter-hit, similar juggle combo options are available. This might occur if the enemy jumps in from far away, but standing HK isn't useful as an anti-air against jumps closer in.

V-TRIGGER

COMBO 11

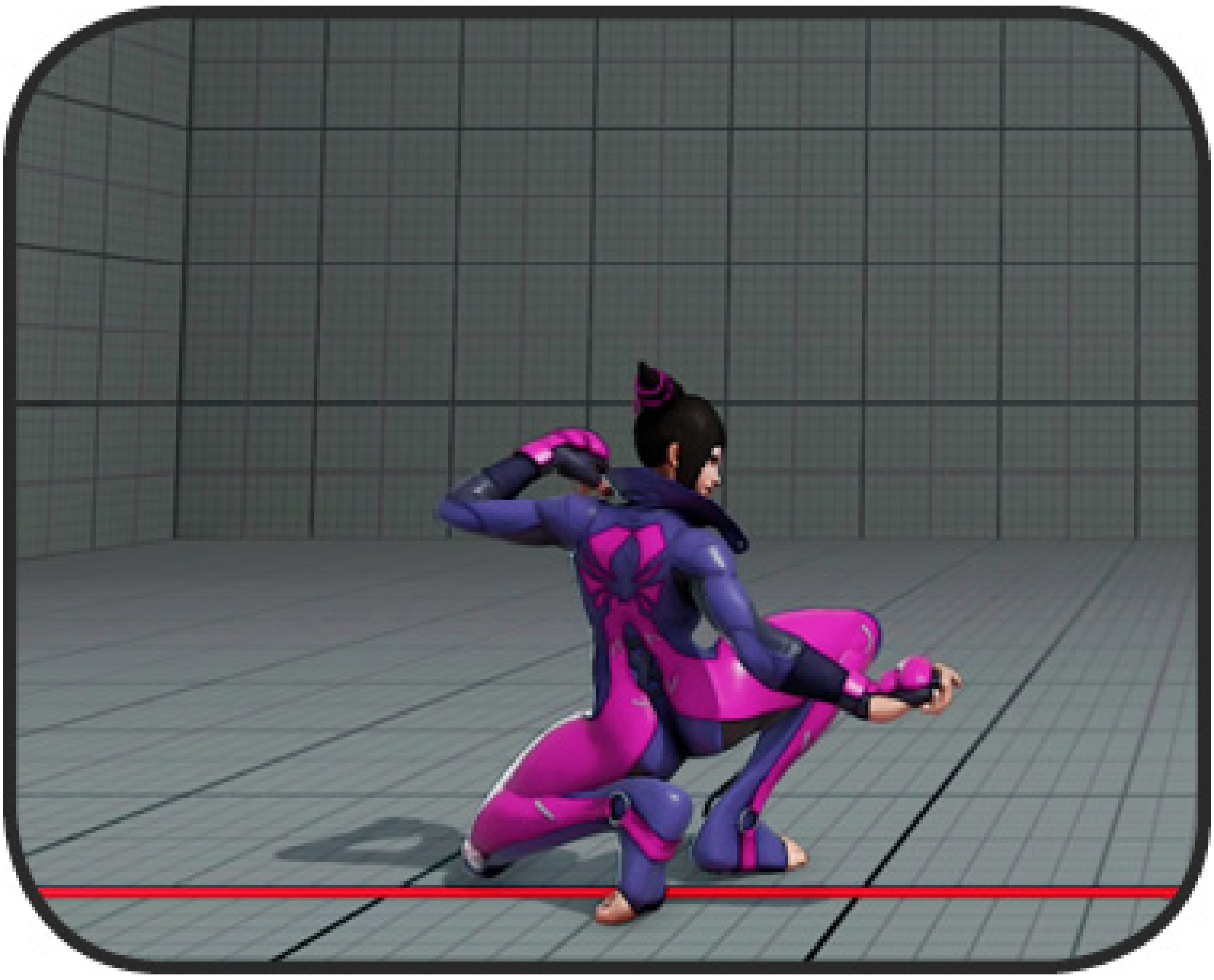
STARTING 85% OF THE SCREEN AWAY: ↓↘→ + MP + HP, ↓↘→ + MK, HP + HK, JUGGLE ↓↘→ + LP + HP

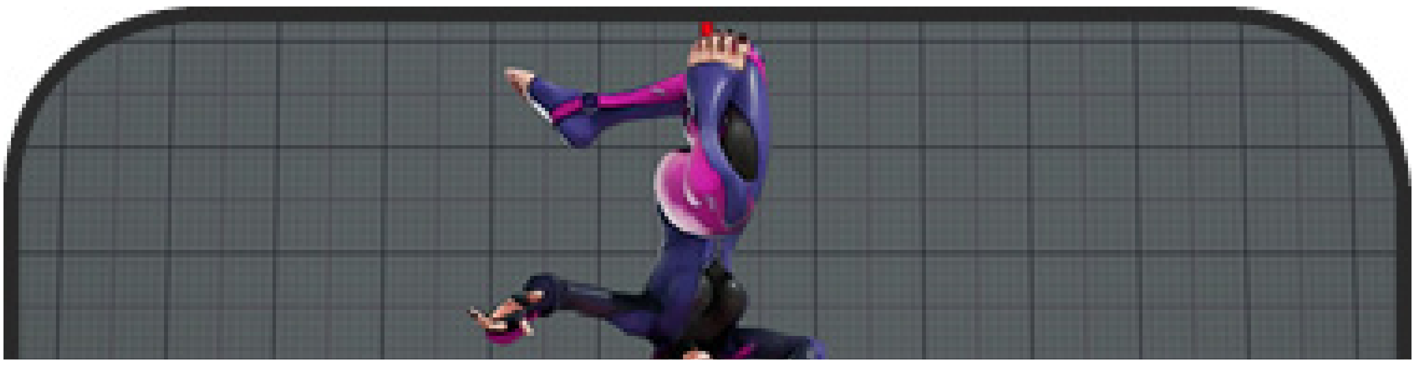
STARTING HALF SCREEN AWAY, ↓↘→ + LP » → + HP + HK

UP CLOSE, STANDING LP » MP » HP » ↓↘→ + P » HP + HK (BRIEF PAUSE) ▷ CROUCHING MP » → + HK (BOMB EXPLODES) ↓↘→ + MK, JUGGLE ↓↙← + P P

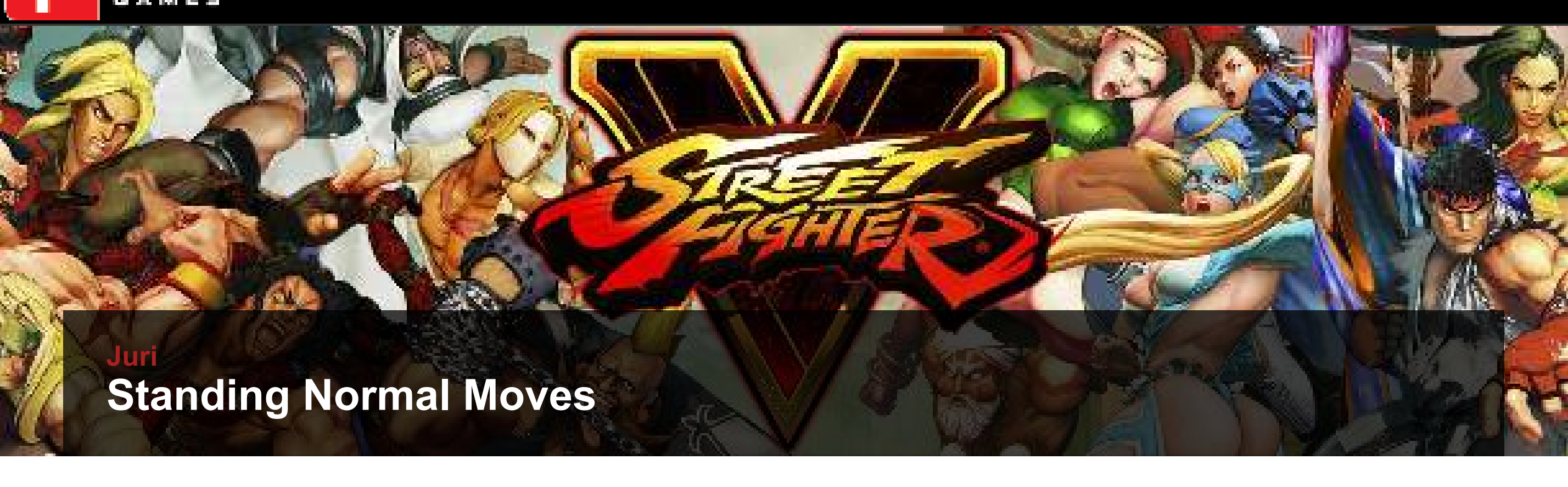
There are innumerable ways to use V-Trigger to create or extend combos, thanks to the combination of command dashes, "super" screen freeze, the range on Ibuki's Kunai attacks, and the explosive properties of V-Trigger bombs themselves. Kunai range plus screen freeze when V-canceling gives Ibuki hit-checks from incredible distances. When loaded with V-Gauge and a couple spare stocks of EX, a heavy EX Kunai thrown from almost full screen can become a combo starter. Up close, the V-Trigger activation freeze allows just about anything to link, like with any character's activation. In floating combos, if it's possible to juggle with a regular grounded Kunai, then it's usually possible to cancel that into a bomb, then immediately link an EX Kunai juggle; the screen freeze lets the regular Kunai link into the EX Kunai on a bouncing foe, and the EX Kunai, properly timed, will set off the bomb and launch the enemy before either the bomb or the EX Kunai have even touched the ground!

Every V-Trigger activation has one bomb during the screen freeze, then another bomb available within just over thirty seconds. The second bomb loses comboability without screen freeze, but it still allows V-Trigger cancels from the same wide array of attacks, so it's easy to get the bomb out there in the middle of attack chains. Many of Ibuki's juggle combos can be ended prematurely on purpose after throwing a V-Trigger bomb, creating tricky reset opportunities. For instance, while many juggle combos can be extended with ← + MP (one hit) » LK Kasumigake, air recovery can be created on purpose by letting both hits of ← + MP connect. The second hit can still be canceled, which means it can be canceled into a V-Trigger bomb, which can be immediately followed up with MK Kasumigake. Ibuki passes through an opponent air recovering, covered by a bomb ticking toward explosion. Depending on the fuse selected, MK Kasumigake can be used repeatedly against a hesitant opponent, swapping sides to create blocking confusion whenever the eventual explosion occurs. Mix-ups between crouching LK, Sazan, and Kobekudaki are also effective, especially if the defender is also worried about left/right pass-through tricks.





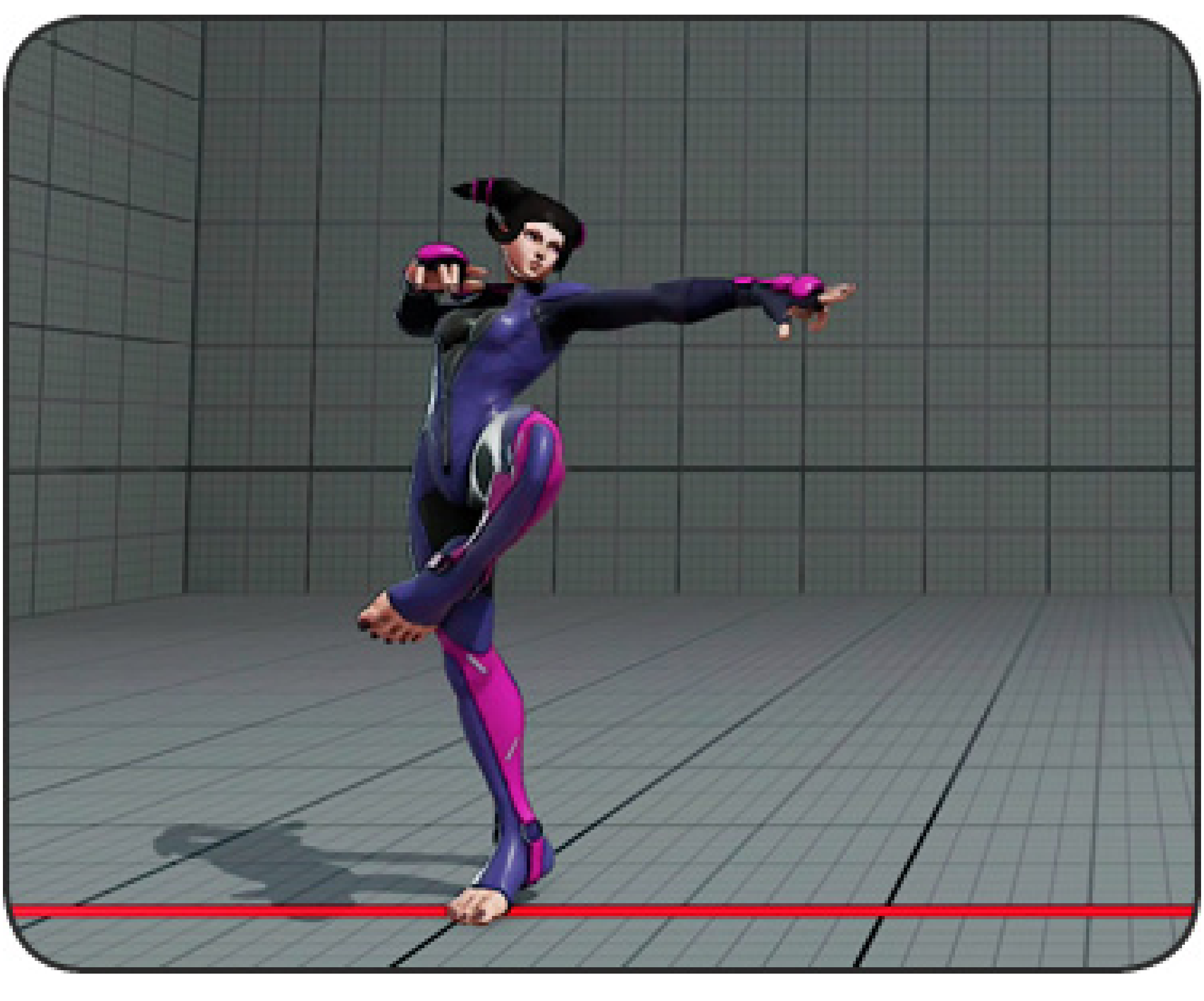
PRIMA GAMES



Juri

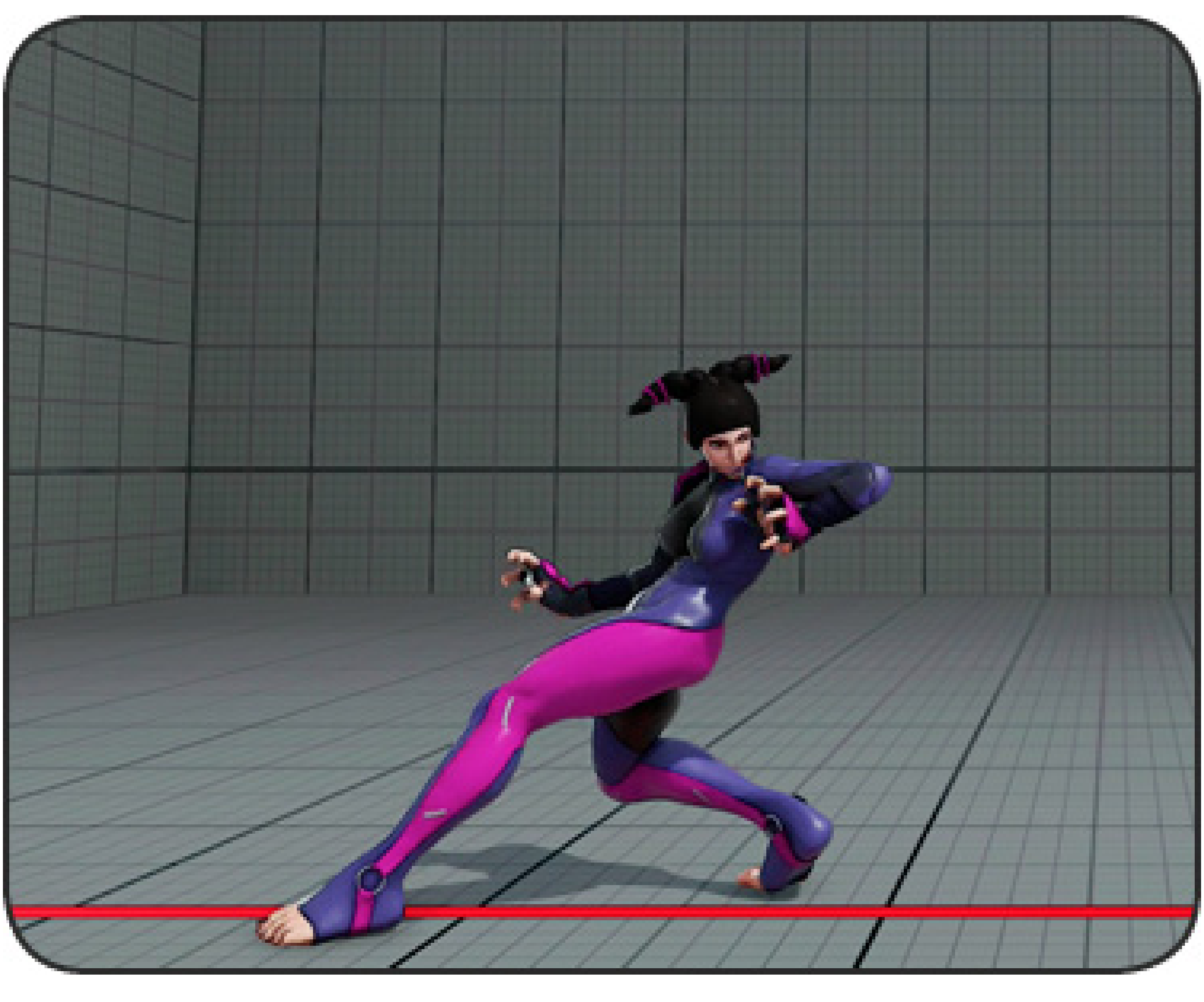
Standing Normal Moves

STANDING JAB LP



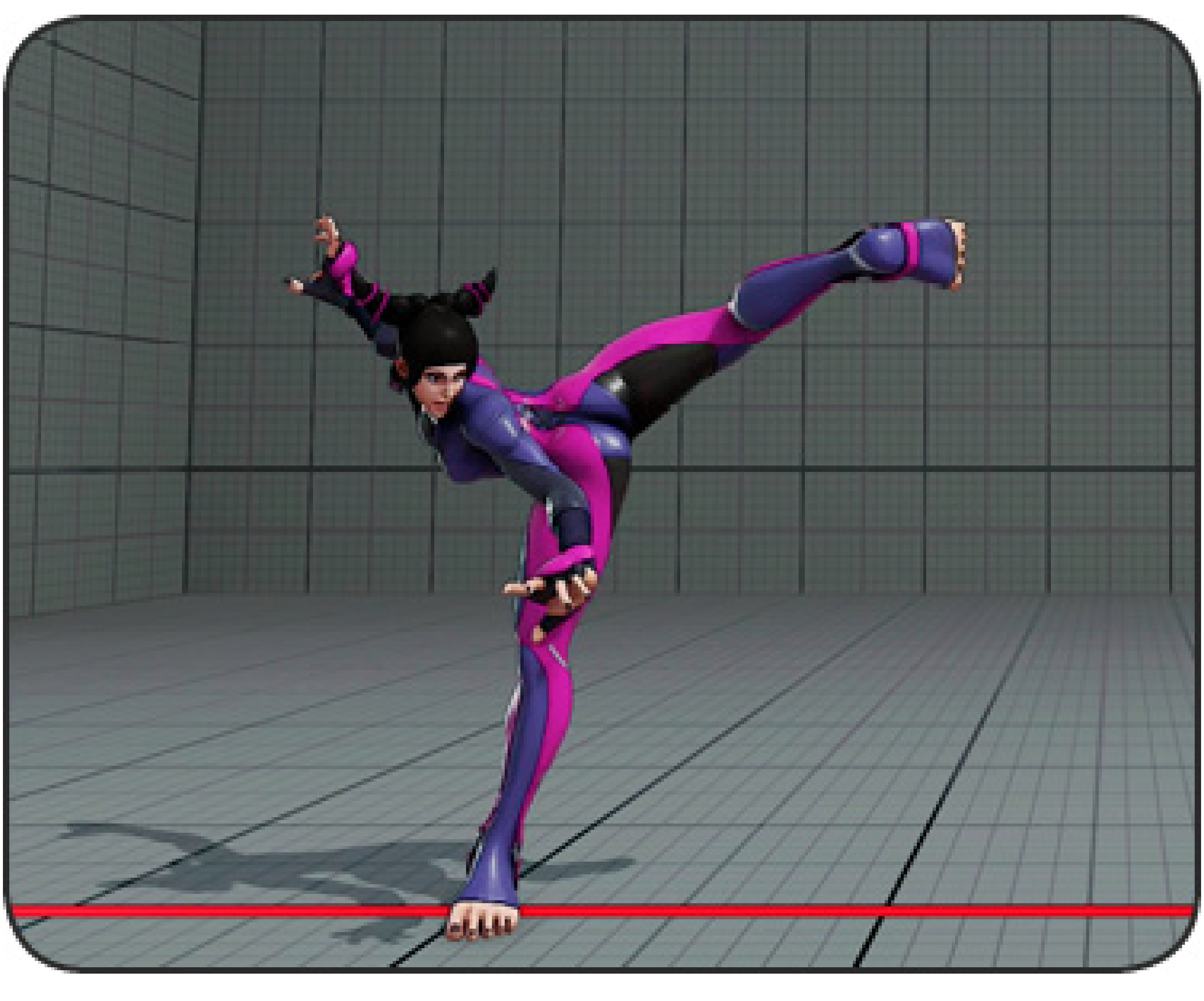
STARTUP	3
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	1
VTX GUARD	-1
CANCEL	Ch, Sp, V
DAMAGE	30
STUN	70
METER GAIN	10/20

STANDING STRONG MP



STARTUP	5
ACTIVE	3
RECOVERY	11
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	6
VTX GUARD	4
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	15/30

STANDING FIERCE HP

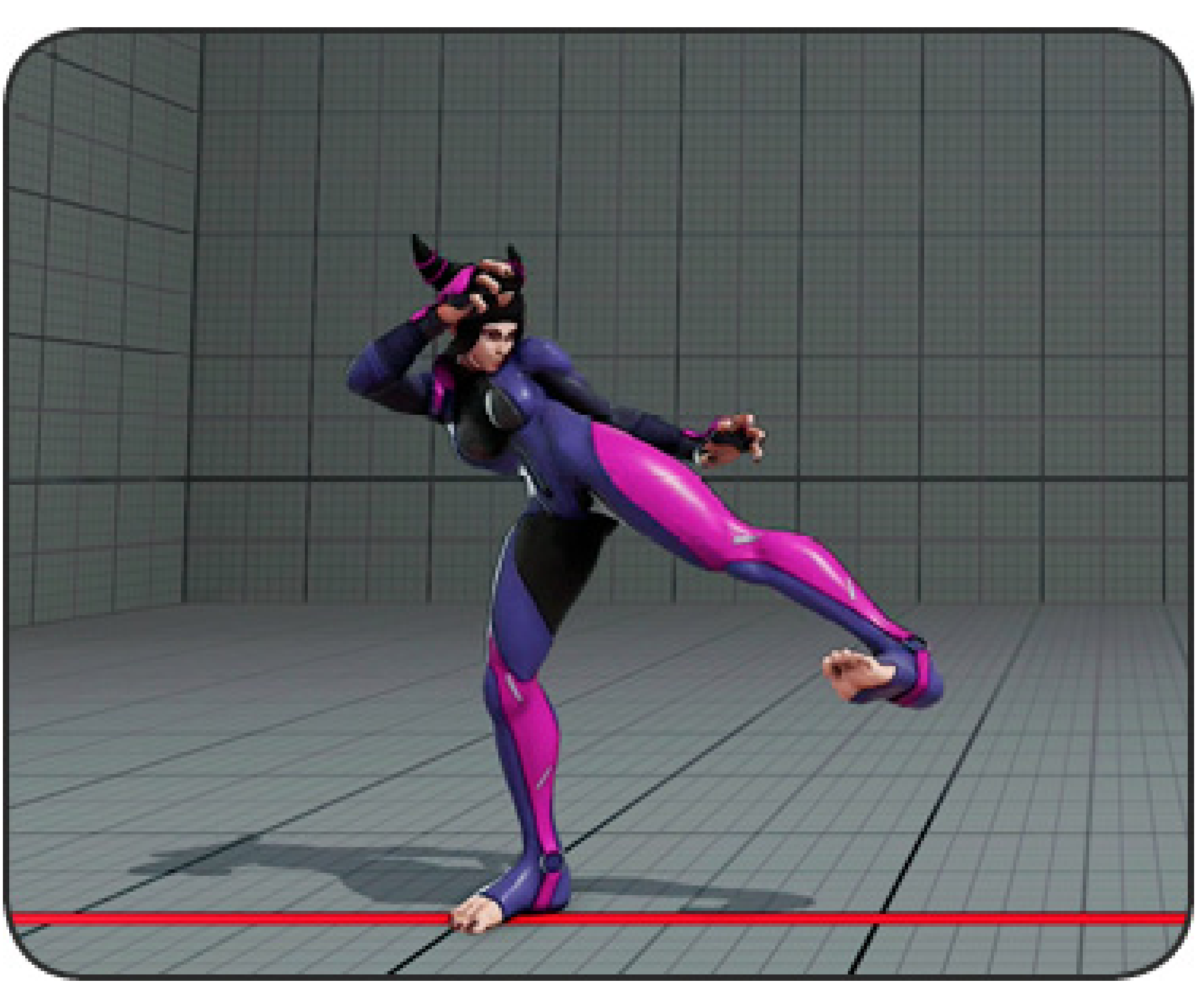


STARTUP	8
ACTIVE	3
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
VTX HIT	10
VTX GUARD	5
CANCEL	Sp, V
DAMAGE	80
STUN	150
METER GAIN	25/50

NOTES

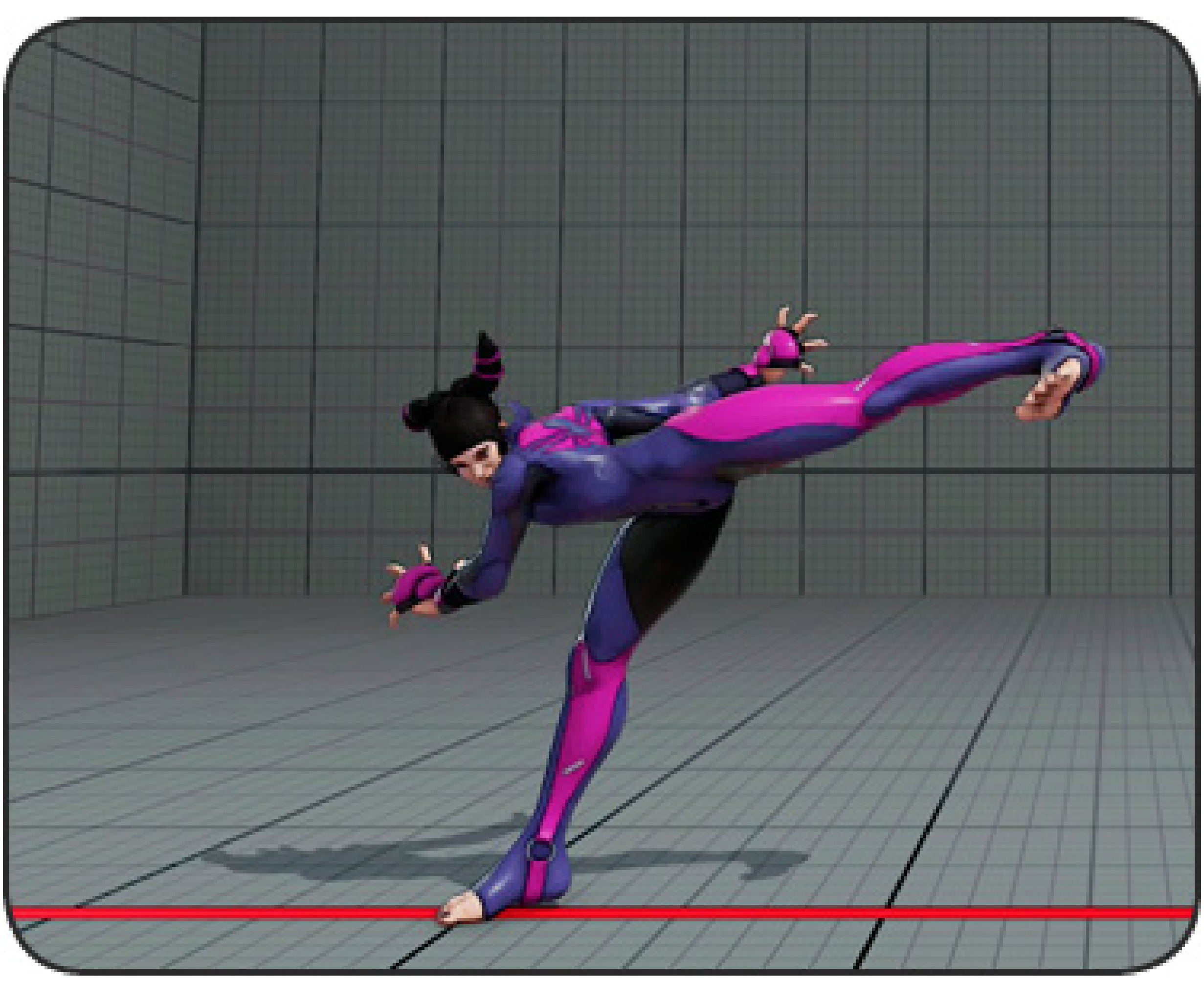
DURING V-TRIGGER, KNOCKS DOWN WHEN USED AS A CHAIN ENDER.

STANDING SHORT LK



STARTUP	4
ACTIVE	2
RECOVERY	10
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
VTX HIT	
VTX GUARD	1
CANCEL	Sp, V
DAMAGE	30
STUN	70
METER GAIN	10/20

STANDING FORWARD MK

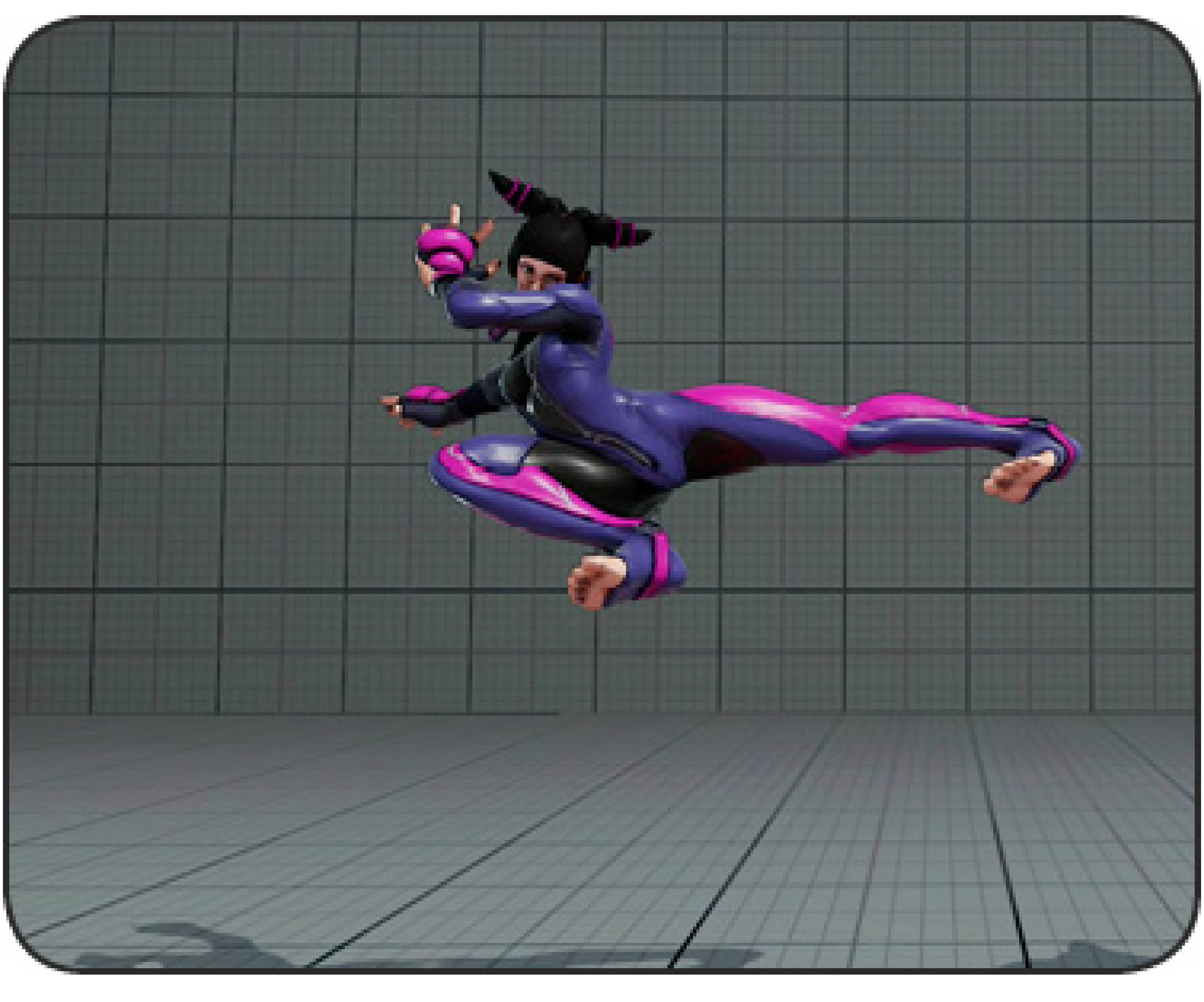


STARTUP	6,8
ACTIVE	1/1/3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
VTX HIT	9 (7)
VTX GUARD	2
CANCEL	1st hit: Sp, V
DAMAGE	70 (60)
STUN	100
METER GAIN	15/30

NOTES

First hit cancelable

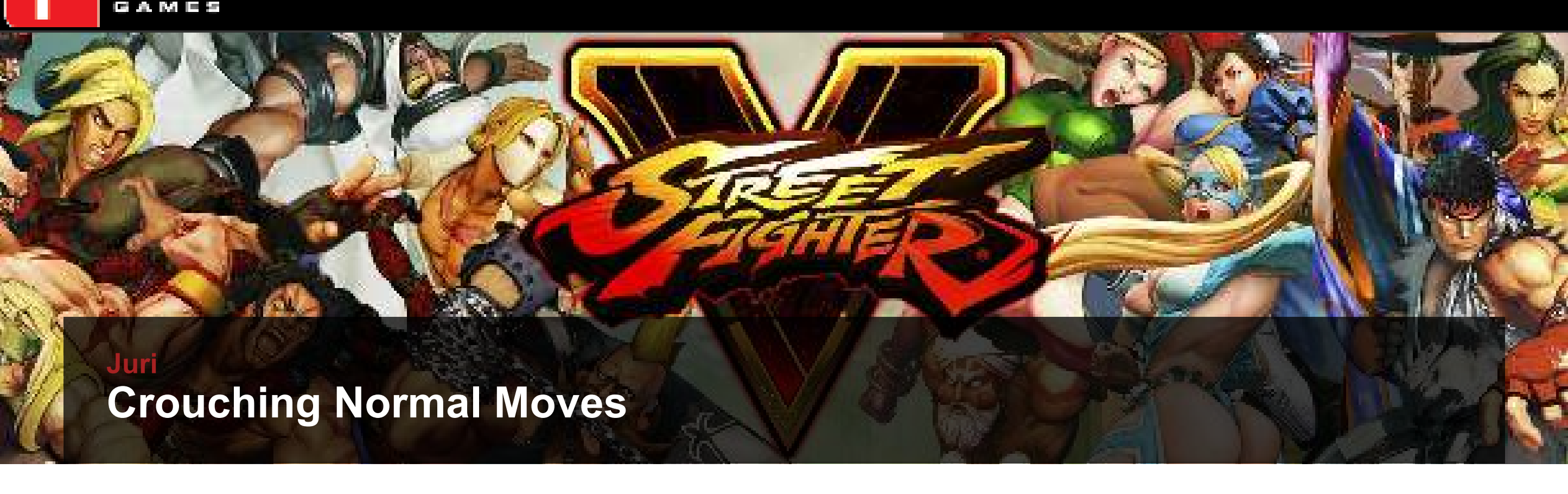
STANDING ROUNDHOUSE HK



STARTUP	14
ACTIVE	3
RECOVERY	17
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
VTX HIT	0
VTX GUARD	-5
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	25/50

NOTES

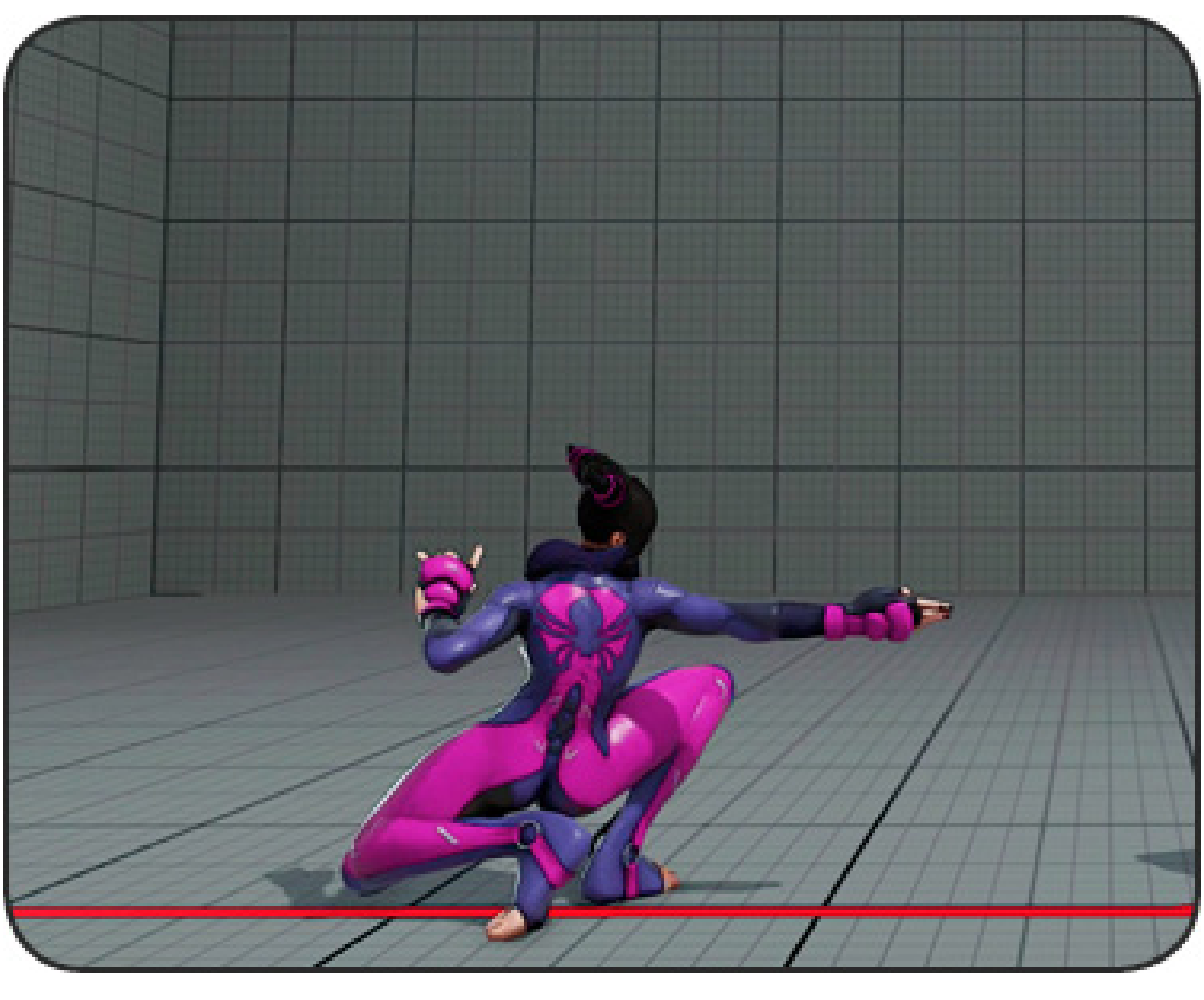
On counter-hit: Crush Counter, extra standing hitstun, V-Gauge +150



Juri

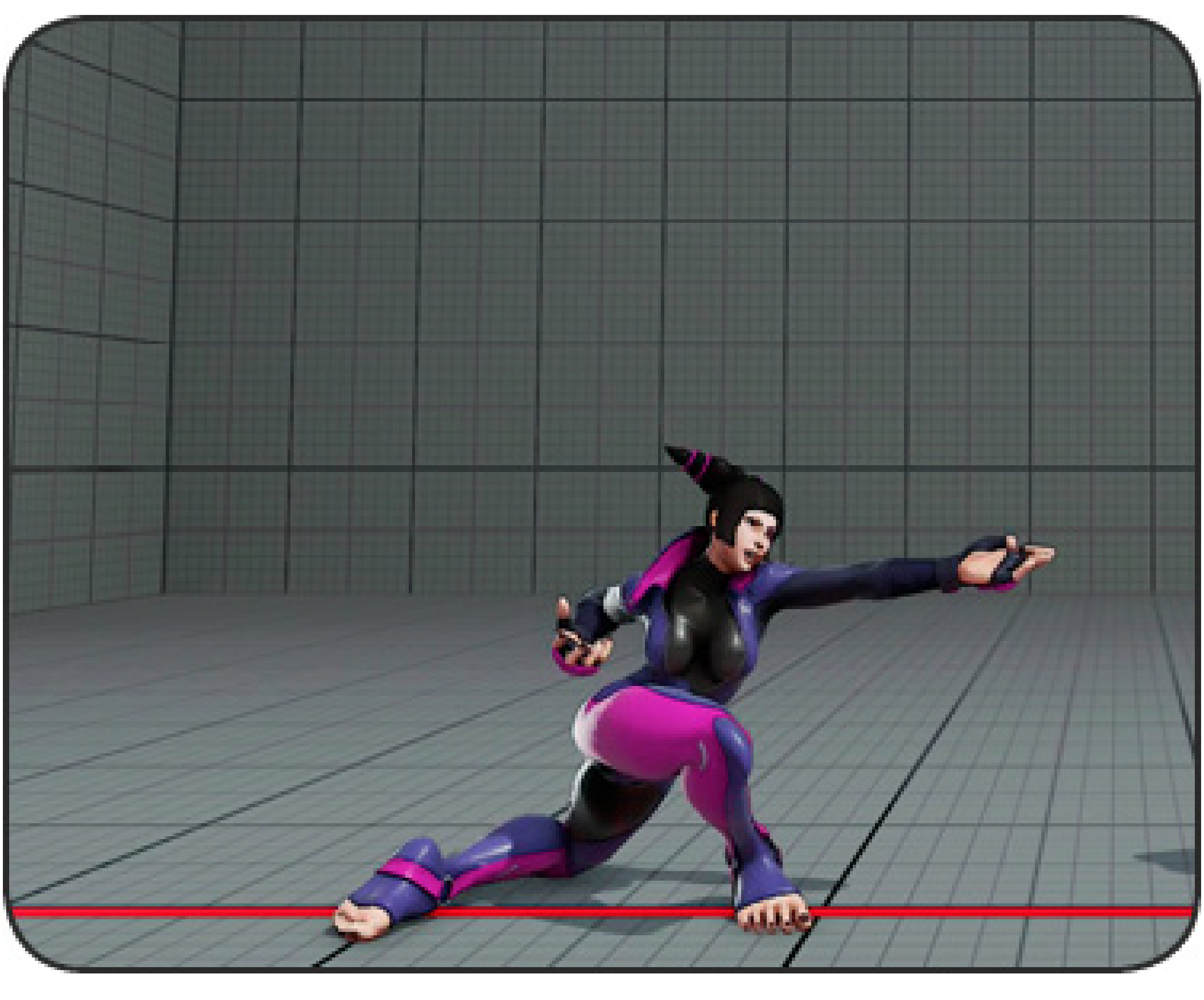
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



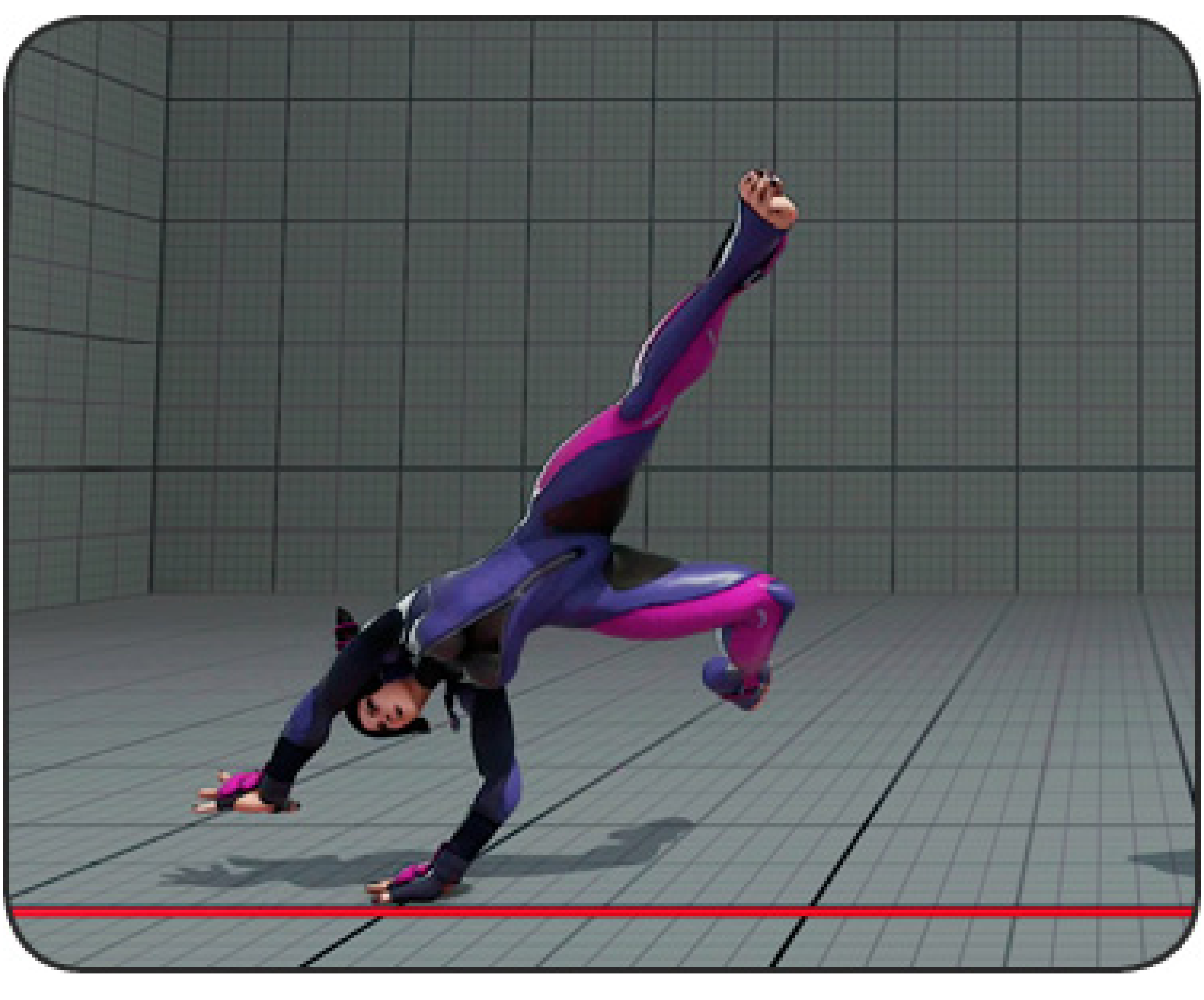
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	1
VTX GUARD	-1
CANCEL	Ch, Sp, V
DAMAGE	30
STUN	70
METER GAIN	10/20

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	0
VTX HIT	9
VTX GUARD	4
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	15/30

CROUCHING FIERCE HP WHILE CROUCHING

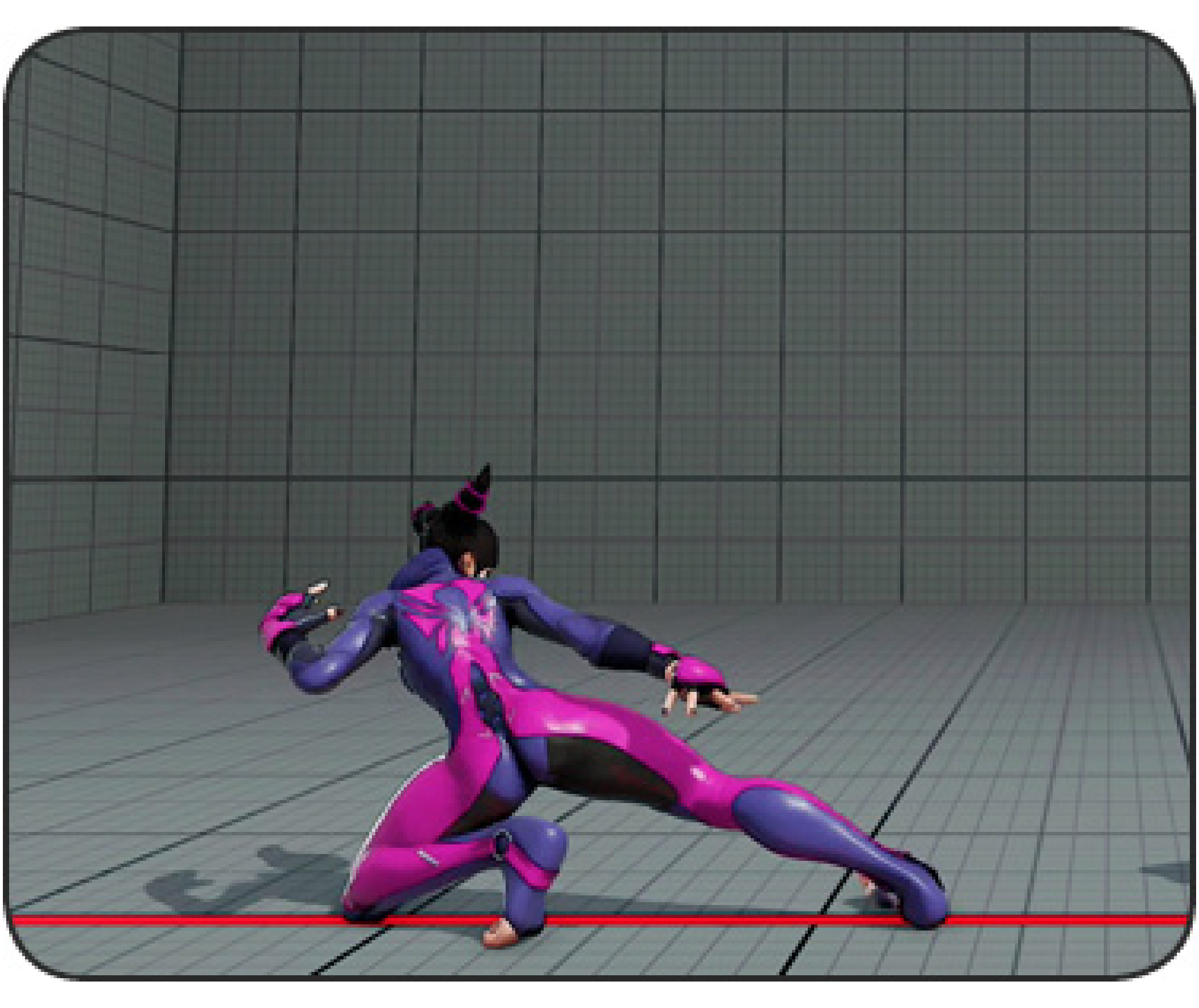


STARTUP	10
ACTIVE	2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-5
VTX HIT	14
VTX GUARD	6
CANCEL	Sp, V
DAMAGE	90 (70)
STUN	150
METER GAIN	25/50

NOTES

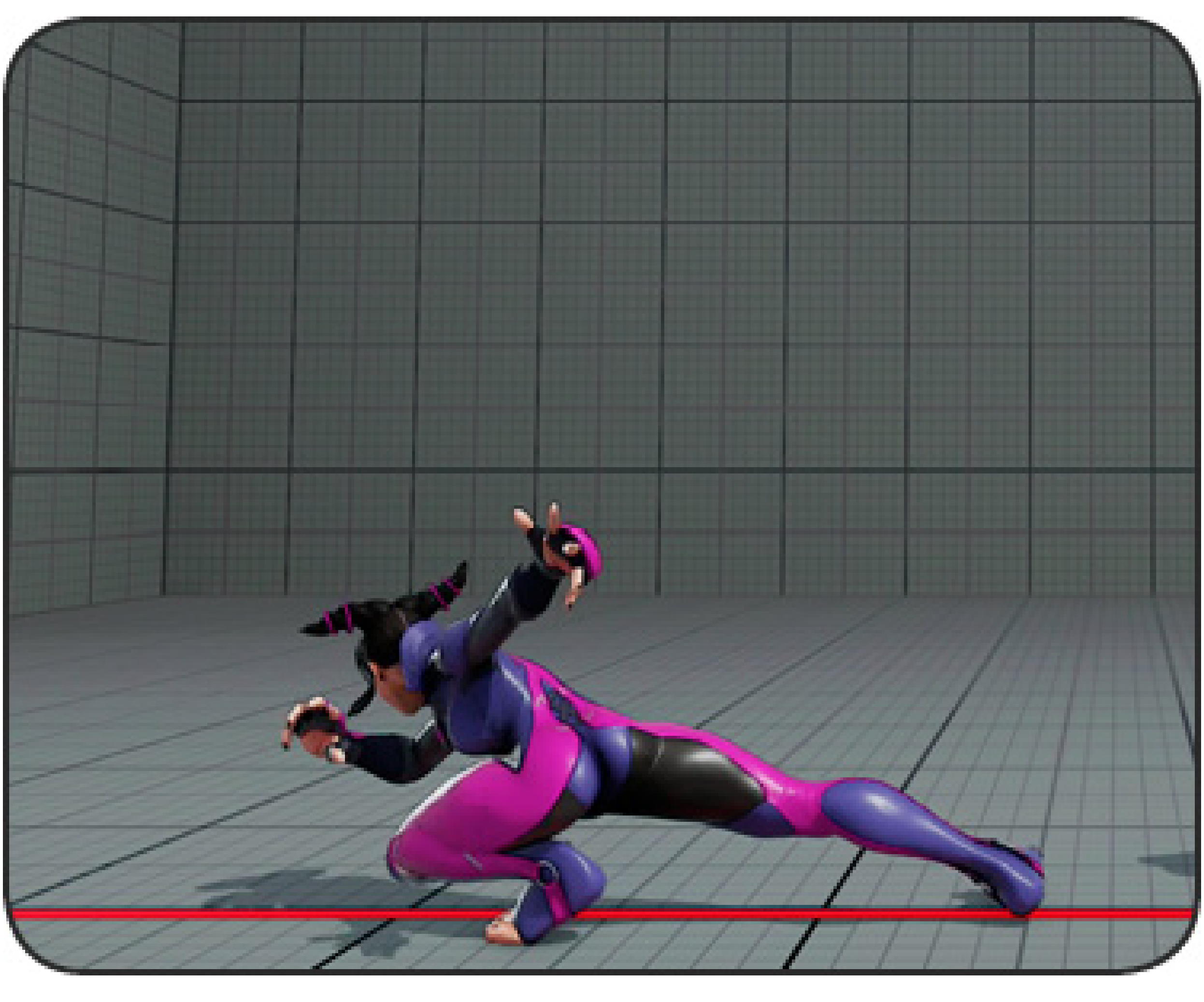
FORCES STANDING; DAMAGE (70) FOR ANTI-AIR HITS; ON COUNTER-HIT: CRUSH COUNTER, EXTRA STANDING HITSTUN, V-GAUGE +150

CROUCHING SHORT LK WHILE CROUCHING



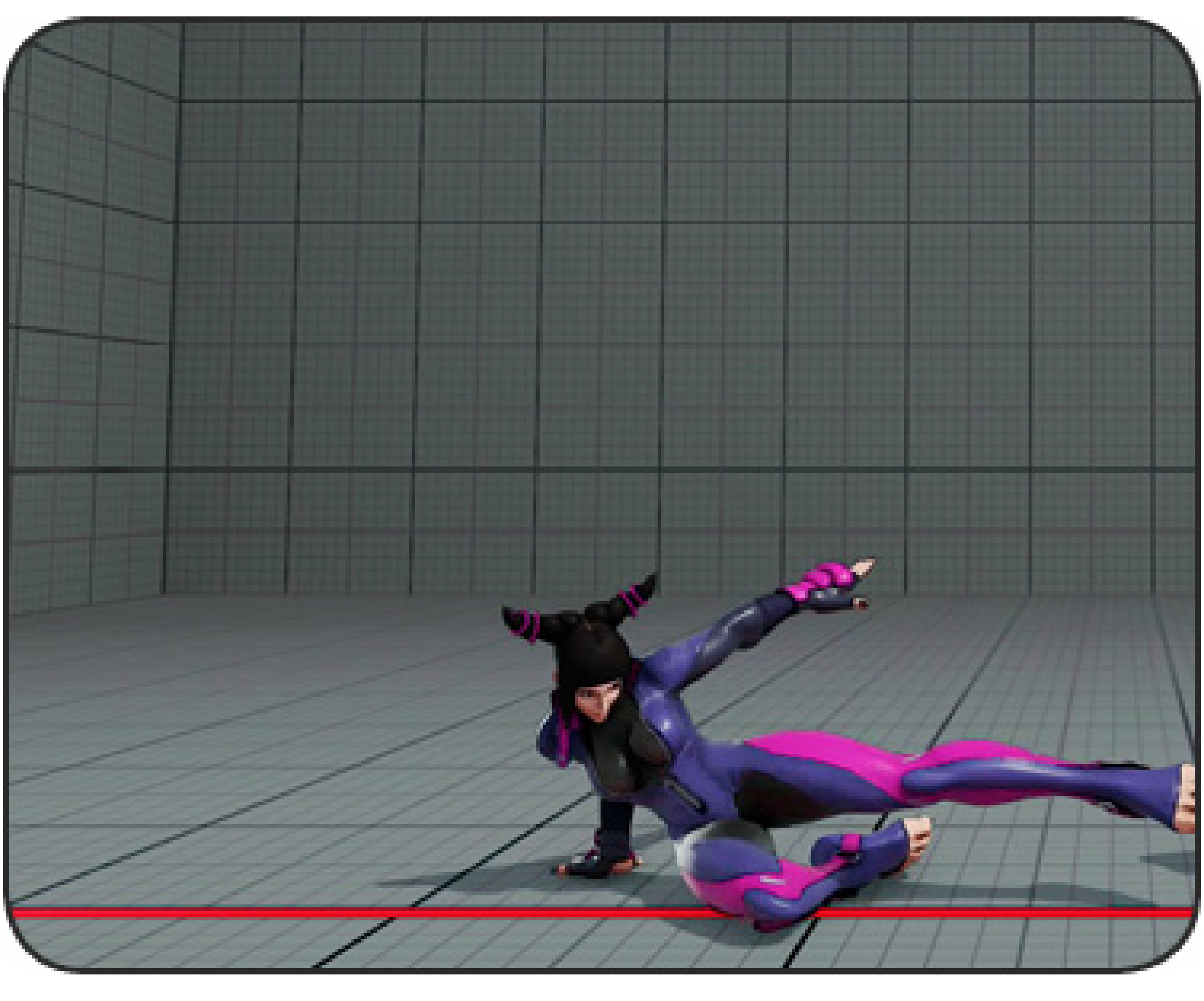
STARTUP	3
ACTIVE	2
RECOVERY	10
GUARD LEVEL	L
ON HIT	2
ON GUARD	0
VTX HIT	1
VTX GUARD	-1
CANCEL	Ch, V
DAMAGE	20
STUN	70
METER GAIN	10/20

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	6
ACTIVE	2
RECOVERY	14
GUARD LEVEL	L
ON HIT	1
ON GUARD	-3
VTX HIT	5
VTX GUARD	1
CANCEL	Sp, V
DAMAGE	50
STUN	100
METER GAIN	15/30

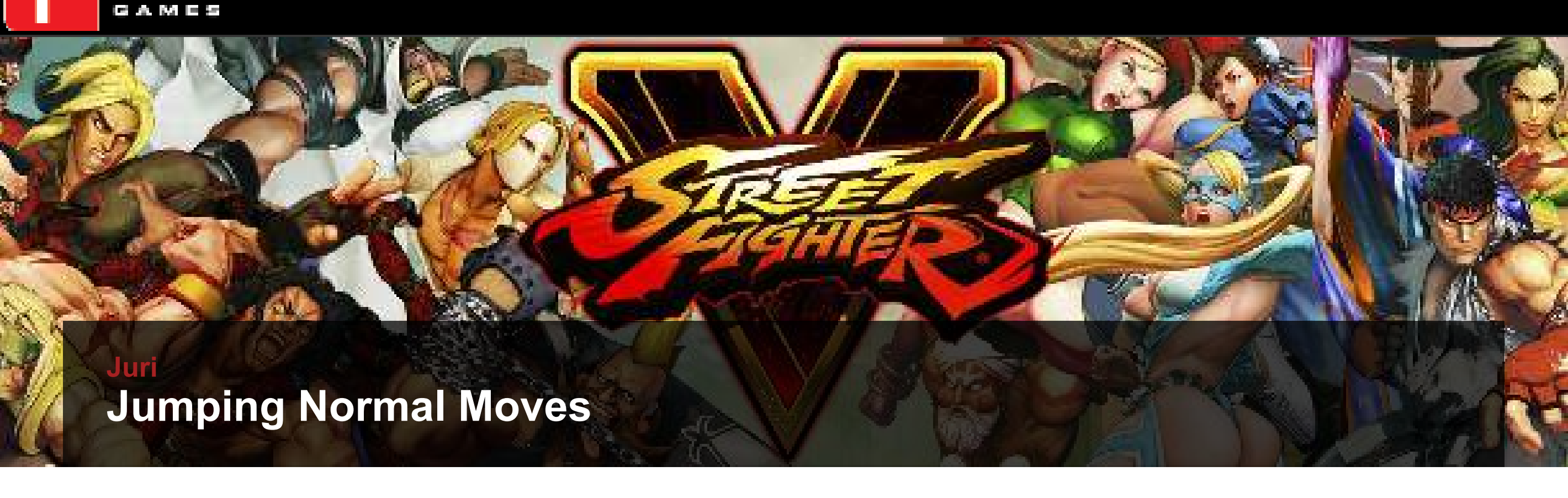
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	8
ACTIVE	2
RECOVERY	23
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
VTX HIT	–
VTX GUARD	1
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	25/50

NOTES

On counter-hit: Crush Counter knockdown prevents quick recovery, V-Gauge +100; during V-Trigger, cancelable into Fuharenkyaku specials or Critical Art

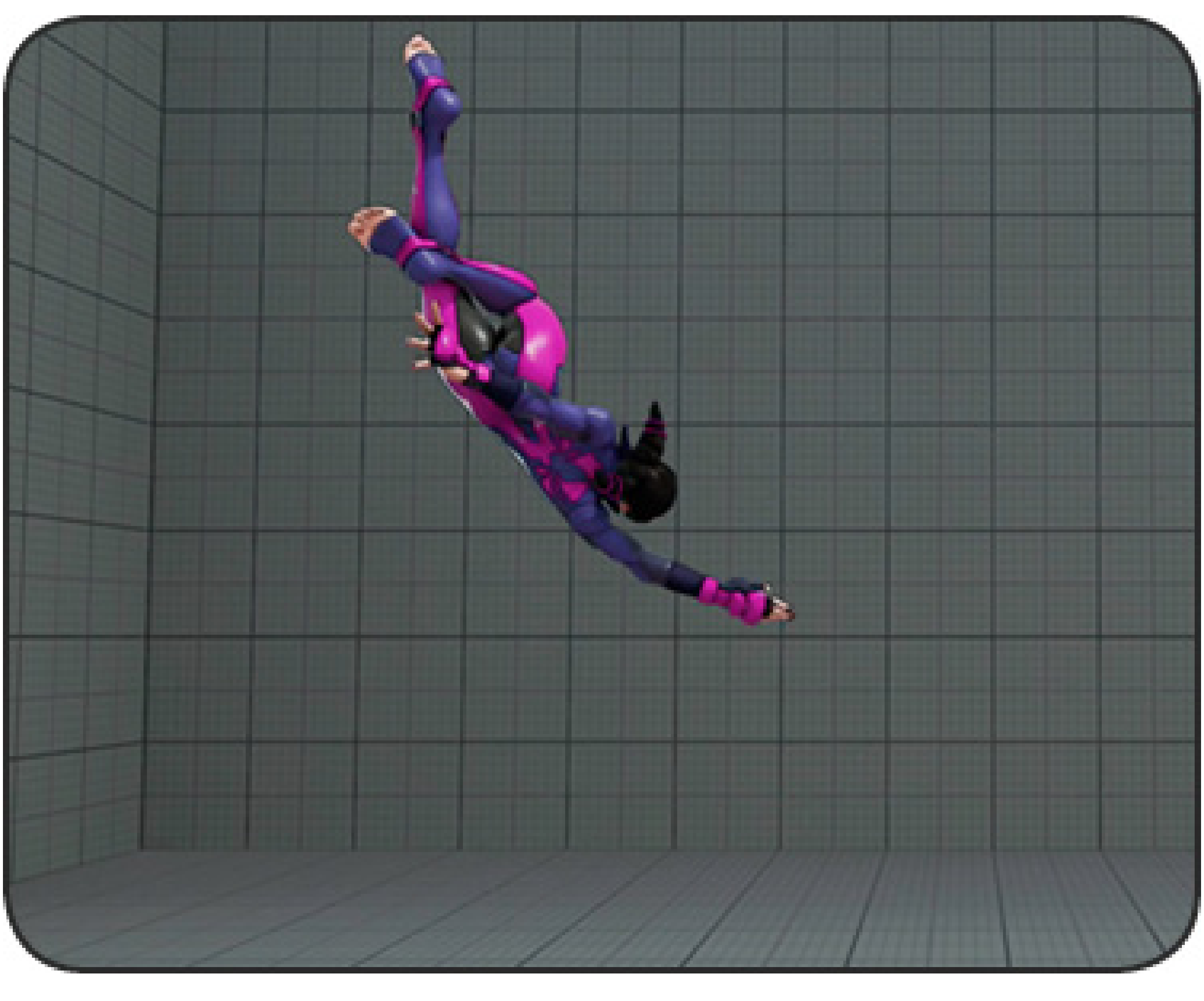


Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING

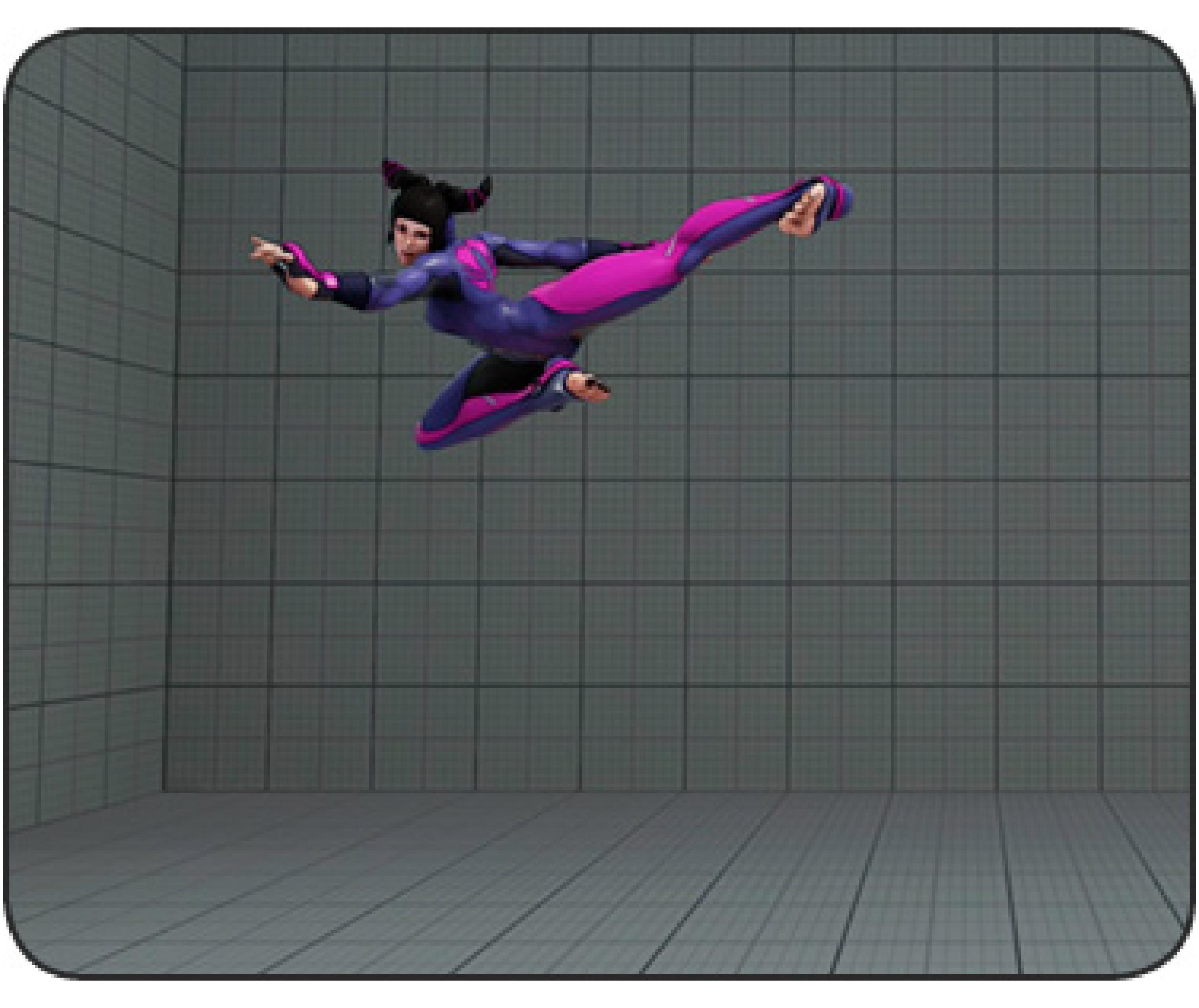
STARTUP	4
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	10/20

JUMPING STRONG MP WHILE JUMPING



STARTUP	6
ACTIVE	4
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	15/30

JUMPING FIERCE HP WHILE JUMPING



STARTUP	8
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	25/50

JUMPING SHORT LK WHILE JUMPING

STARTUP	4
ACTIVE	7
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	10/20

NOTES

Cross-up

JUMPING FORWARD MK WHILE JUMPING

STARTUP	7
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	15/30

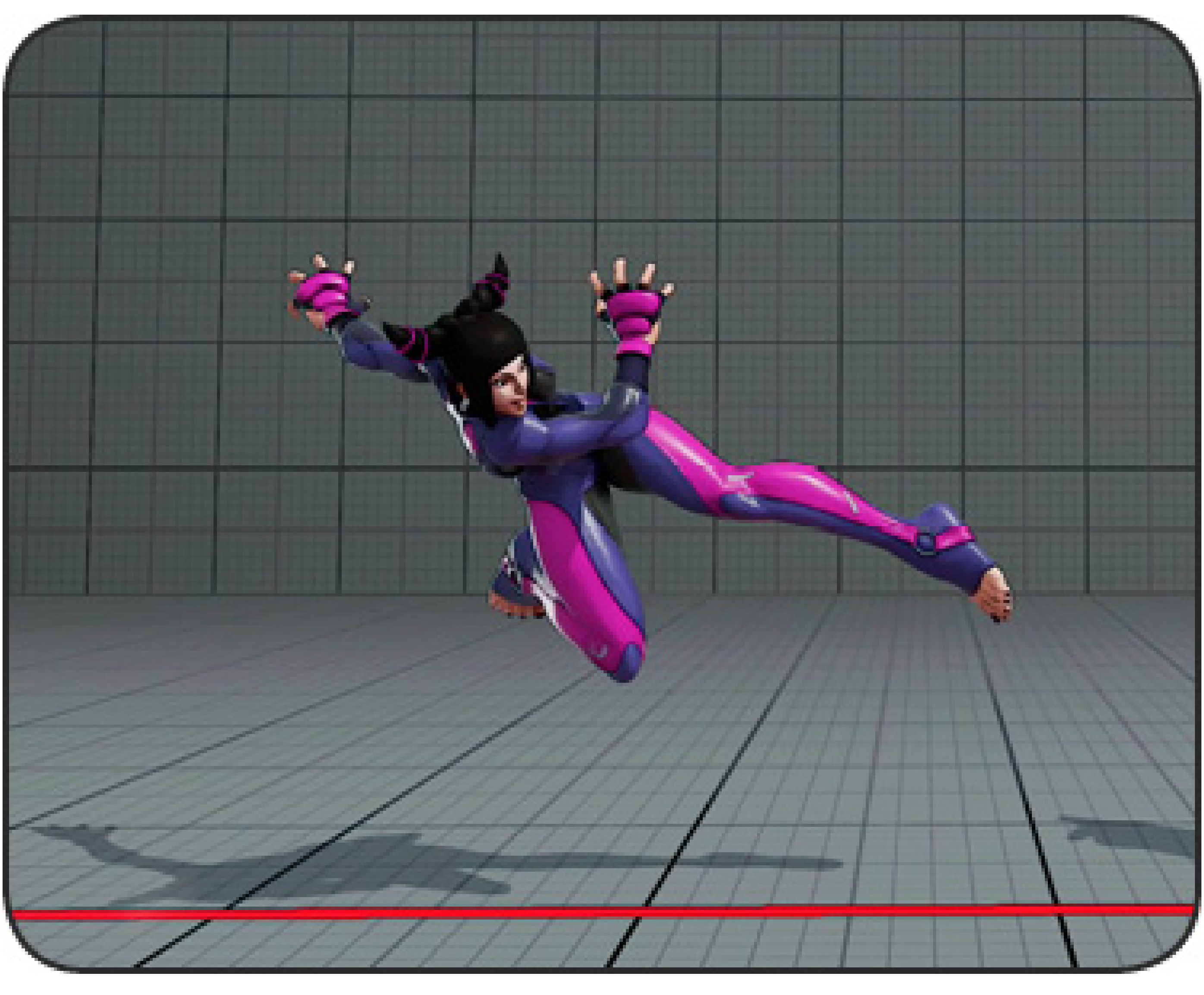
NOTES

Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING

STARTUP	8
ACTIVE	5
RECOVERY	–
GUARD LEVEL	H
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	25/50

SENKAIKYAKU → + MK



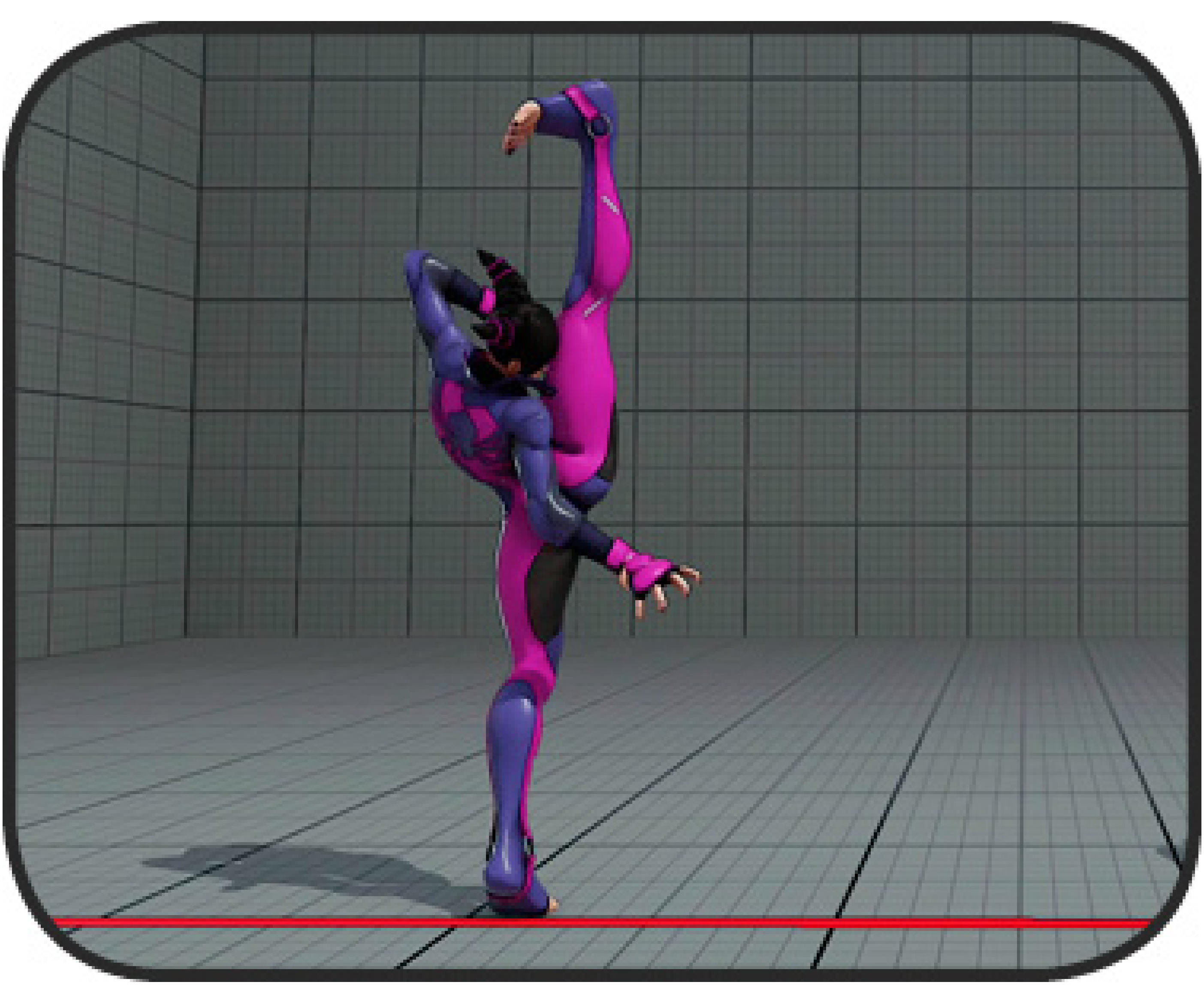
STARTUP	22
ACTIVE	2
RECOVERY	19
GUARD LEVEL	H
ON HIT	0
ON GUARD	-4
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	15/30

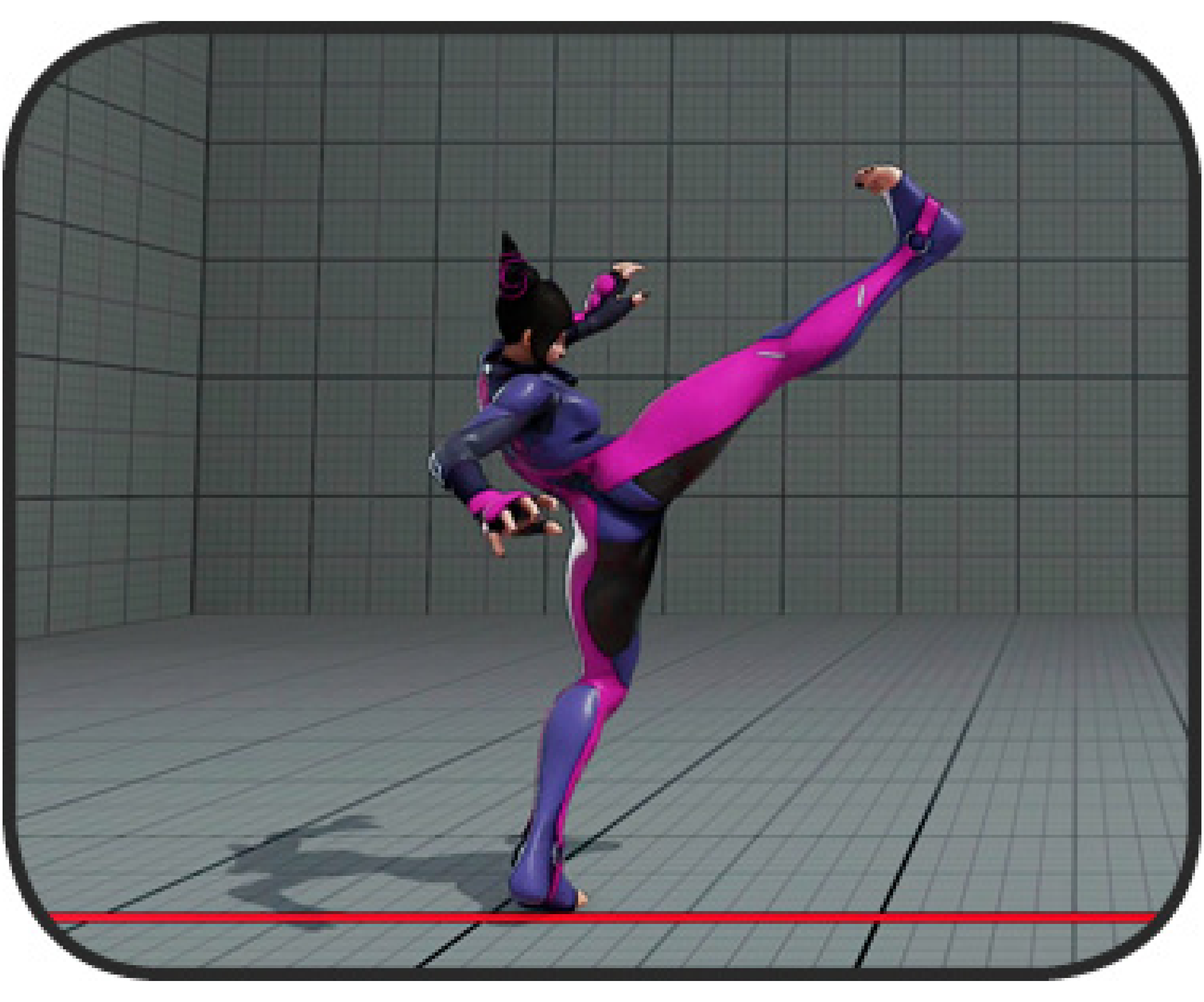
NOTES

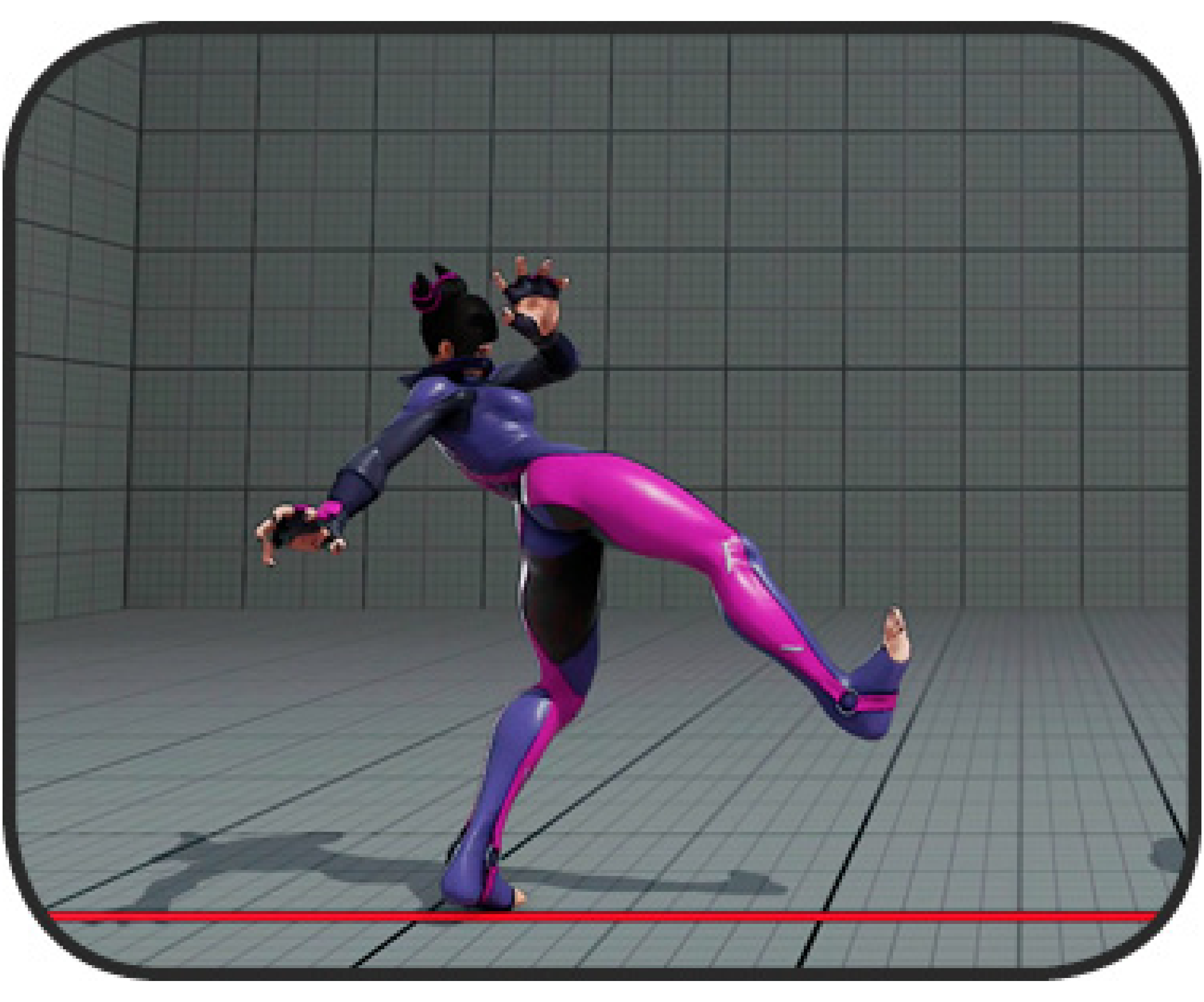
Airborne frames 16-21

Senkaikyaku: Juri's command overhead. This is fairly standard, offering an easy way to check the opponent's standing guard without committing to something as risky as jumping. In order to coax the enemy to rely on crouching guard, they m ust be conditioned with low-hitting crouching kick attacks. Fortunately, on top of the universal threat of sweep, Juri can threaten low with combos that start with crouching LK (and, during V-Trigger, crouching MK).

KORENZAN ← + HK







STARTUP	7, 17
ACTIVE	2/7/3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-2
VTX HIT	8
VTX GUARD	2
CANCEL	2nd hit: Sp, V
DAMAGE	80 (40+40)
STUN	150 (75+75)
METER GAIN	25/50

NOTES

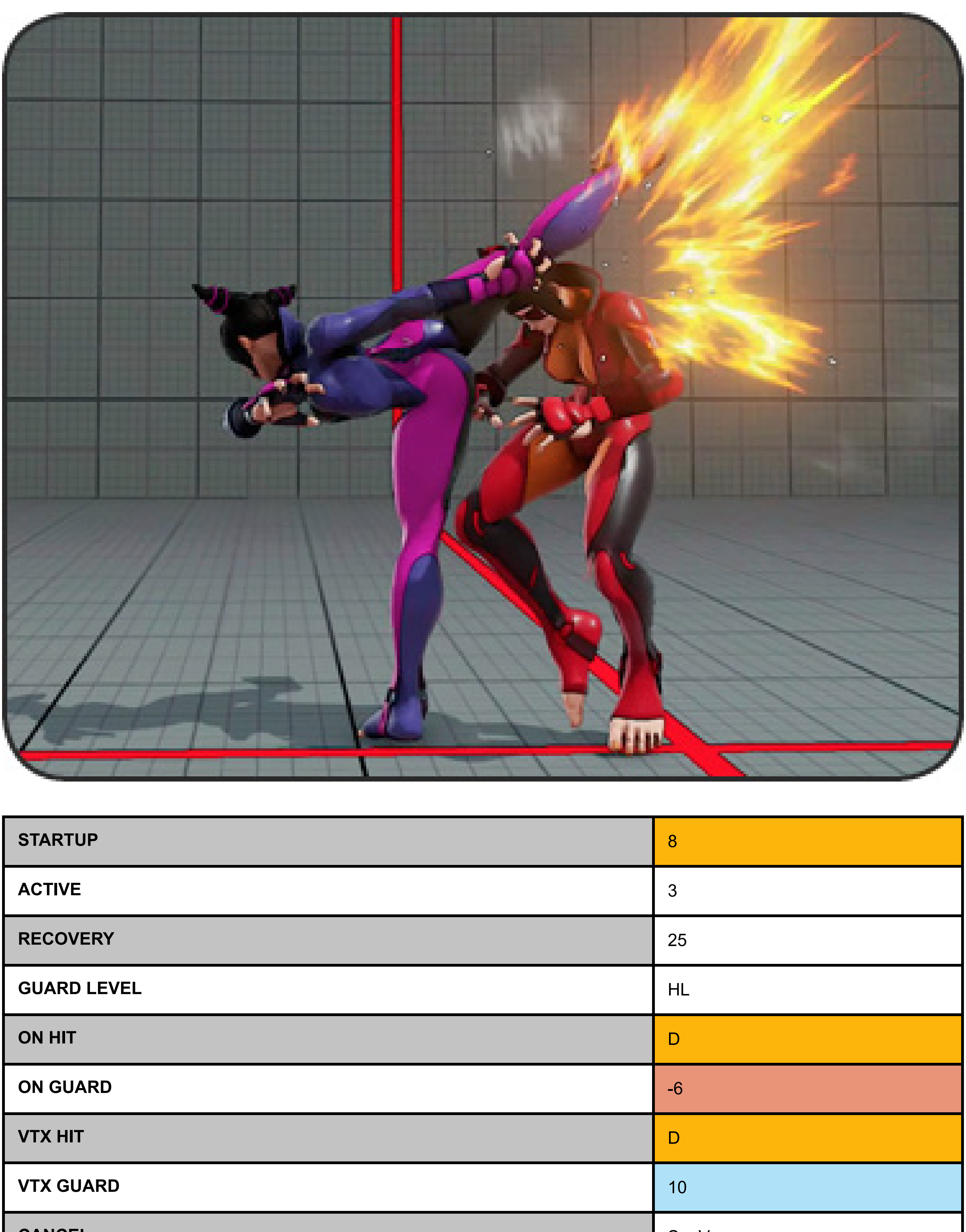
First hit forces standing; V-Trigger cancelable on second hit

Korenzan: Juri's "back roundhouse" is a two-hit axe kick. The first hit strikes up close, as Juri kicks toward the sky, while the second hit occurs in a downward swath, as she brings her leg down. This follow-up leg guillotine has more range than the first hit and either hit is cancelable. Thanks to its two hits, plenty of verification time is built into Korenzan.

← + HK is important as a charge-storing tool, as ← + HK » ↑ + K is safe against anyone except Zangief sitting on a full EX gauge. On block, Juri's no worse than -2, and on hit the opponent is knocked down and there's a chance to start tricky offense as they rise. Either way, a Fuharenkyaku charge is now banked. If Fuharenkyaku charges are already in hand, Korenzan is an easy avenue to confirm into special move combos. Korenzan also leads easily into Feng Shui Engine (link standing HP » ↑ + MK immediately after the screen freeze). Finally, at +4 on hit, ← + HK also easily links into standing LK . From here, one obvious solid ender is to cancel standing LK into LK Tensenrin, then cancel that into a Critical Art finish.

Korenzan's close-range hit strikes on frame seven and the attack leaves Juri at only -2 if guarded. Abuse of Juri's three-frame standing LP and crouching LK , as well as her other four-frame light attacks and her five-frame standing MP , will pave the way for use of ← + HK when the opponent is wary of quicker moves and likely to hesitate.

KYORETSUSHU STANDING MP » → / ← + HP



STARTUP	8
ACTIVE	3
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VTX HIT	D
VTX GUARD	10
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	25/50

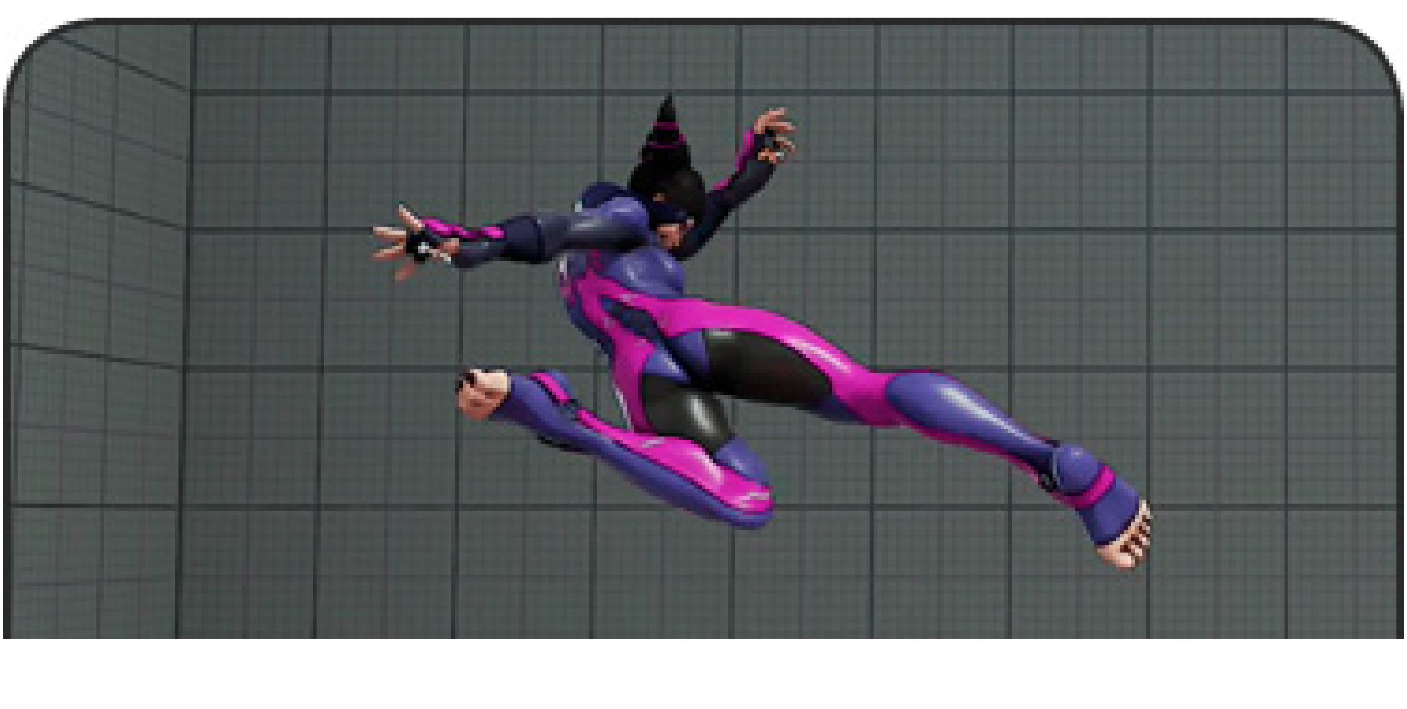
NOTES

Whiffs over crouching characters; on hit, launches foe into jugglable knockdown

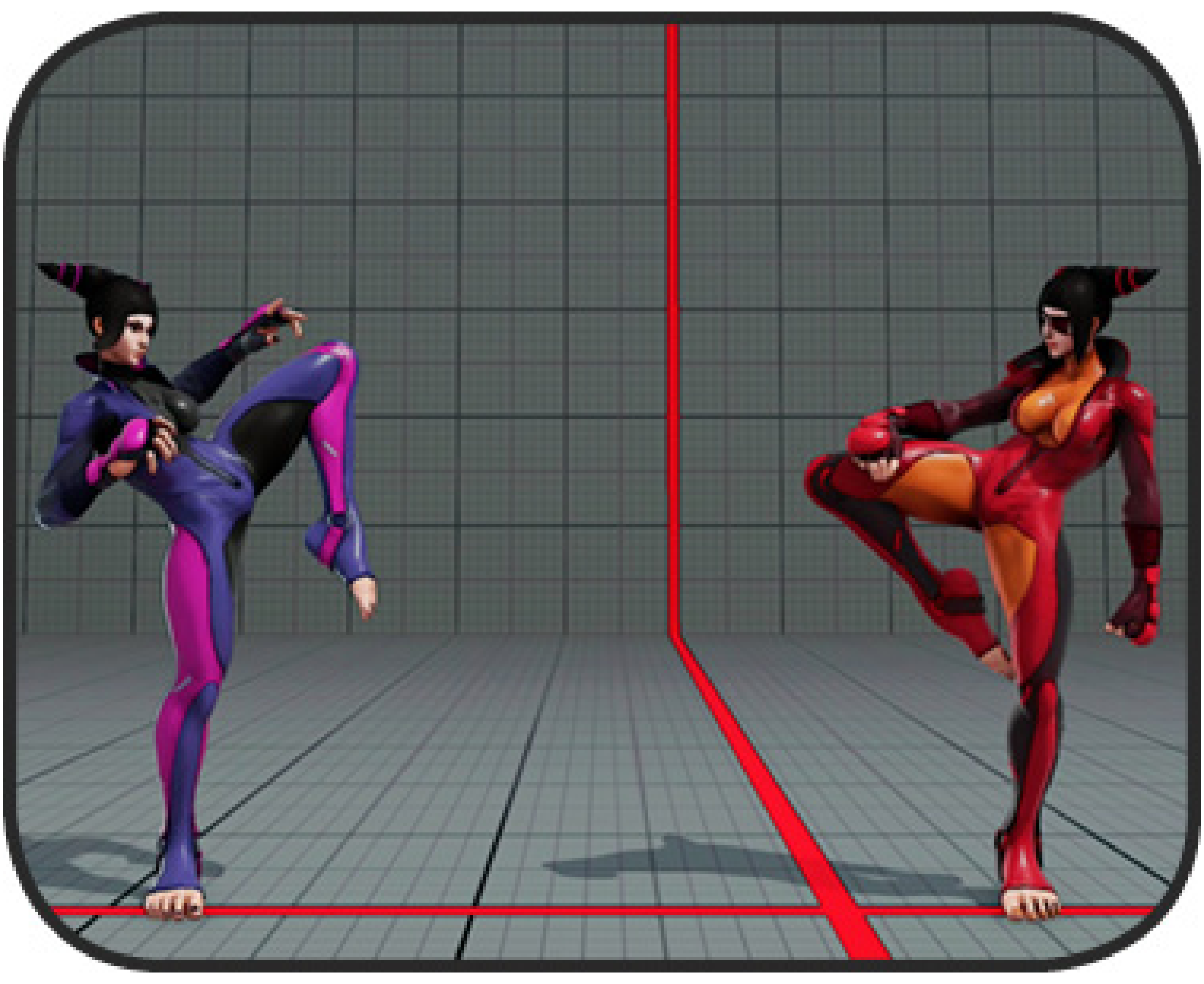
Kyoretsushu: This target combo starts with standing MP and leads into a fierce kick attack that launches the enemy. The second hit whiffs over crouching characters, so its use should be restricted to certain combos in which a standing opponent is assured. Most commonly, after Crush Counter crouching HP or standing HK . The → / ← + HP second hit here can be canceled into a special move or into Kasatsushu, Juri's V-Skill. In this situation, after launching a standing victim with MP » → / ← + HP , her V-Skill will actually juggle, among many options with other special moves or her Critical Art.

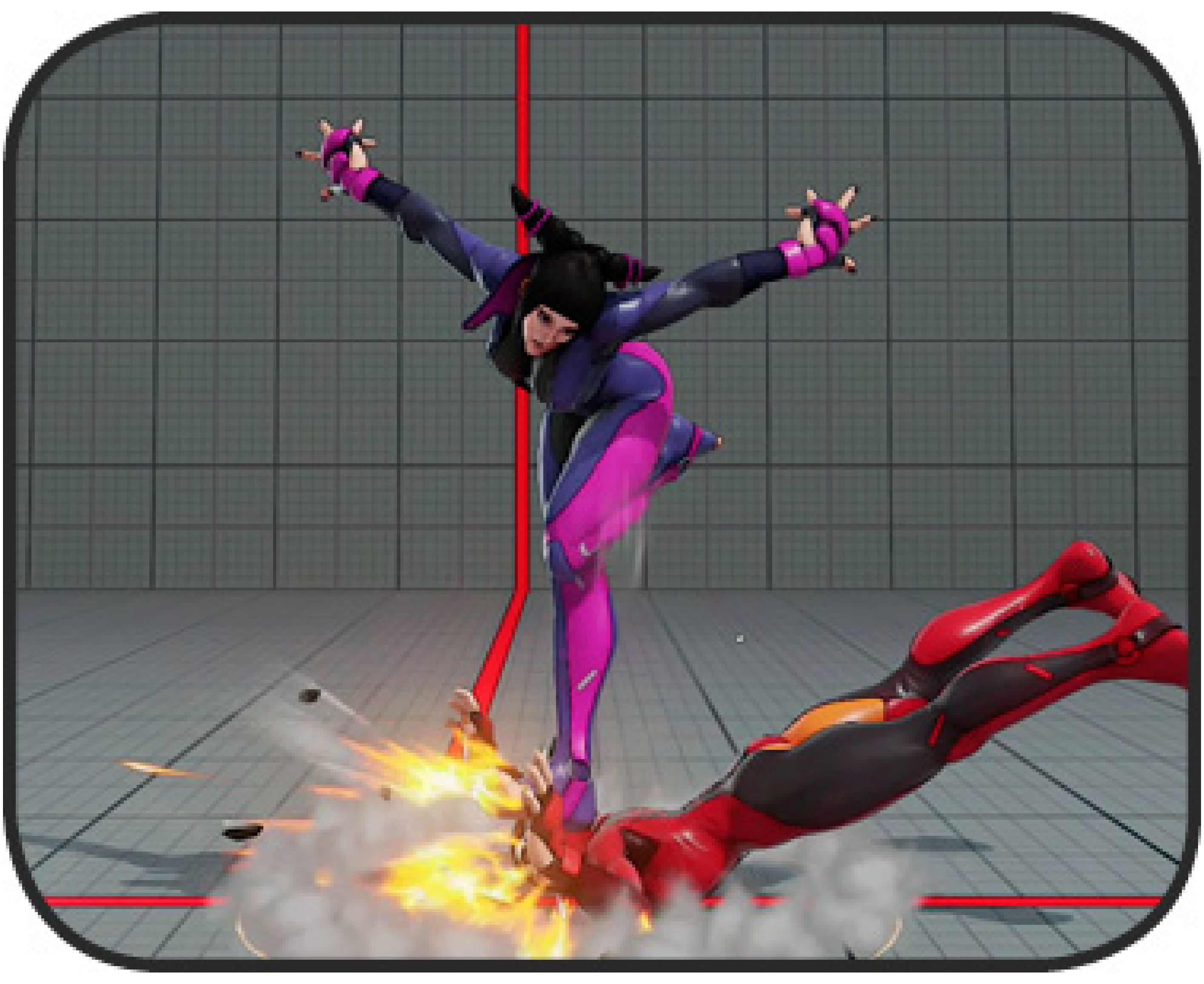
During V-Trigger, the launching kick of Kyoretsushu can be jump-canceled on hit. This enables combos that go directly into Juri's aerial V-Trigger chains.

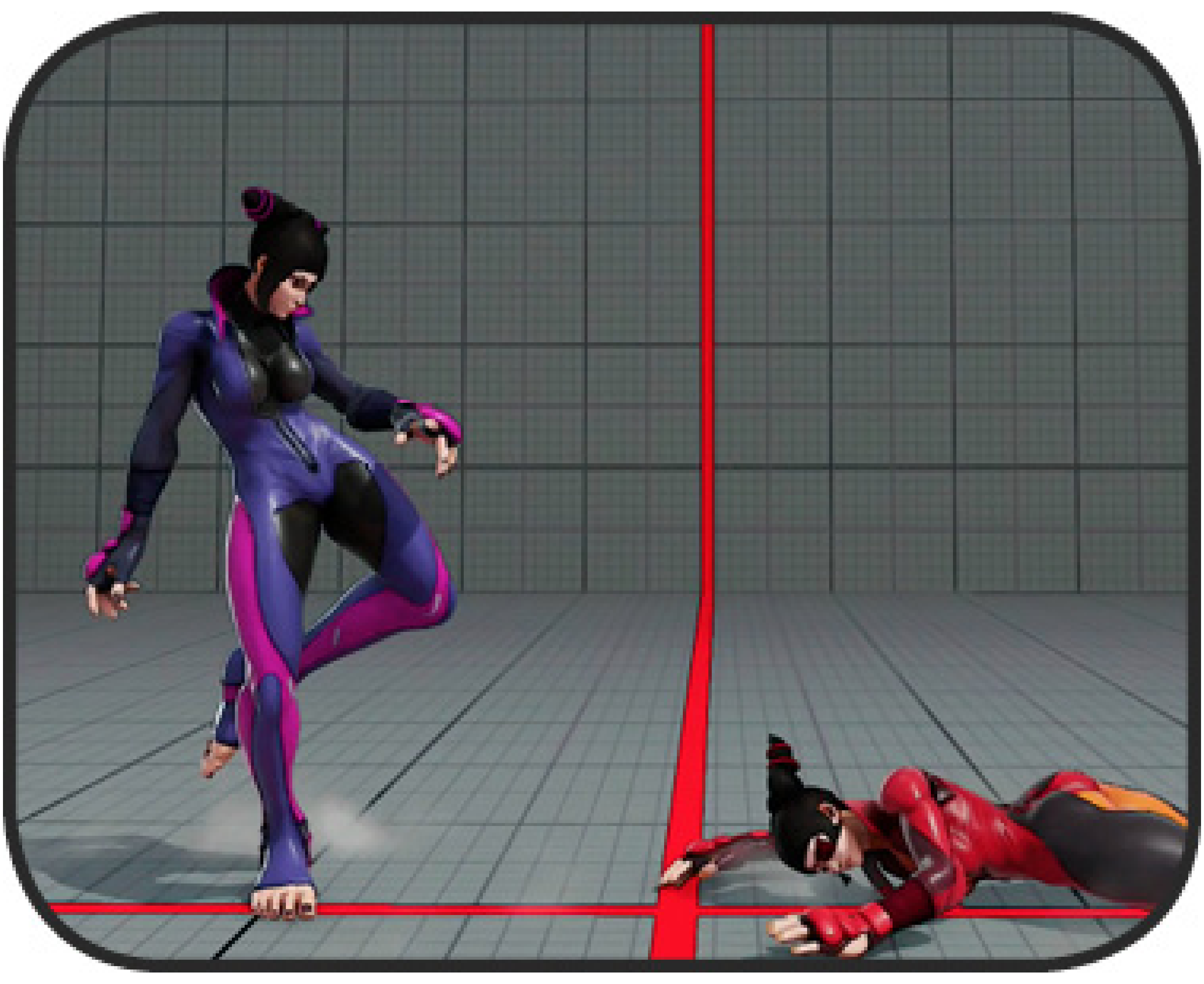
ENKUSHU JUMPING MP » HK



CHISENKYAKU (LP) + (LK)



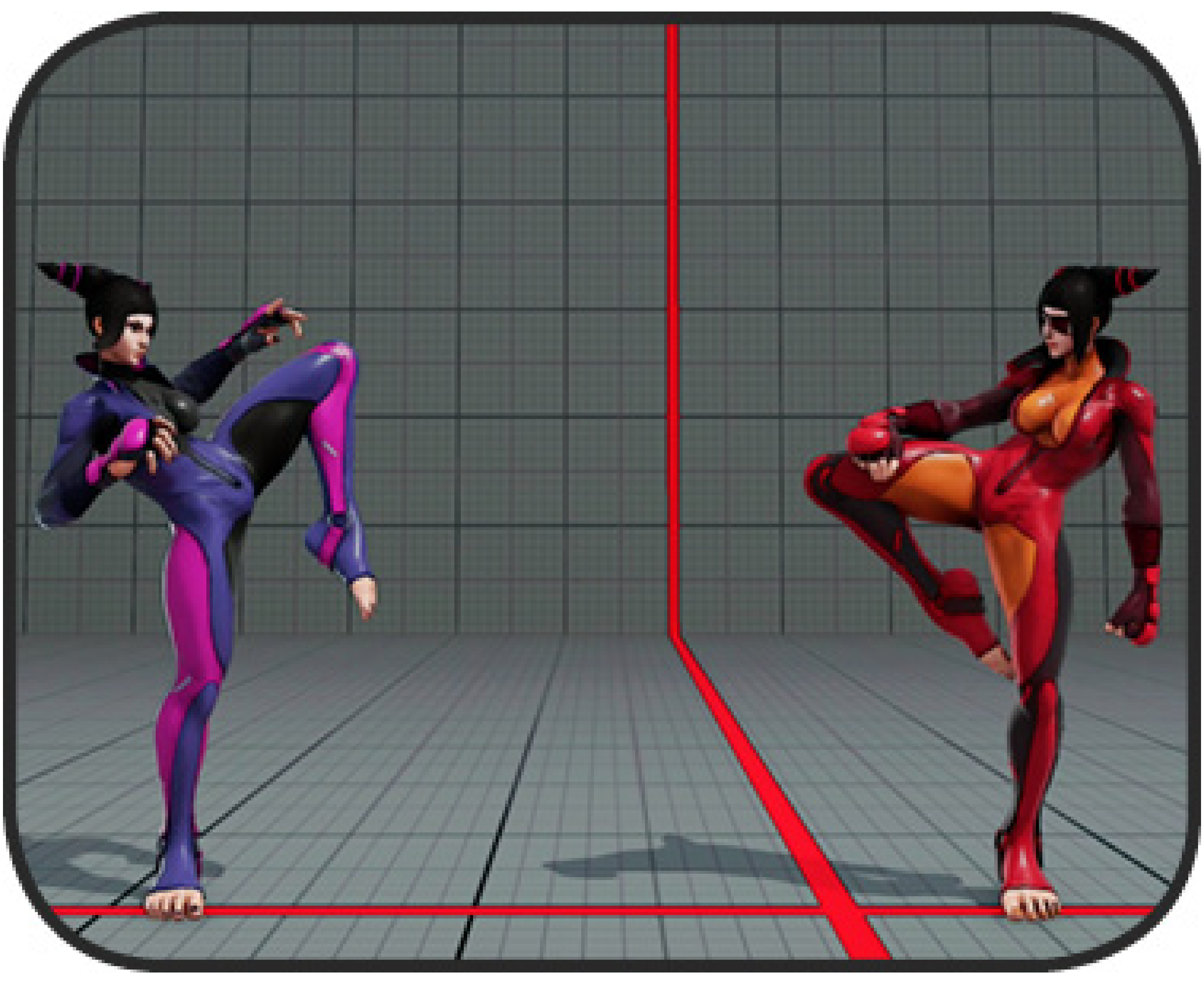


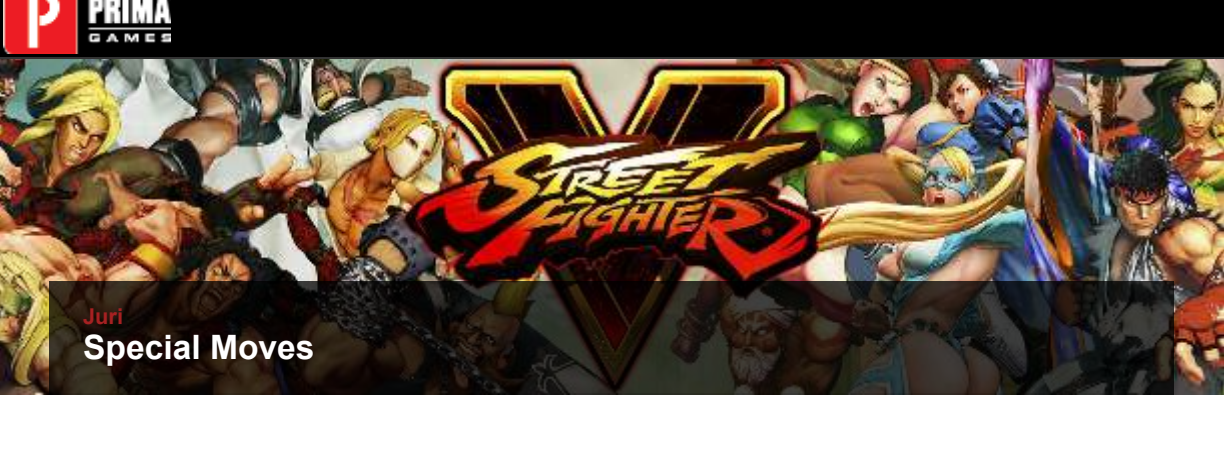


STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	130
STUN	200
METER GAIN	100

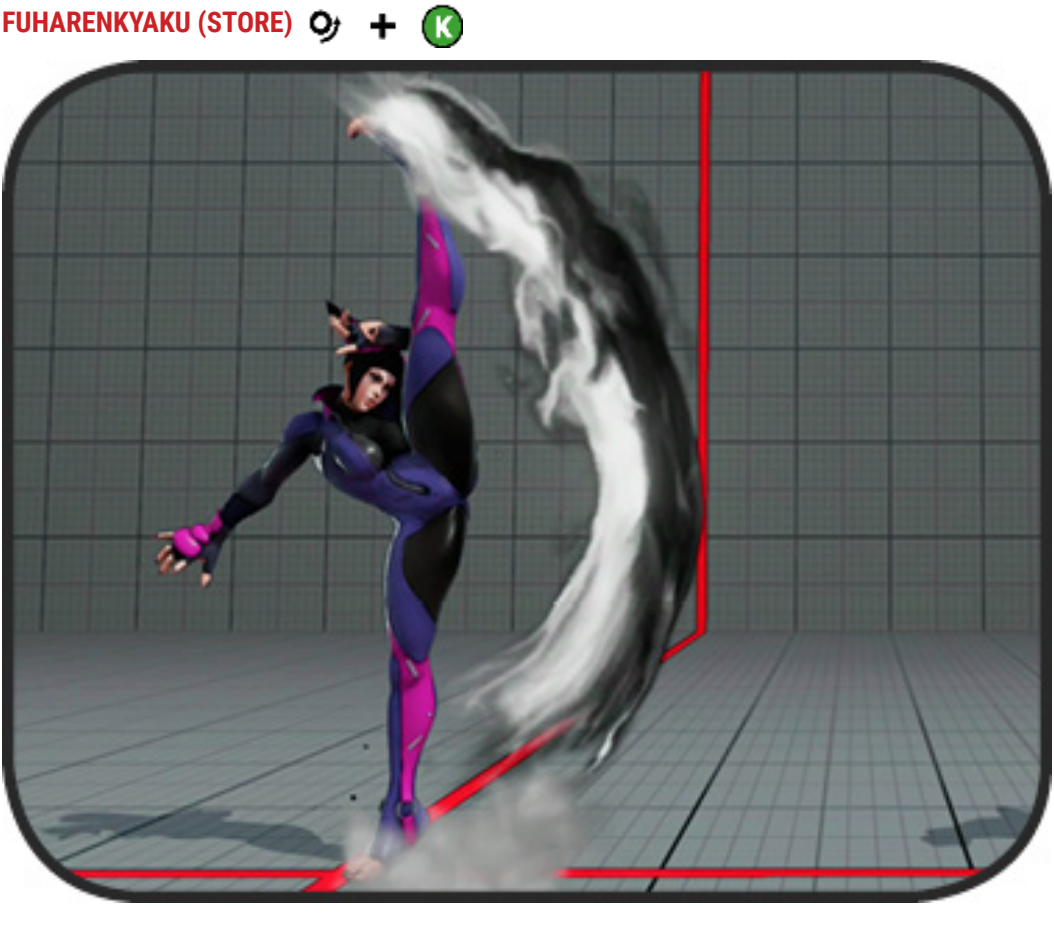
Chisenkyaku: For Juri's forward throw, she screwdrives the opponent into the ground with a hard spiking kick. She ends up about a dash's distance away against a floored opponent. Against an enemy quick-rising on wakeup, Juri is at +8. If dashing immediately after a forward throw against a quick-riser, Juri is actually very vulnerable at -9. Walk or jump in after forward throws--don't dash.

KAEIKYAKU ← + (LP) + (LK)





FUHARENKYAKU (STORE) ↻ + K

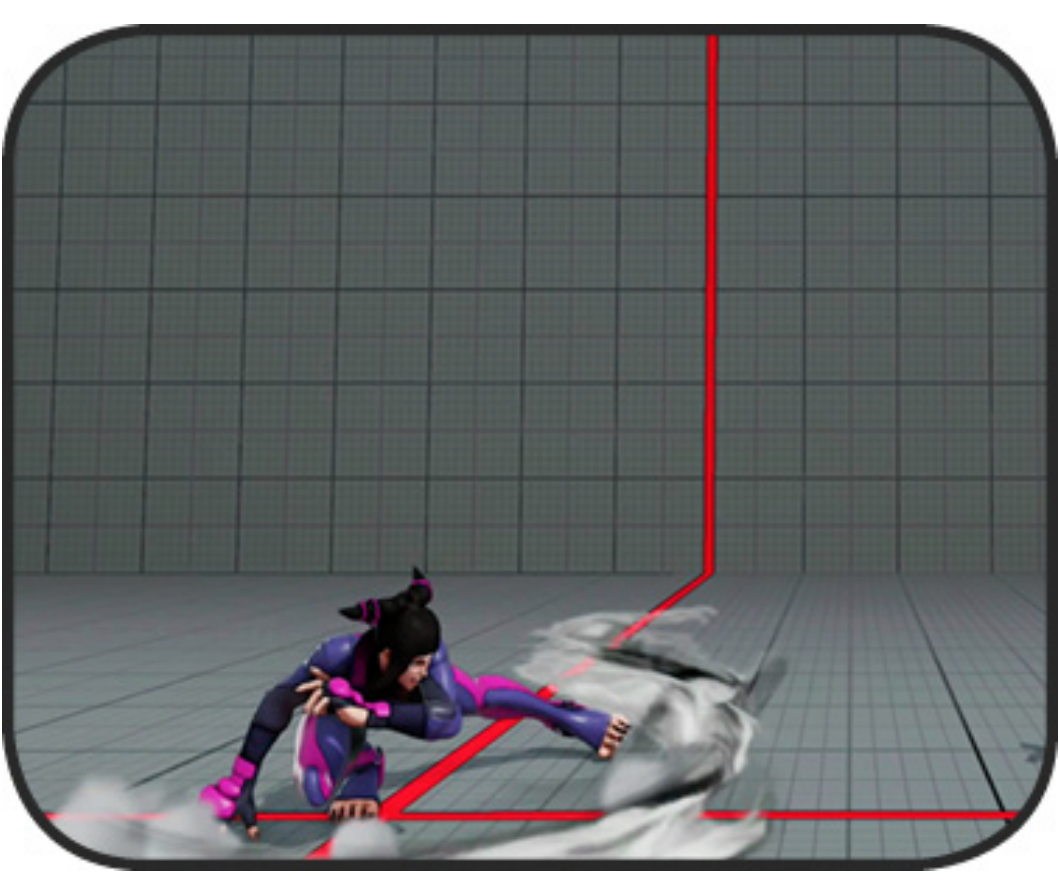


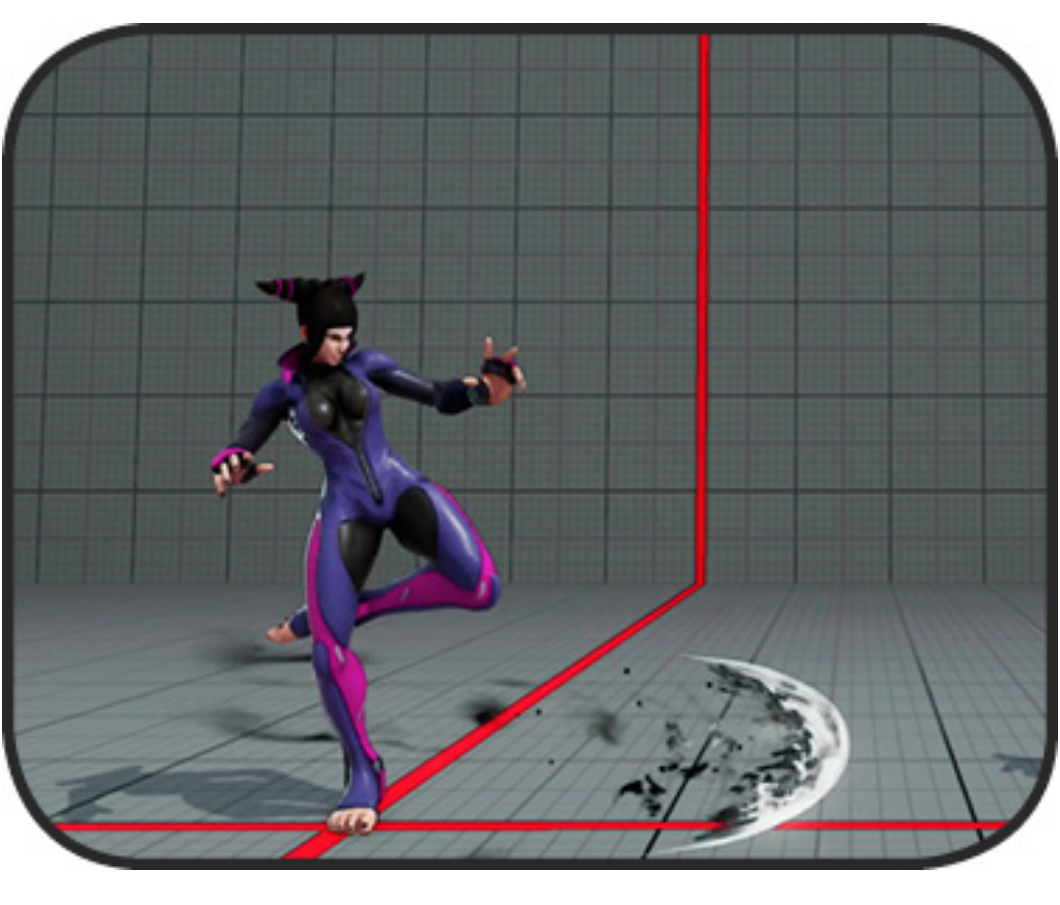
STARTUP	10
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	D
VTX GUARD	7
CANCEL	V
DAMAGE	30
STUN	30
METER GAIN	0/15/30

NOTES

Projectile hitbox; stores derivative follow-up based on button used; places victim in jugglable knockdown

LK FUHARENKYAKU (RELEASE) ↻ + LK



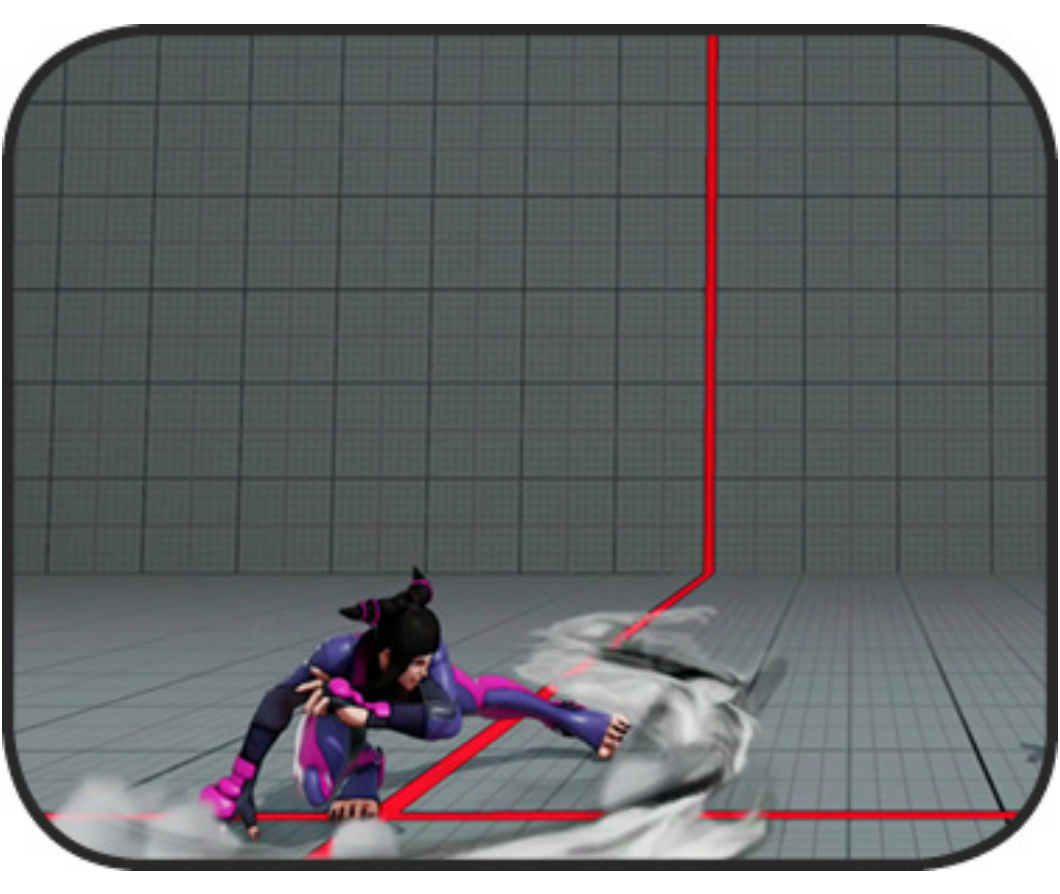


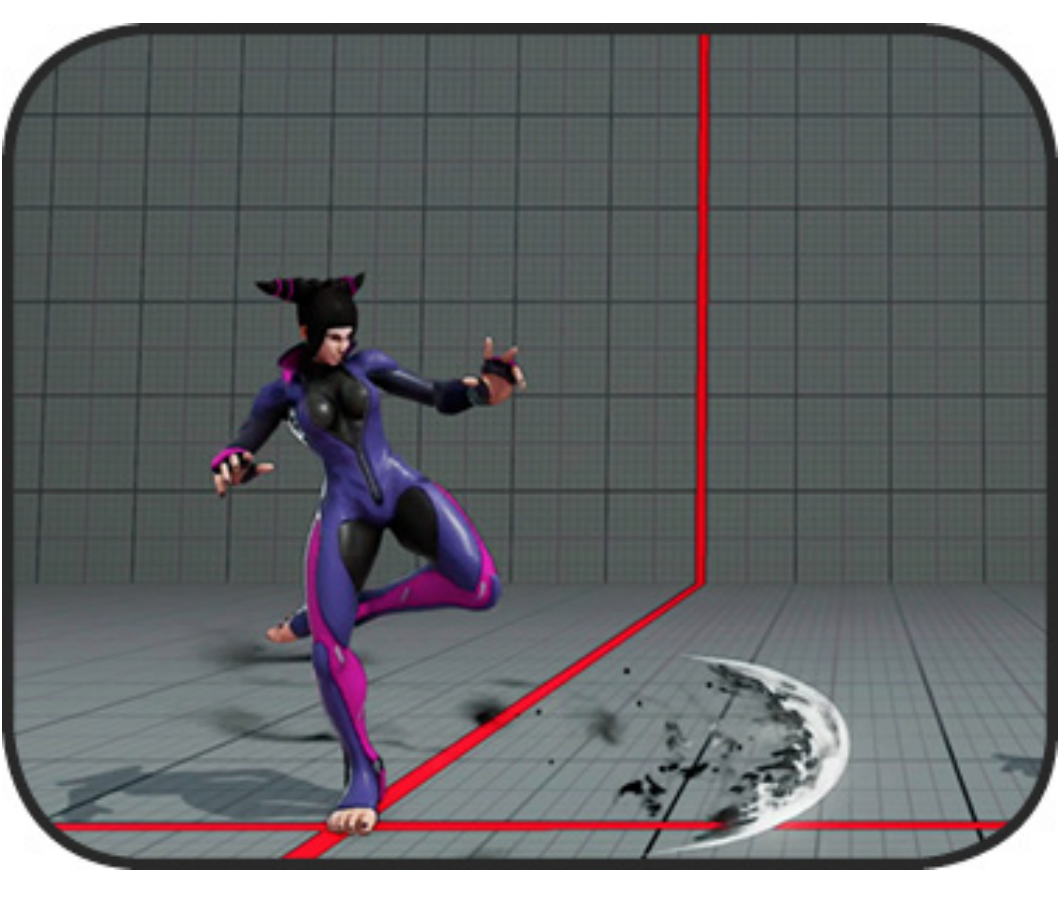
STARTUP	14
ACTIVE	Notes
RECOVERY	24
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	13
VTX GUARD	10
CANCEL	CA, V
DAMAGE	50
STUN	70
METER GAIN	10/10/20

NOTES

Projectile lasts 60 frames; leaves airborne targets in jugglable state

V-TRIGGER LK FUHARENKYAKU (RELEASE) ↻ + LK DURING V-TRIGGER



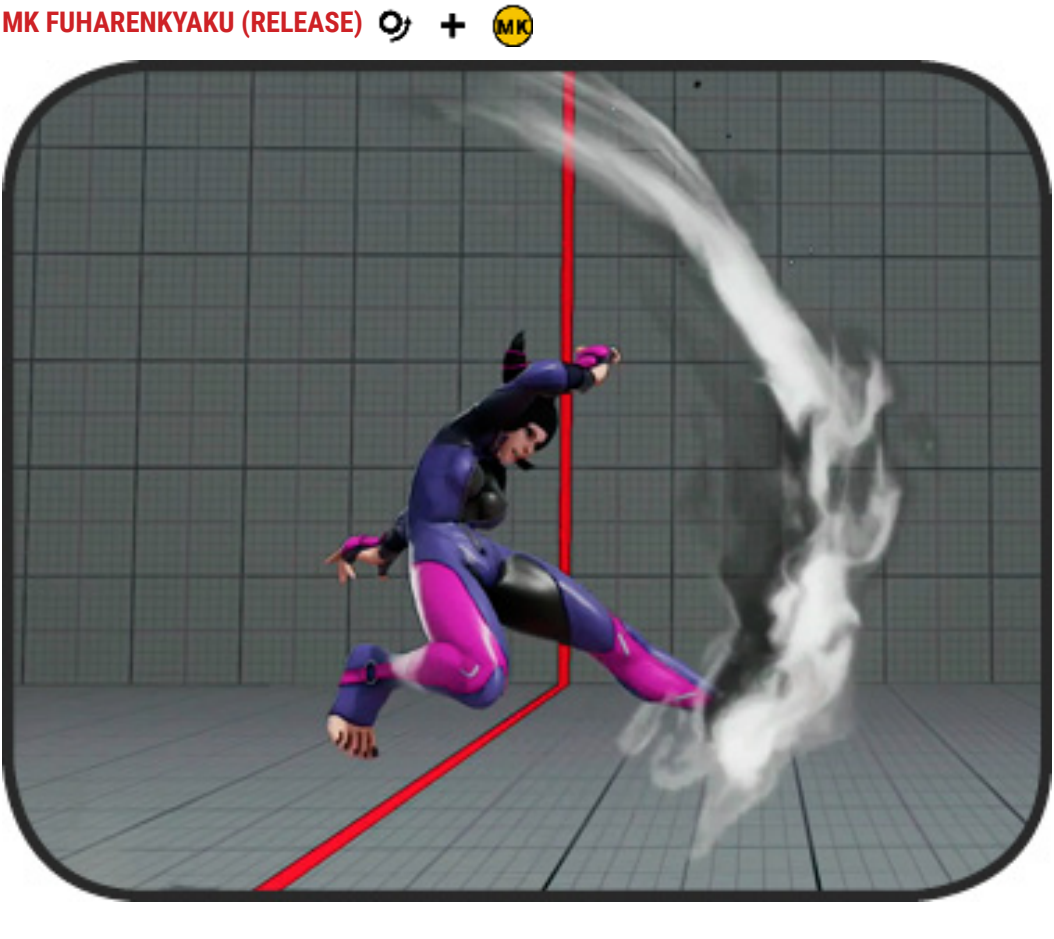


STARTUP	14
ACTIVE	Notes
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-1
VTX HIT	–
VTX GUARD	–
CANCEL	CA
DAMAGE	50 (25+25)
STUN	80
METER GAIN	10/10/20

NOTES

Consumes 400 frames of V-Timer; projectile lasts 60 frames; allows more than one projectile onscreen at a time; leaves airborne targets in jugglable state

MK FUHARENKYAKU (RELEASE) ↻ + MK

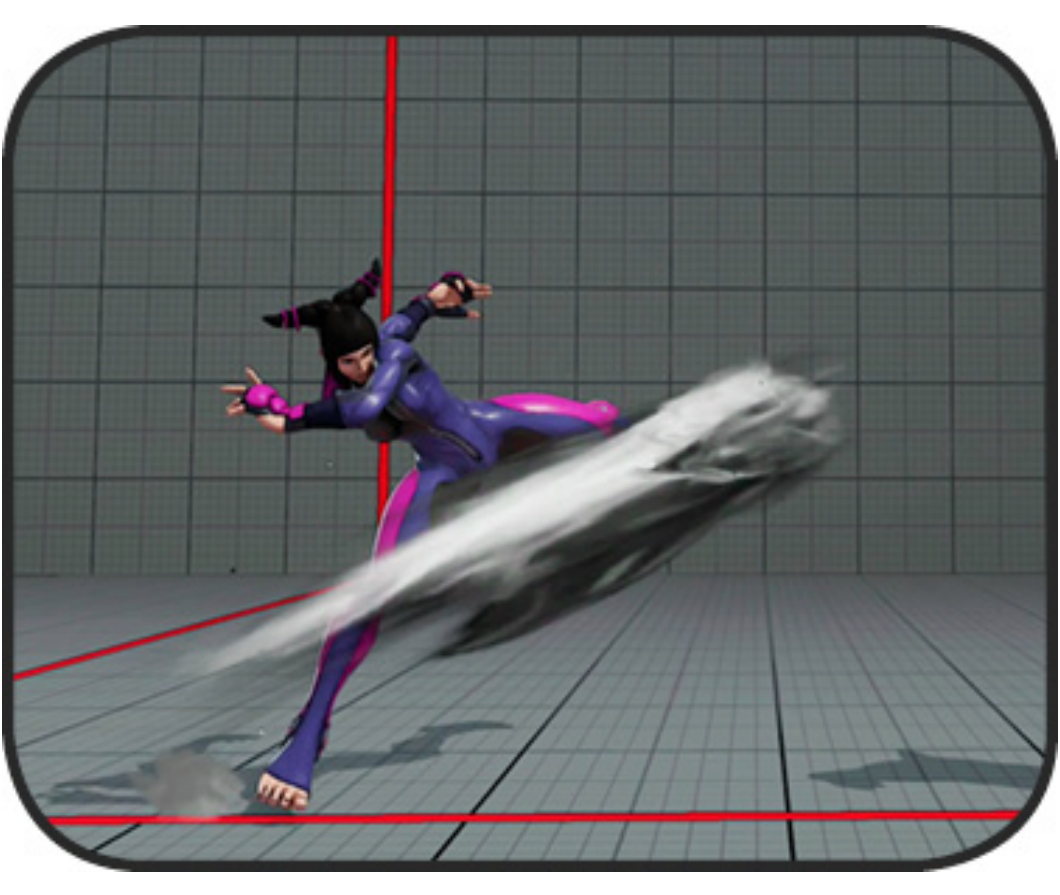


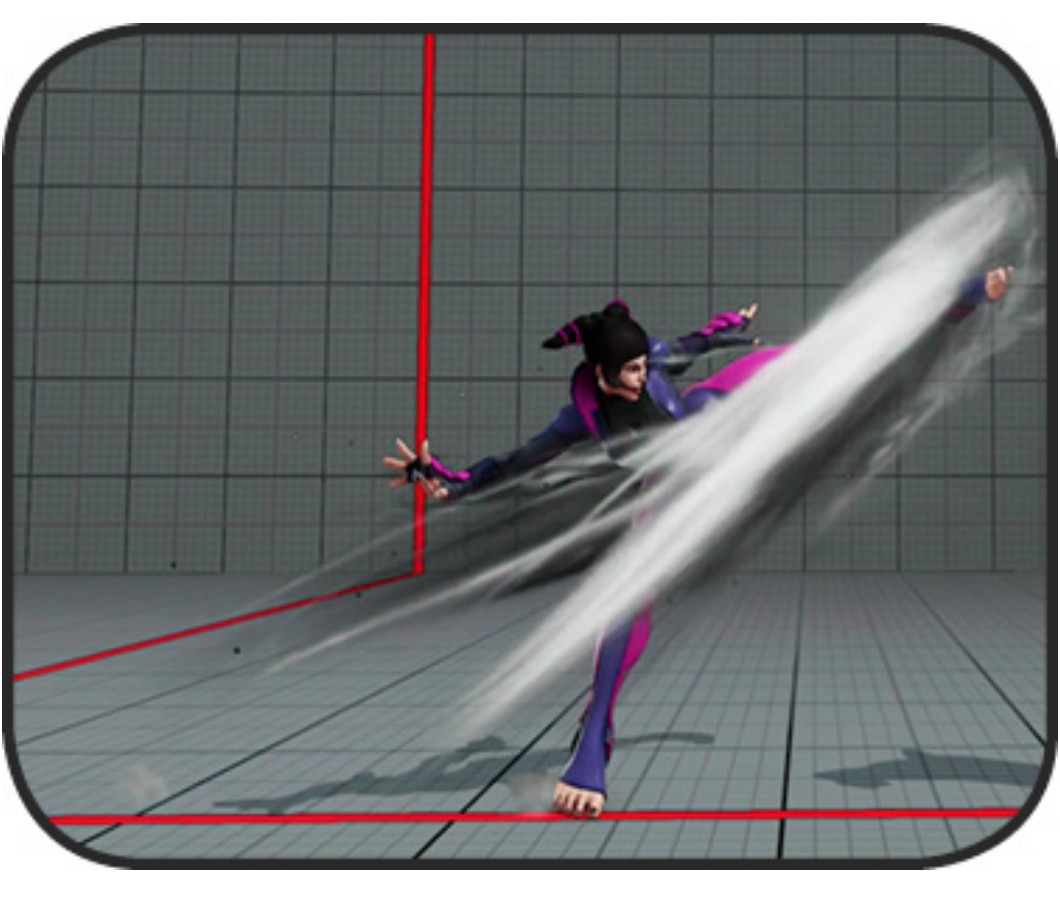
STARTUP	21
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	6
ON GUARD	-6
VTX HIT	13
VTX GUARD	1
CANCEL	V
DAMAGE	70
STUN	100
METER GAIN	10/15/30

NOTES

Airborne frames 8-22; projectile hitbox; during V-Trigger, consumes 300 frames of V-Timer

HK FUHARENKYAKU (RELEASE) ↻ + HK



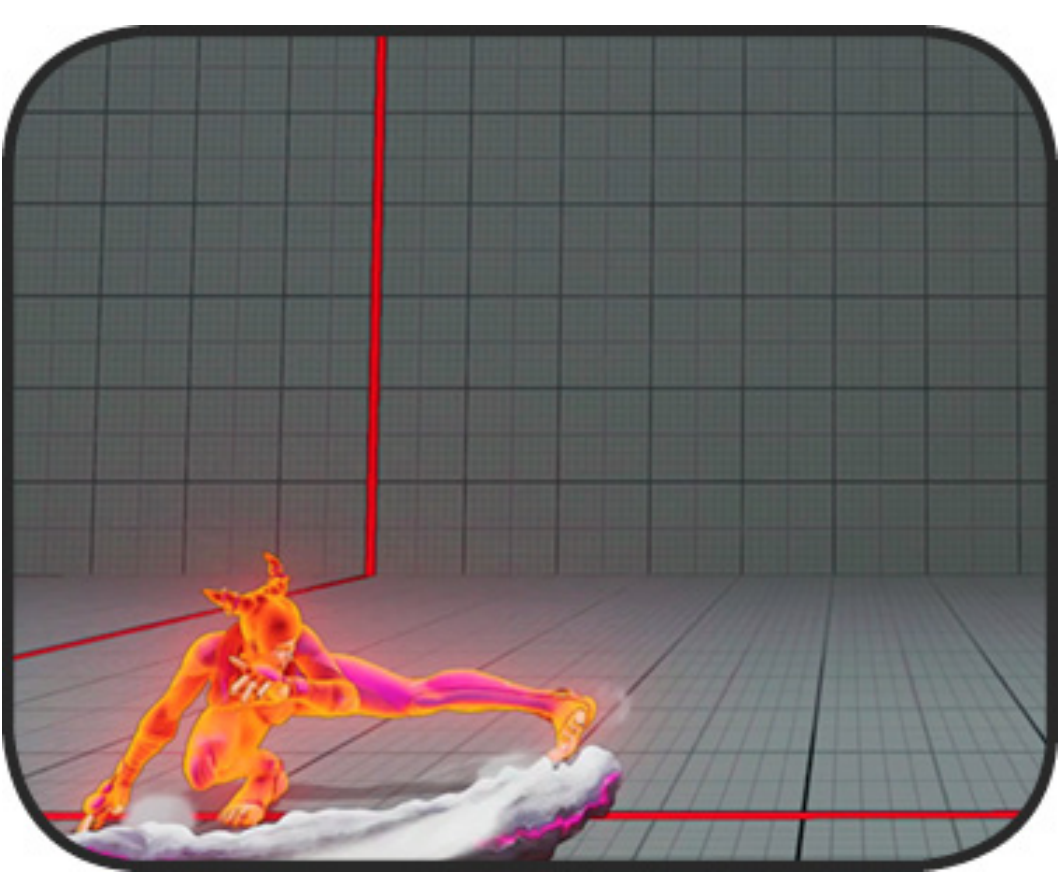


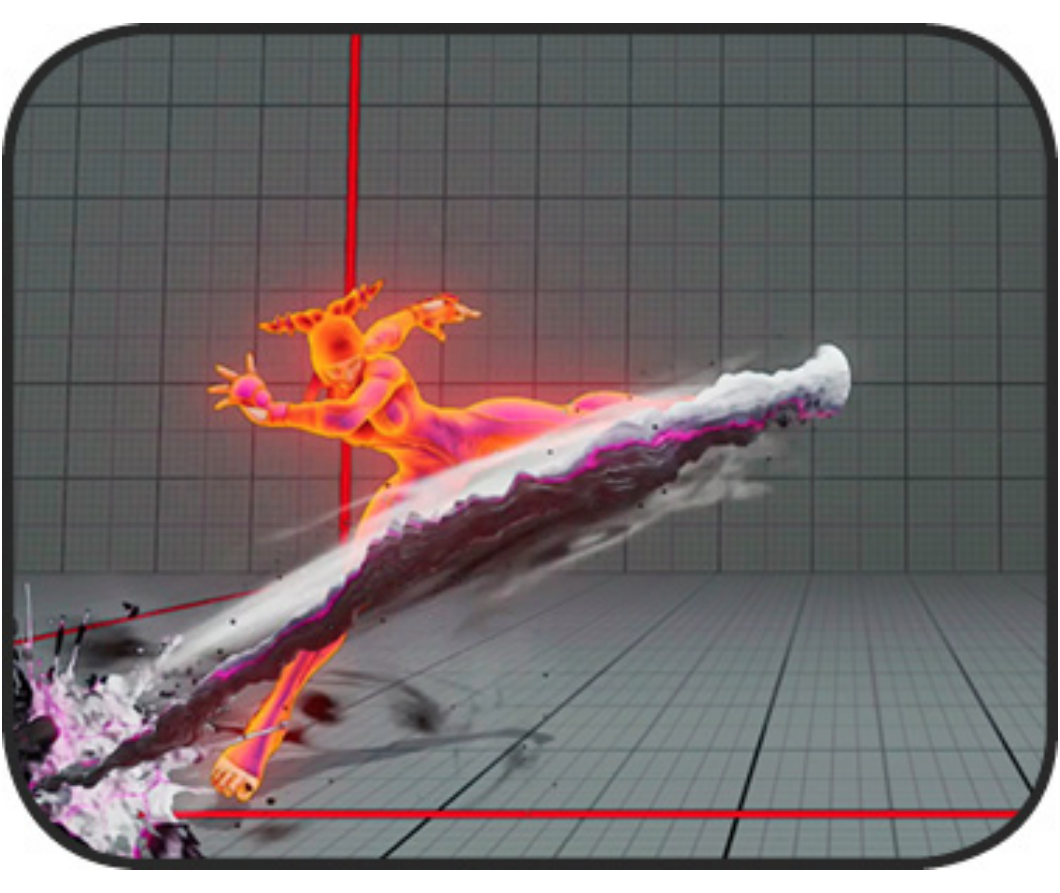
STARTUP	10, 26
ACTIVE	2/14/2
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
VTX HIT	13, D
VTX GUARD	6, 8
CANCEL	V
DAMAGE	90 (45+45)
STUN	120
METER GAIN	10/20/40

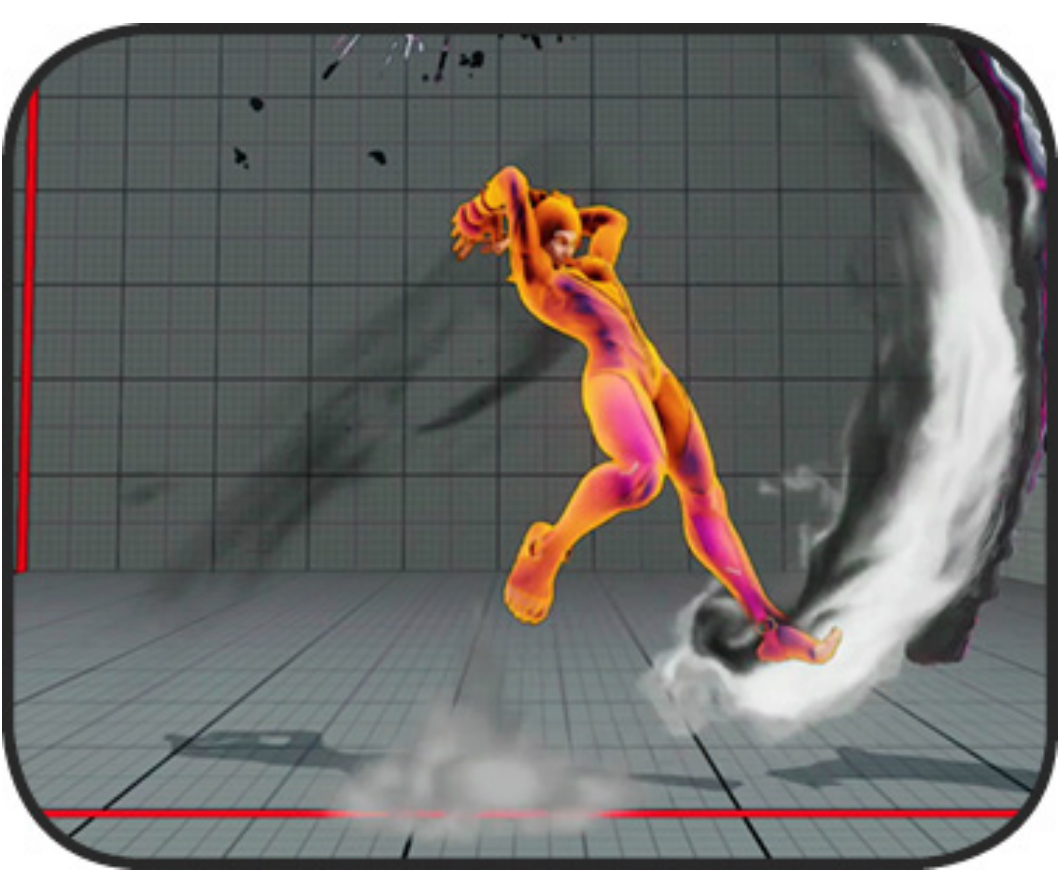
NOTES

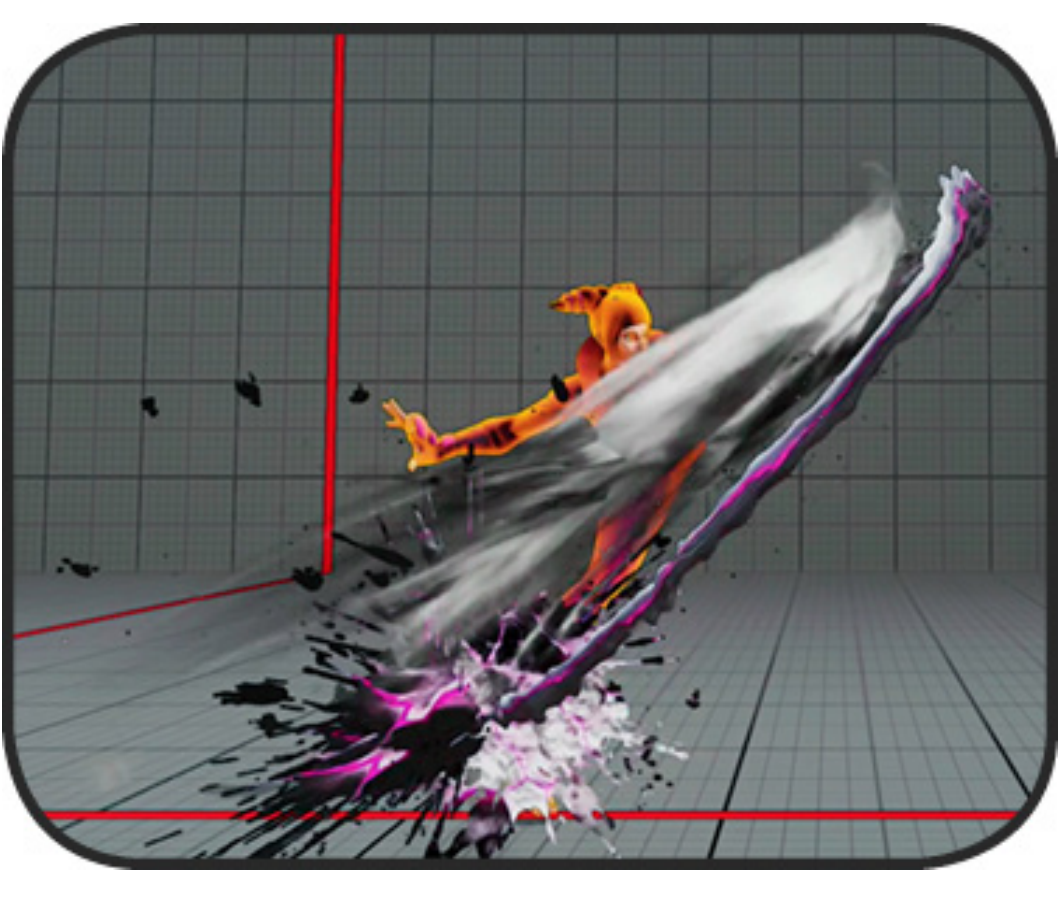
During V-Trigger, consumes 300 frames of V-Timer; projectile hitbox

EX FUHARENKYAKU ↻ + K K









STARTUP	7
ACTIVE	2x n
RECOVERY	15
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	D
VTX GUARD	0
CANCEL	V
DAMAGE	150 (35x3+45)
STUN	200 (40x3+80)
METER GAIN	-300

NOTES

V-Trigger-cancelable during final stage

Fuharenkyaku: Hearkening back to her original Street Fighter IV design, Juri has special moves that can be used only by first storing energy through the use of a peculiar, close-range knockdown kick. In Street Fighter IV, the Juri player had to store a charge for her special projectiles by holding down the button used for the charge-up attack. Here, it only matters which button is used for the initial Fuharenkyaku kick special. Perform Fuharenkyaku with LK and the next time the ↻ + LK motion is used, the LK Fuharenkyaku projectile attack will result.

- ↻ + K without charge Fuharenkyaku "charge kick"
- ↻ + LK with charge Low-altitude fireball
- ↻ + MK with charge Combo-extending jumpkick
- ↻ + HK with charge Two-hit knockdown combo

Without charge, all versions of Fuharenkyaku are the same. Juri whips her attacking leg upward in a flash, creating a projectile hitbox in front of her. Juri's forward-extended hurtbox during this attack is projectile-invincible. Combined with the projectile hitbox of the kick, this allows Juri to neutralize incoming one-hit projectiles, easily storing charges for derivative Fuharenkyaku attacks. Just be wary of foes looking to bait Fuharenkyaku from up close, like Nash throwing Sonic Boom then looking to Spinning Back Knuckle right behind it. Or, Ryu throwing Hadoken then looking to hurl a Critical Art immediately upon Hadoken absorption.

Uncharged Fuharenkyaku also works as a combo or blockstring ender. It's only -2 if guarded and knocks down on hit. Off a Fuharenkyaku "charge kick" knockdown, Juri has ample advantage to stage mix-ups against the opponent on wakeup. Uncharged Fuharenkyaku doesn't inflict much damage though, but it's still useful for building up charges for stronger, derivative Fuharenkyaku specials. However, it's necessary to go for it sometimes and bite can be added at the cost of meter by juggling immediately after with ↻ + K K (EX Fuharenkyaku, covered later).

Stored charges are visible at the bottom of the screen alongside Juri's resource gauges. When charges are stored for different strengths of Fuharenkyaku, these derivative specials can actually be canceled into one another. It may help with timing to think of these moves as working like a Rekka Ken-style sequence. Different strengths of derivative Fuharenkyaku are, independently, completely different specials, but can be canceled one into the other in any order. This can allow for different combos, blockstrings, and juggles at the cost of several Fuharenkyaku charges at once.

With an LK charge stored, ↻ + LK results in a projectile-hitbox kick attack into a fireball that travels at a low profile just off the ground. LK Fuharenkyaku travels 50 percent of the screen's distance in one second. LK Fuharenkyaku is a very useful projectile with the lone drawback that it's not constantly available–it must be re-stocked with a ↻ + LK charge kick between uses. When LK charge is banked, LK Fuharenkyaku provides an excellent temporary shield for Juri to dash in, jump in, or V-Skill behind (with LK Fuharenkyaku traveling underneath standard projectiles on the way). It can also be used in link combos and to set up meaty fireball pressure against floored opponents as they wake up. LK Fuharenkyaku can be canceled into Juri's two strongest weapons, Feng Shui Engine type Alpha and Sakkai Fuhazan. The fireball can even be V-Trigger-canceled on whiff, granting serious V-Skill mix-up potential.

Finally, when Feng Shui Engine type Alpha is activated, LK Fuharenkyaku projectiles can be thrown back-to-back without the need to restock special move charge and without consideration for the usual one-projectile-onscreen-at-a-time rule. They also cause a knockdown on hit and travel faster, covering just short of 80 percent of the screen in 60 frames.

When no charges are stocked, prioritize ↻ + LK for charge kicks. Juri gains more from having access to her fireball than from the other Fuharenkyaku derivation.

MK Fuharenkyaku's derivative version is a leaping kick attack that hits almost 45 percent of the screen away with Juri leaping for a good bit of the startup. During this period, she'll naturally avoid ground throws. The leap isn't quite high enough to make it a mid-range projectile-dodging attack like Karin's Ressenha, though. (And Juri's own Ryodansatsu special covers this use already.) The forward-extended hurtbox is projectile-invulnerable and her leg (and the space above it all the way up to Juri's forehead) is a projectile hitbox. This can preemptively nail the tips of fireball throws at mid-range while also crushing low attacks. This can be V-Trigger canceled, hit or block, upon landing, allowing for a huge link window on hit or a safe entry play on block (so she gains multiple easy entry plays with MK Fuharenkyaku or Ryodansatsu canceled into V-Trigger activation). Even on normal hit, MK Fuharenkyaku affords a big window to link and keep hitting the victim, making it a great combo extender when stocked with MK charge. MK Fuharenkyaku may look like an overhead but it isn't. It's punishable when guarded, so avoid the temptation to use it in blockstring pressure unless canceling it into LK Fuharenkyaku for projectile coverage (or canceling it into Feng Shui Engine for an easy way into point-blank range).

Ultimately, combo extension in hit-confirms is the main purpose of charged MK Fuharenkyaku. When ↻ + LK charge is already stocked, move on to stocking ↻ + MK to also beef up hit-confirm combos. When ↻ + MK charge is ready, many harder-hitting starters open up for her, like → + HK (one hit) ⊠ ↻ + MK, crouching HP ⊠ ↻ + MK, and (great after shimmying to bait a whiffed throw) standing HP + ↻ + MK.

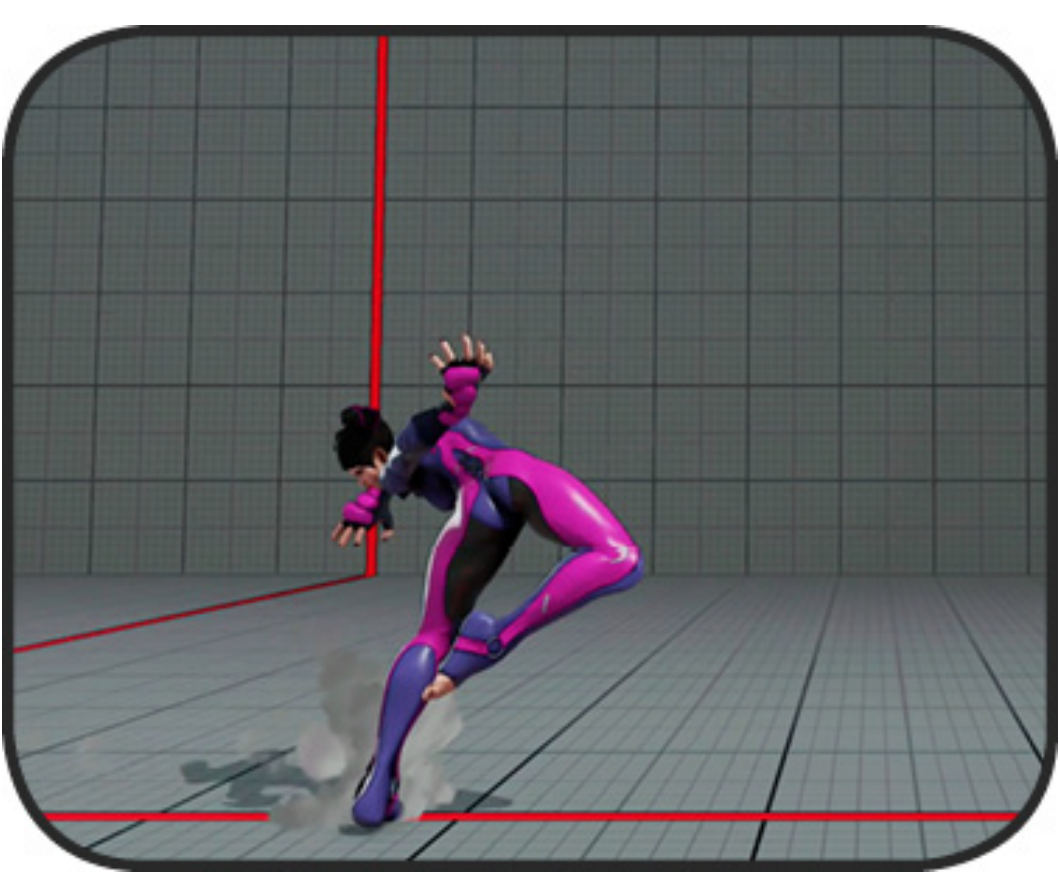
HK Fuharenkyaku, like all variants of Fuharenkyaku, has projectile hitboxes and projectile-invulnerable properties for Juri's forward-extended limbs. HK Fuharenkyaku is a forward-moving set of two kicks, which combo naturally for a knockdown on hit but are quite vulnerable to punishment when guarded. Like charged MK Fuharenkyaku, HK Fuharenkyaku is best saved for hit-confirm combos or blockstrings with specials leading into the LK projectile variant. However, while ↻ + MK extends combos and allows for more variation afterward, ↻ + HK ends combos with a knockdown. Juri already has access to knockdown moves, no charge needed (Tensenrin's "dragon kick" and EX Fuharenkyaku), so prioritize stocking ↻ + LK / MK over ↻ + HK. Of course, once the fireball and hopkick specials are banked, banking ↻ + HK also opens some new opportunities mixing HK Fuharenkyaku into extended combos, plus it allows for easy whiff-punish options like standing or crouching MP ⊠ charged HK Fuharenkyaku (⊠ charged MK Fuharenkyaku if available). And the first hit of HK Fuharenkyaku can be V-Trigger canceled, creating huge link advantage to start up Feng Shui Engine in grounded hit-confirm combos from charged HK Fuharenkyaku.

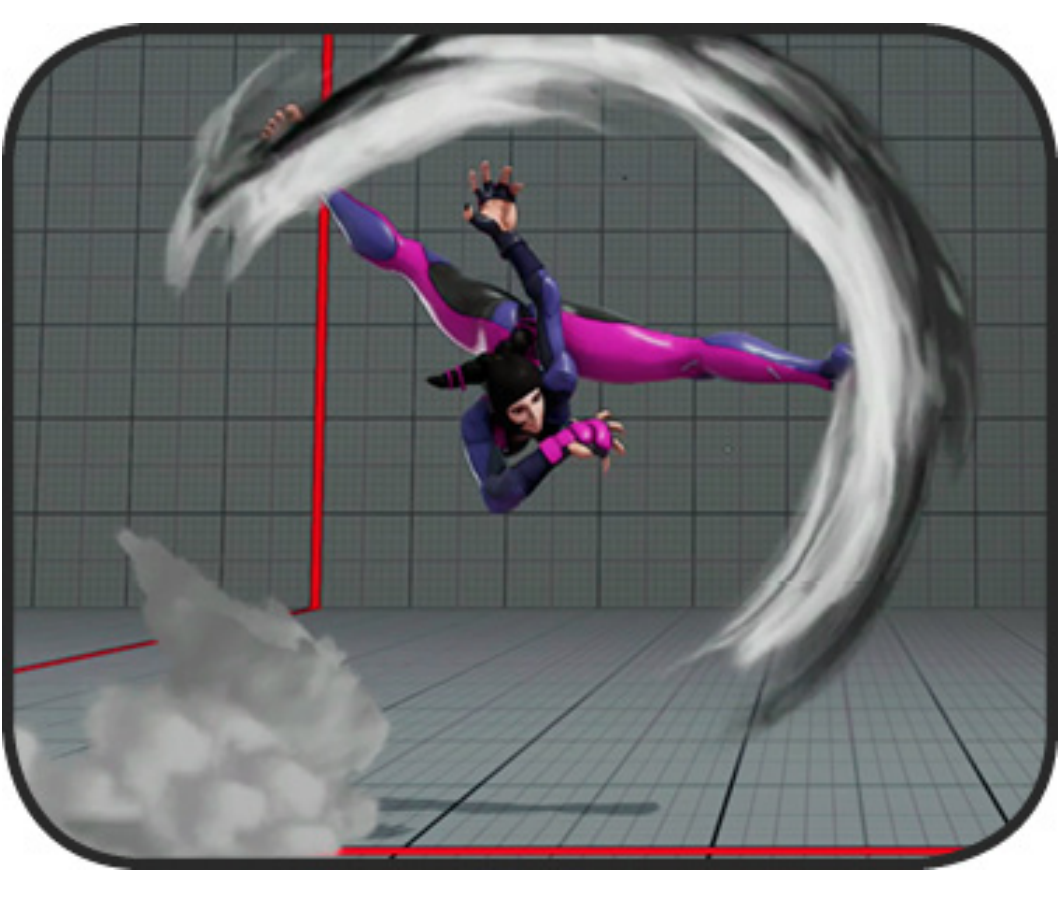
This works off basically anything. Any normal that is special-cancelable will combo into HK Fuharenkyaku, which can then be canceled after one hit into Feng Shui Engine, leading to a standing HP link afterward and so on. Having a special move gateway from a low-hitting light attack into an extended V-Trigger combo is fairly rare in Street Fighter V.

EX Fuharenkyaku is a punishing mash-up of all versions of Fuharenkyaku, although at the cost of one stock of EX gauge. EX Fuharenkyaku is one of Juri's fastest special attacks, hitting on the seventh frame after input. This is noteworthy using EX Fuharenkyaku in links and late juggle catches, where only MK Tensenrin is faster (other versions of Tensenrin also hit in seven frames, like EX Fuharenkyaku). After opening with a low-profile (but not low-hitting) kick like the beginning of the LK Fuharenkyaku fireball release, EX Fuharenkyaku transitions into a two-hit kick that resembles HK Fuharenkyaku, before capping with a low-altitude version of the same kick that caps off EX Tensenrin on contact.

EX Fuharenkyaku can be used for juggles in situations like just after confirming LK Ryodansatsu into V-Trigger activation. If spare meter is handy, EX Fuharenkyaku is also great for adding real teeth to quick, simple combos up close. Off of close-range, light hit-checks like crouching LK ⊠ standing LP, HK Tensenrin is the standard meterless ender, but may whiff from max hit-check range. EX (and HK) Fuharenkyaku works in these situations as well, like with using standing LP x2 into EX Shooting Peach as an R. Mika bread-and-butter.

LK TENSENRIN ⤴ + LK



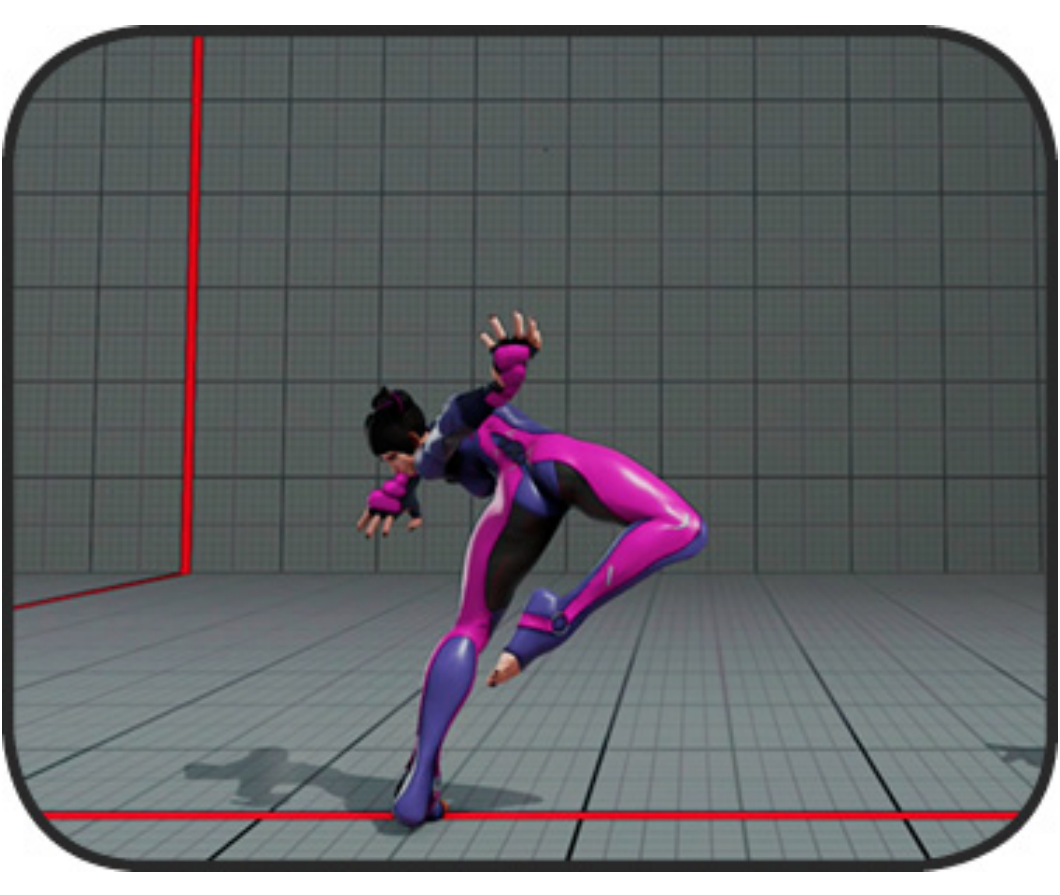


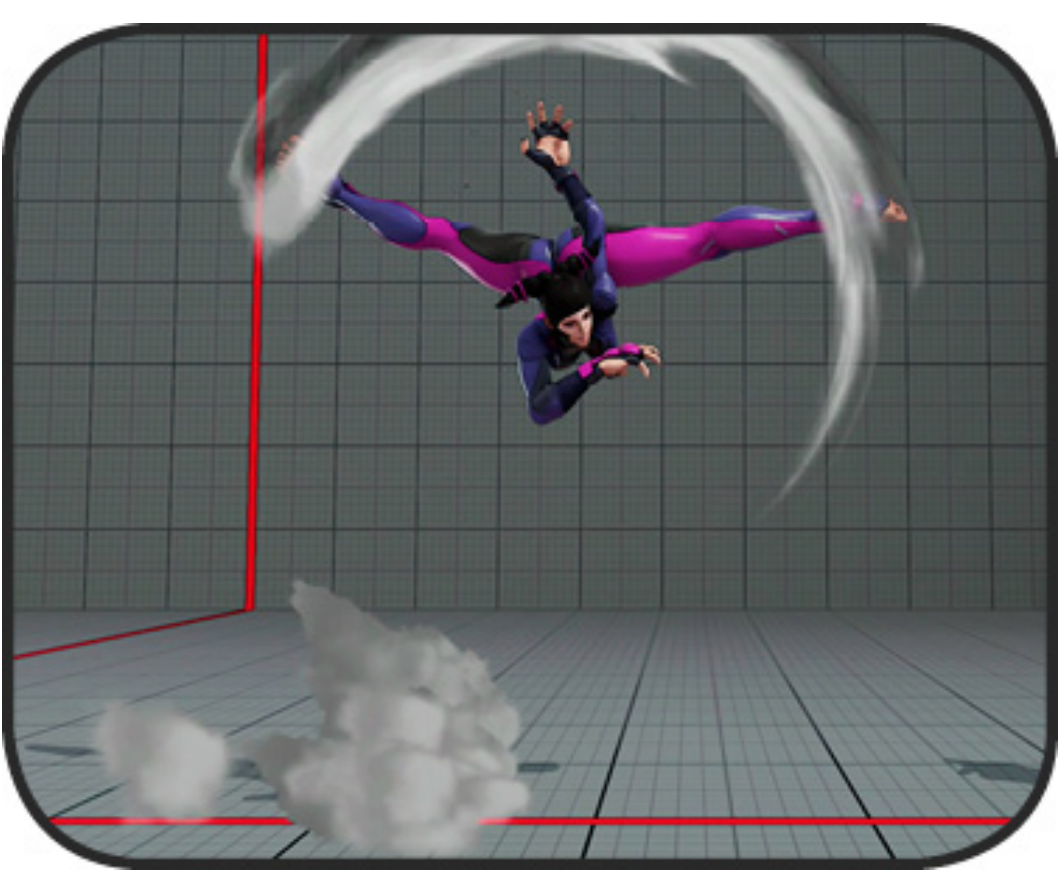
STARTUP	7
ACTIVE	3/2/2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-3
VTX HIT	–
VTX GUARD	–
CANCEL	CA
DAMAGE	80 (40+40)
STUN	150 (75+75)
METER GAIN	20/15/30

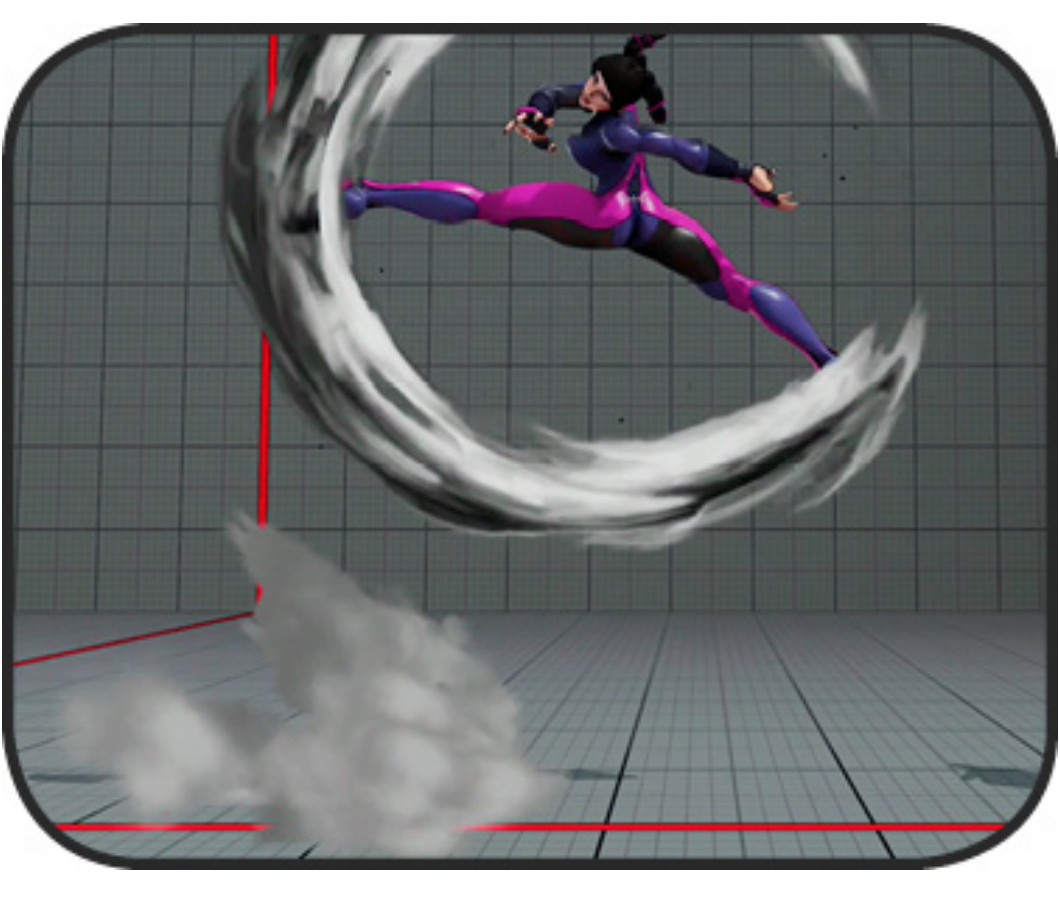
NOTES

When blocked by crouching opponent, advantage is -8

MK TENSENRIN ⤴ + MK





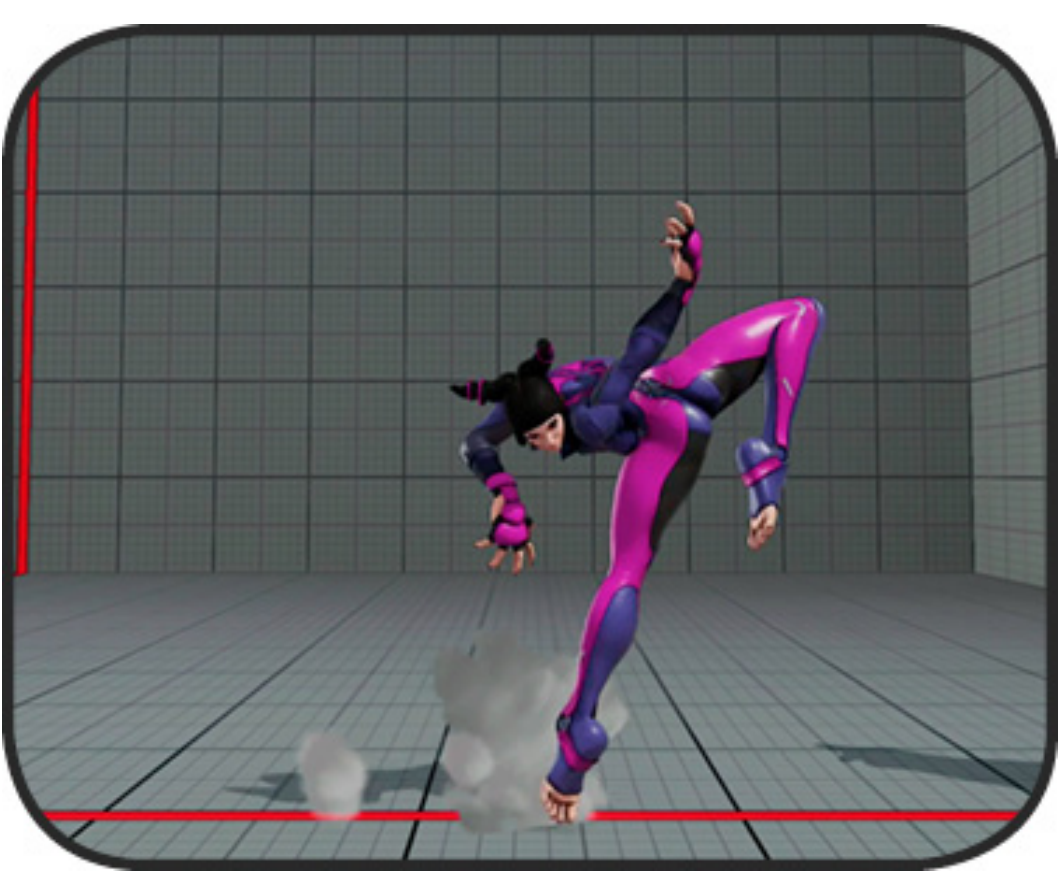


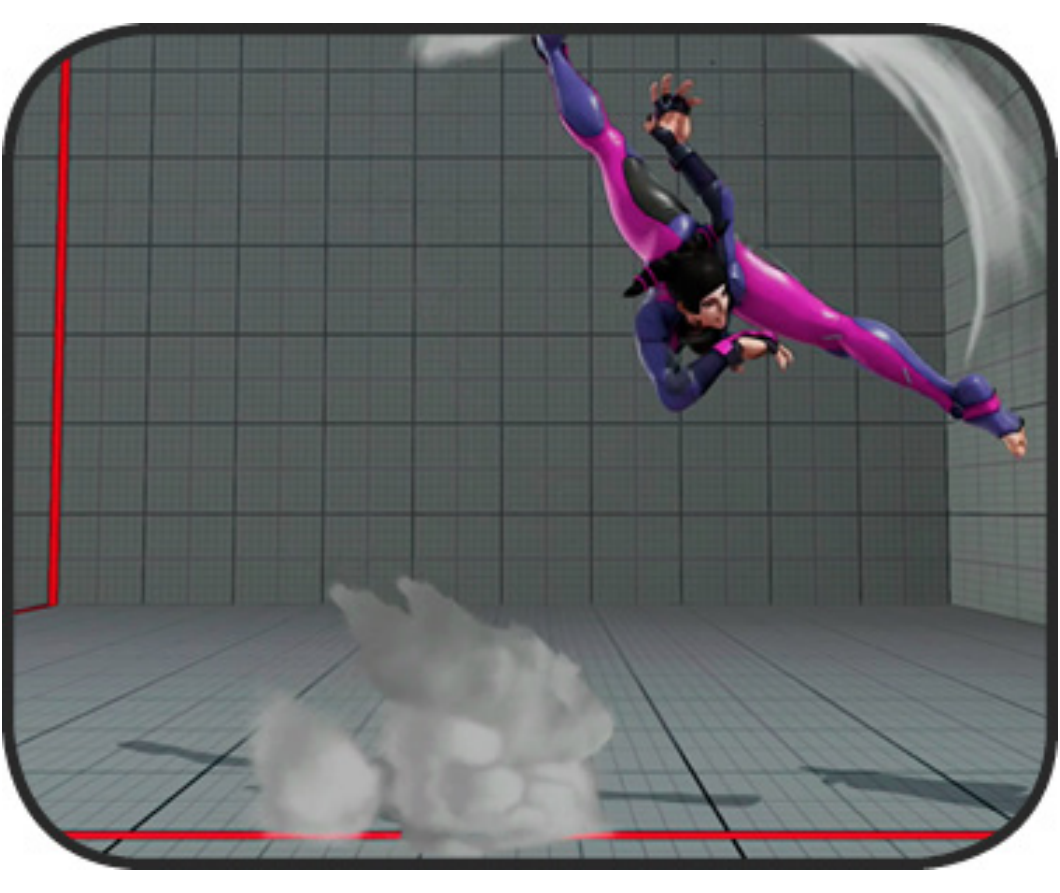
STARTUP	6, 11, 6
ACTIVE	2x n
RECOVERY	22+16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-29
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	110 (40+35x2)
STUN	150 (50x3)
METER GAIN	20/15/30

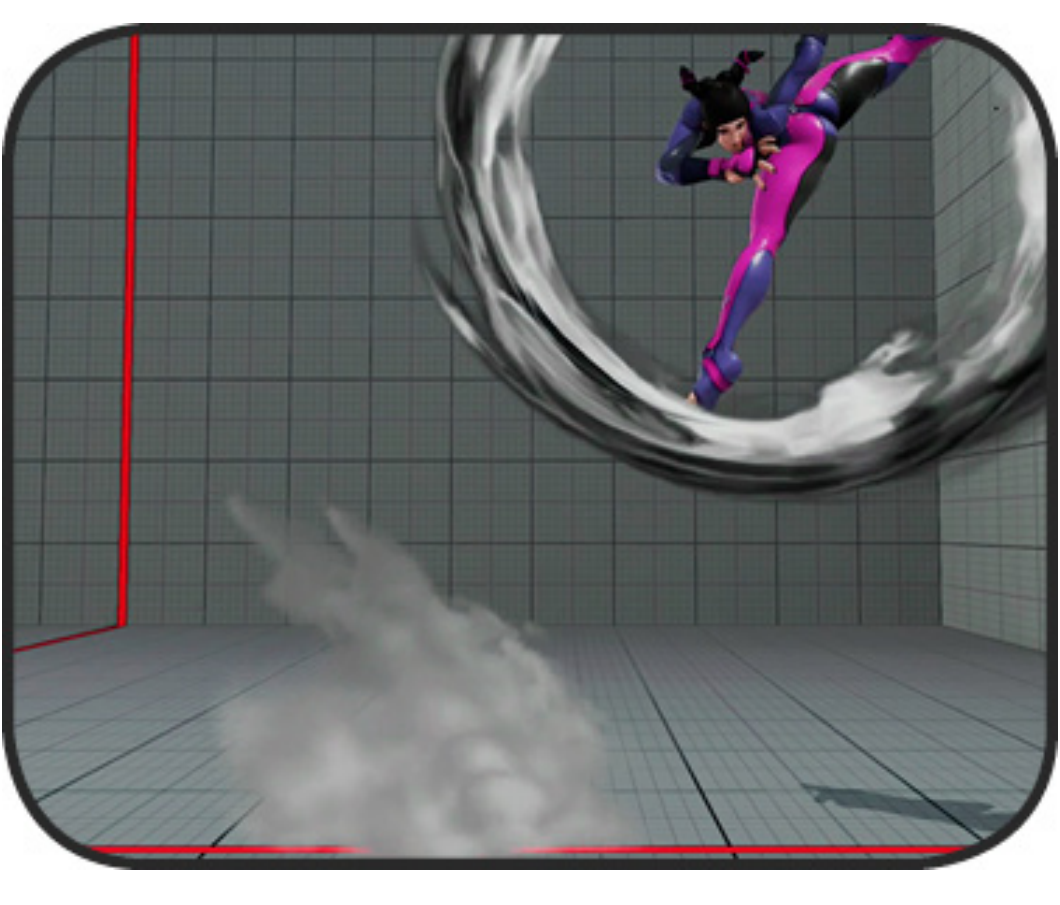
NOTES

Upper-body and throw invincible frames 1-5; fully invincible frames 6-7; airborne on frame 8; susceptible to counter-hits during recovery

HK TENSENRIN ⤴ + HK







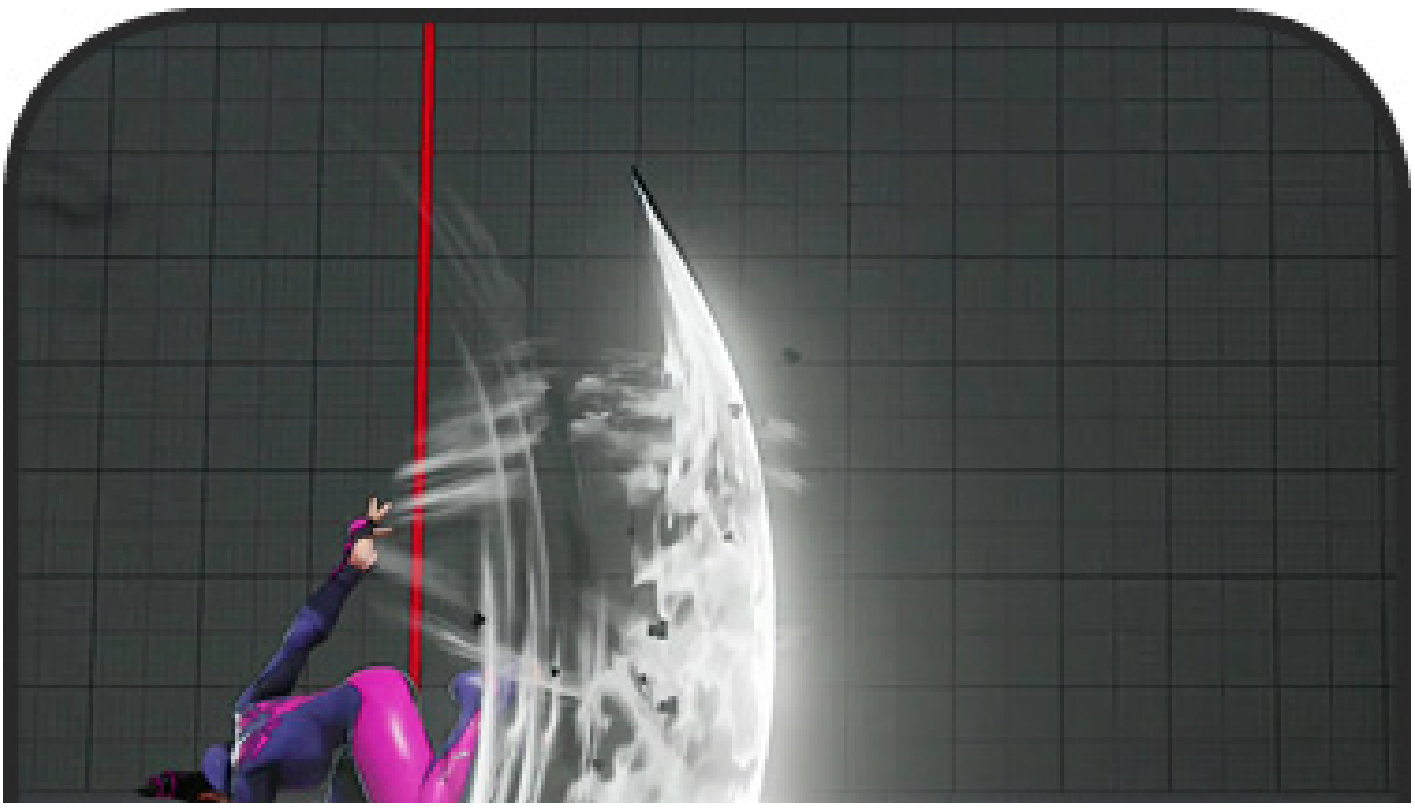
STARTUP	7, 11, 15, 19
ACTIVE	2x n
RECOVERY	22+16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-32
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	120 ((30x4)
STUN	150 (30x3+60)
METER GAIN	20/15/35

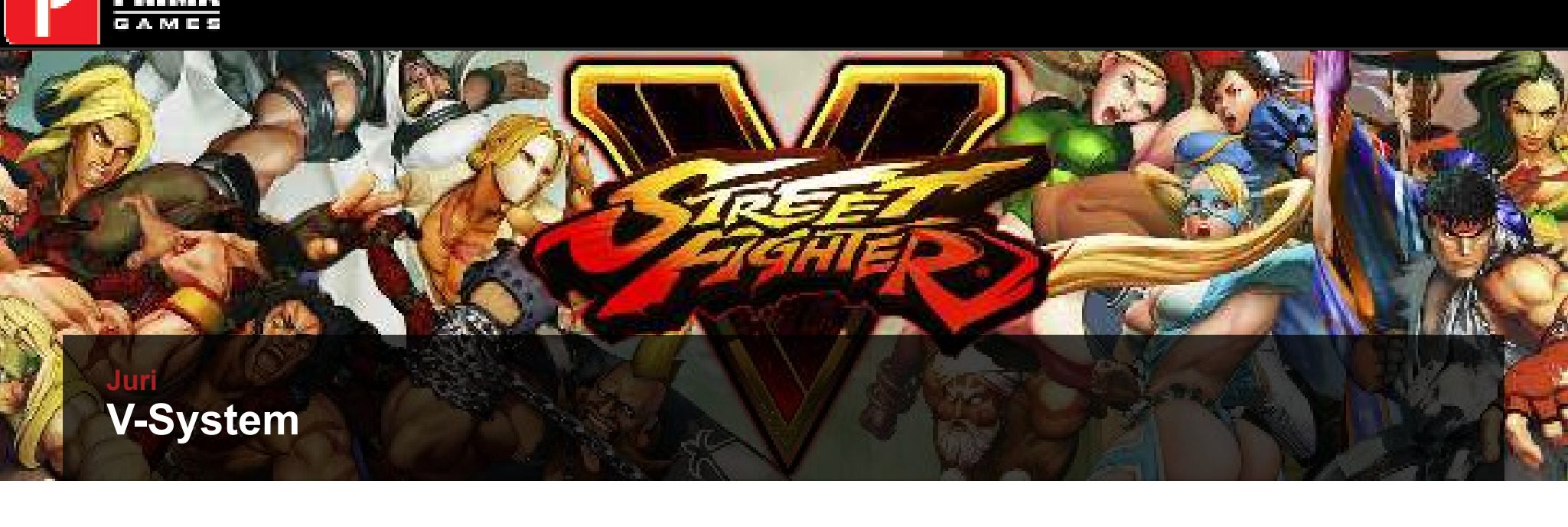
NOTES

Airborne on frame 9; susceptible to counter-hits during recovery

STREET FIGHTER V

SAKKAI FUHAZAN ↶ ↶ + K



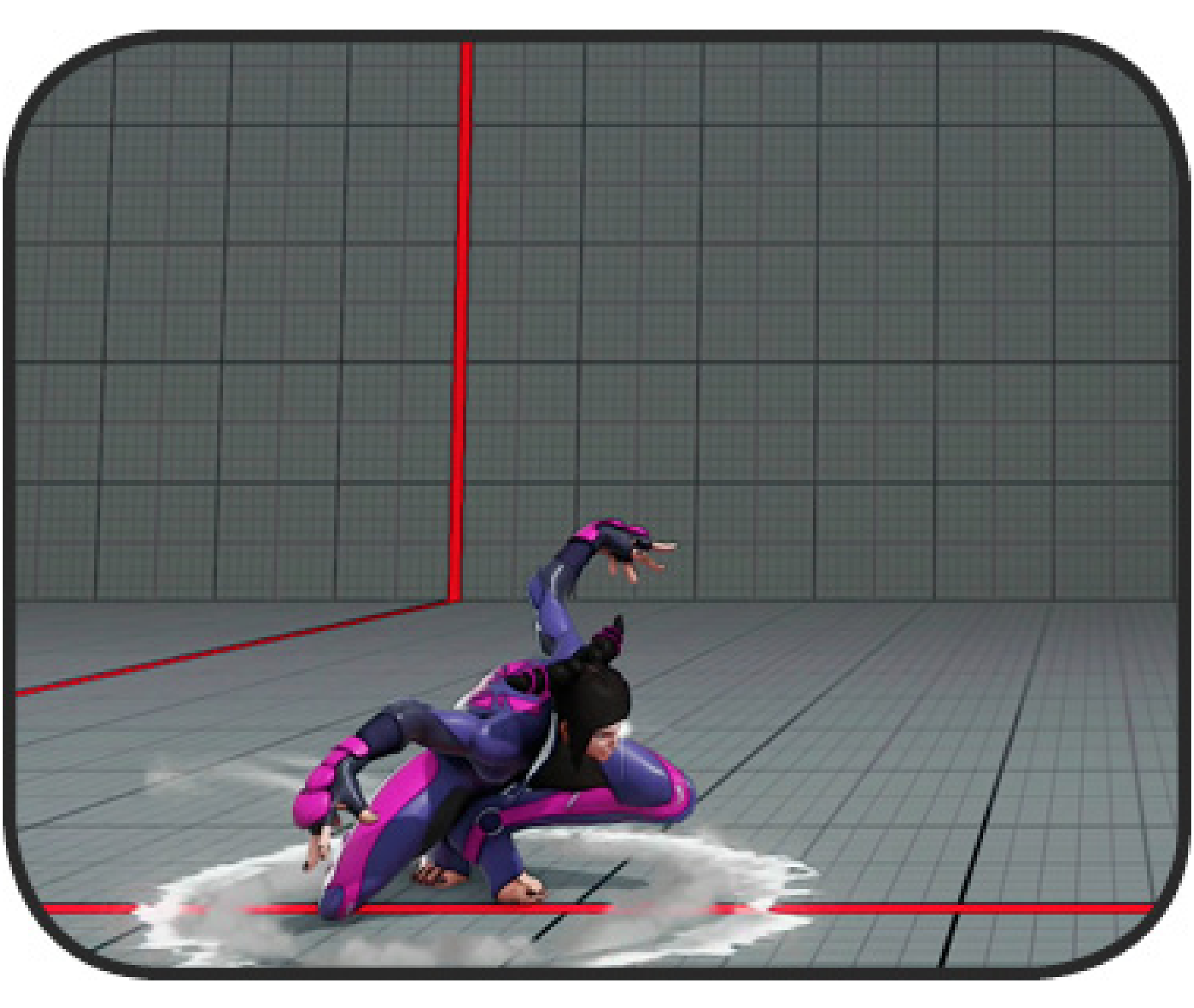


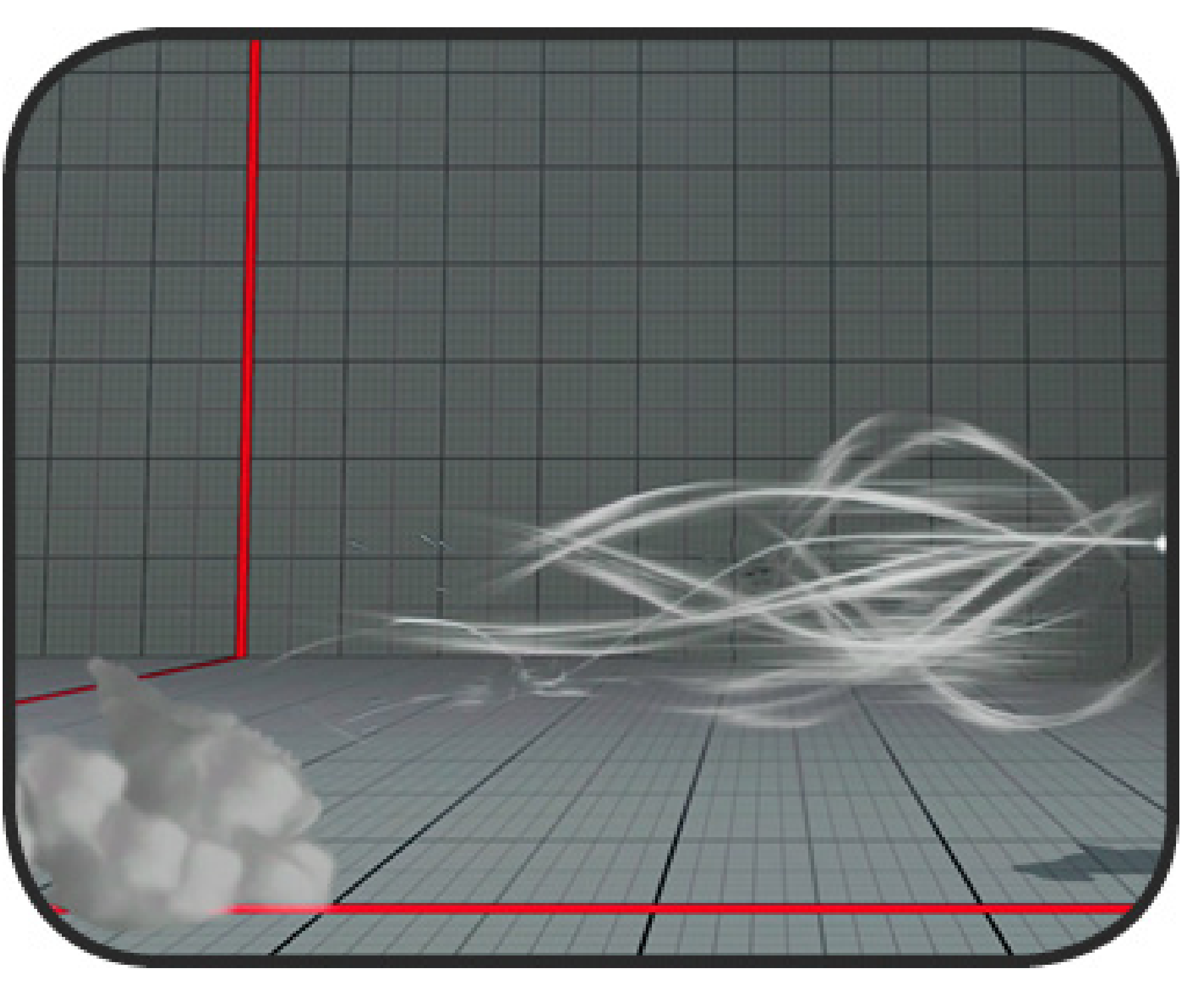
Juri

V-System

V-SKILL

KASATSUSHU CHARGE MP + MK





STARTUP	–
ACTIVE	–
RECOVERY	51
GUARD LEVEL	–
ON HIT	–
ON GUARD	–
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

NOTES

Attack triggered upon button release; dash or backdash cancel to keep charge level

KASATSUSHU LV.1 RELEASE MP + MK

STARTUP	34+
ACTIVE	2
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	V-Gauge +100

NOTES

Cancelable before grounded cross-up with MP + MK ; airborne during cross-up kick

KASATSUSHU LV.2 RELEASE MP + MK

STARTUP	48+
ACTIVE	2
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	V-Gauge +100

NOTES

Cancelable before grounded cross-up with MP + MK ; airborne during cross-up kick

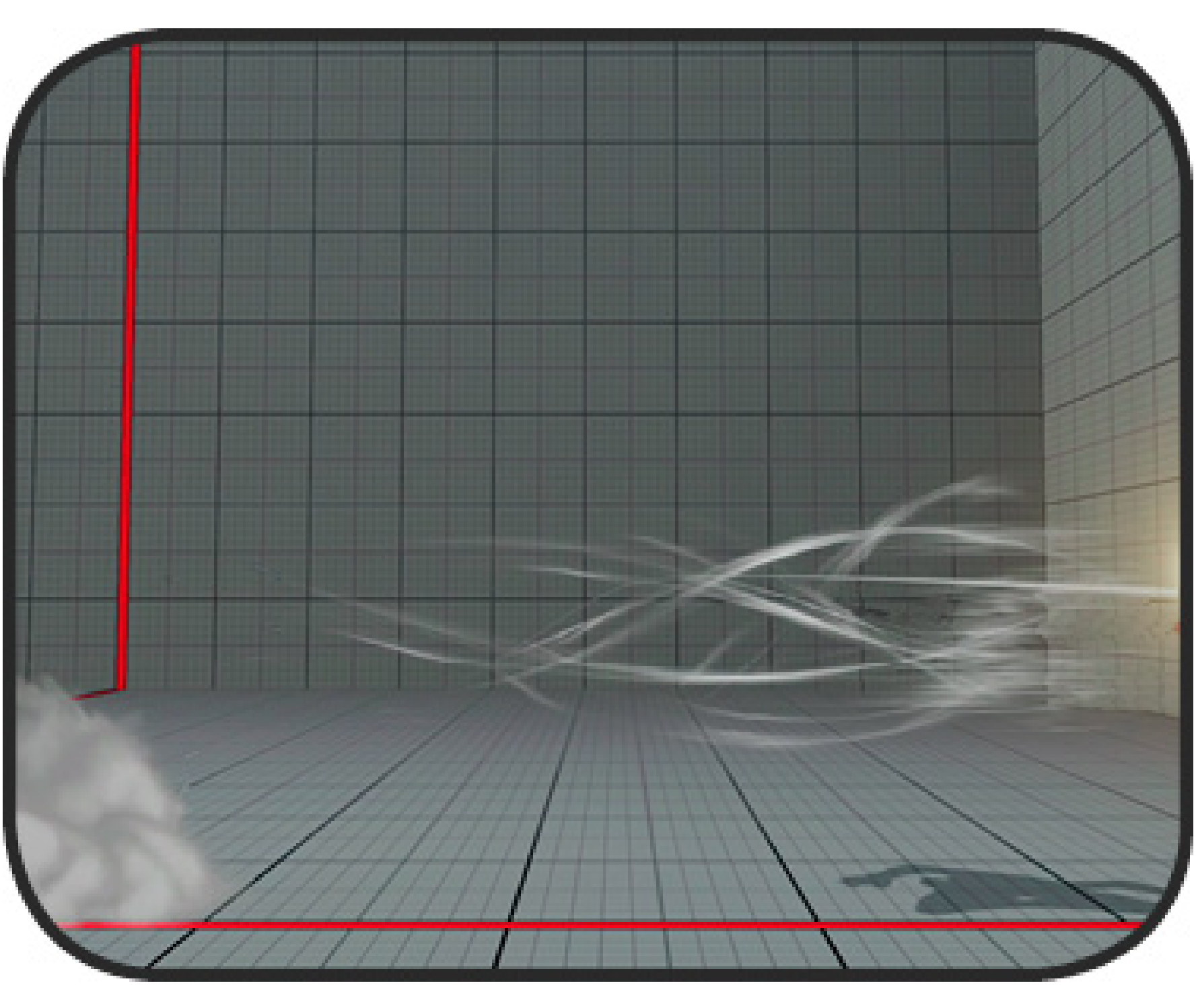
KASATSUSHU LV.2 (PRE-CHARGED) TAP MP + MK AFTER PRE-CHARGING

STARTUP	32+
ACTIVE	2
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	V-Gauge +100

NOTES

Cancelable before grounded cross-up with MP + MK ; airborne during cross-up kick

KASATSUSHU LV.3 RELEASE MP + MK

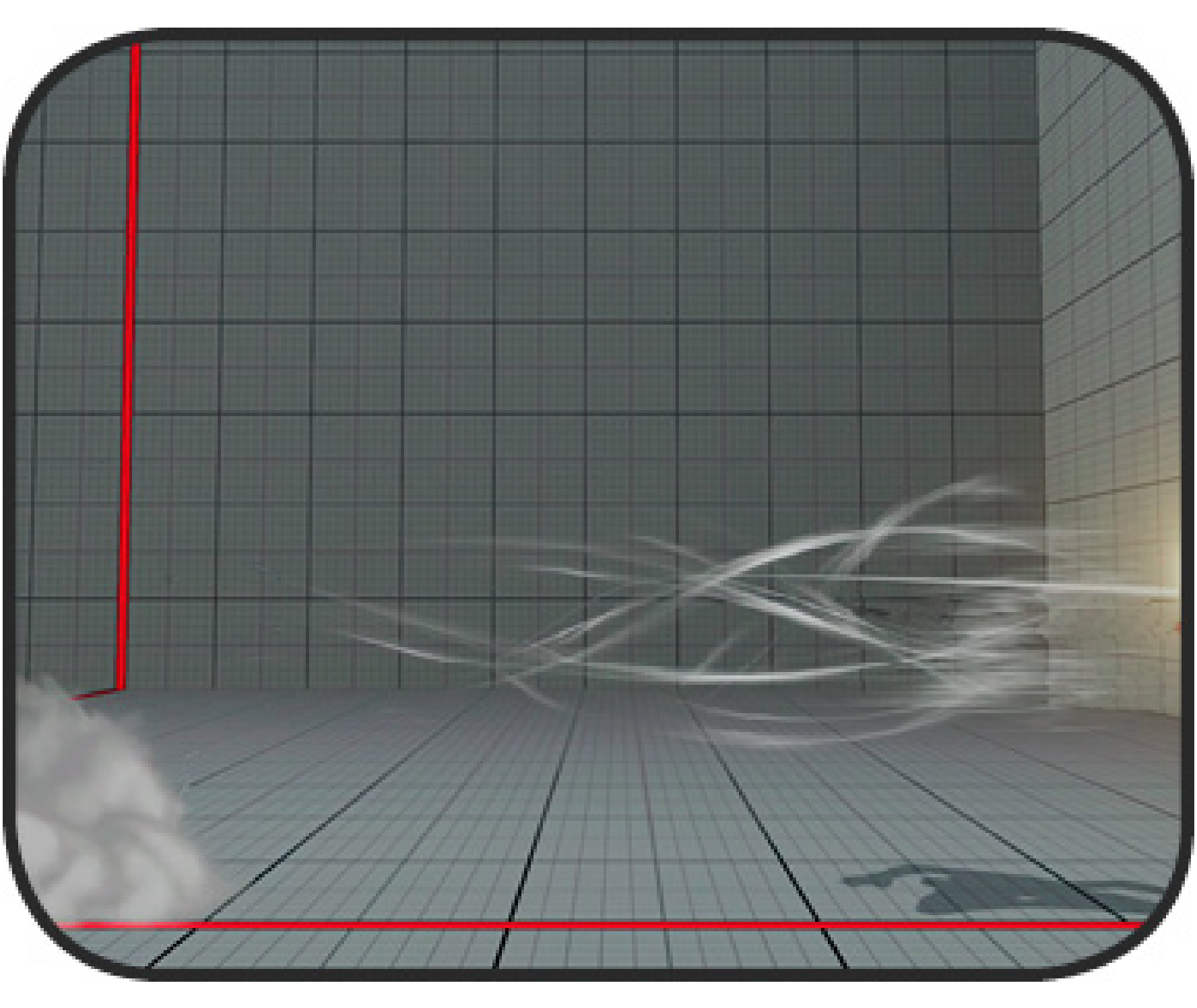


STARTUP	73+
ACTIVE	2x n
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-18
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	120 (30+90)
STUN	200 (50+150)
METER GAIN	V-Gauge +120

NOTES

Cancelable before grounded cross-up with MP + MK ; projectile and throw invincible on 14th frame till ground cross-up; airborne during cross-up kick

KASATSUSHU LV.3 (PRE-CHARGED)TAP MP + MK AFTER PRE-CHARGING



STARTUP	14+
ACTIVE	2x n
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-18
VTX HIT	–
VTX GUARD	–
CANCEL	–
DAMAGE	120 (30+90)
STUN	200 (50+150)
METER GAIN	V-Gauge +120

NOTES

Cancelable before grounded cross-up with MP + MK ; projectile and throw invincible on 14th frame till ground cross-up; airborne during cross-up kick

Kasatsushu: Holding both medium strength attack buttons puts Juri into an offensive crouch. Her covered eye flashes as she gathers power. The longer the buttons are charged, the better the V-Skill attack becomes. A ring of dust surrounds Juri as a distinct visual signal that Kasatsushu is fully charged. Upon releasing MP + MK , she lunges forward to perform her Kasatsushu attack, passing through the opponent for a knockdown kick from the other side. She'll also attack automatically if the buttons are held too long, the charge can't be sustained indefinitely. Juri is grounded while crossing over, but goes airborne for nine frames before Kasatsushu's cross-up kick active frames, till three frames into recovery. If this cross-up kick is blocked at any charge level, Juri is extremely punishable.

So the attack itself is somewhat unsafe, but uncertainty can be created about when it's coming. Immediately after releasing MP + MK to zip forward, tap the medium buttons again. Properly timed, this interrupts the V-Skill's built-in dash before the pass-through kick. Since Juri is one of a few characters who can interrupt normal moves with her V-Skill attack, this gives her "run, stop" style options like Guy and El Fuerte in Street Fighter IV.

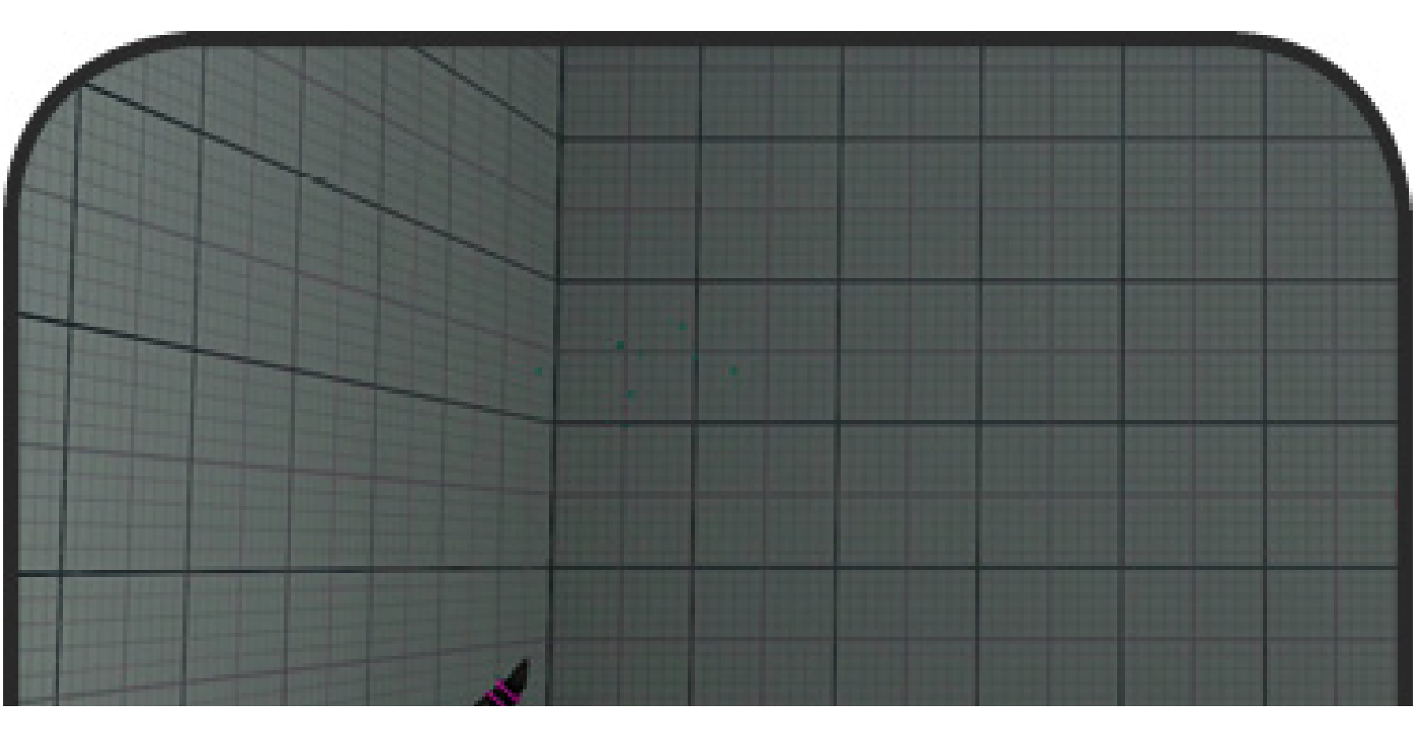
Aside from canceling the lunge by re-inputting the V-Skill command, a simple dash cancel can also be used. Sort of like dashing out of a Focus charge in Street Fighter IV, if → → or ← ← is input while charging MP + MK , Juri will dash out of the crouched, charging state. Unlike canceling V-Skill with another MP + MK input, dash canceling Juri's charge retains the level of V-Skill attack stored. This means a fully-charged Kasatsushu attack can be pre-loaded by fully charging (until the dust ring appears) followed by dash canceling. When a fully-charged Kasatsushu is needed, unleash it by tapping MP + MK . Unfortunately, lots of smaller charges can't be accumulated–Juri only stores the most recent charge made before dash canceling.

At the highest level of charge, Kasatsushu quickly becomes projectile- and throw-invincible during the forward-lunging portion. It also gains a hitbox from the front before passing to the other side. This means opponents who don't expect a fully-charged version, and who block in the other direction preemptively, will get hit. A fully-charged Kasatsushu is fast enough to zip through incoming projectiles and hit the thrower from great distances. Depending on the matchup, pre-loaded Lv.3 Kasatsushu can also be used to counter moves that have a projectile hitbox. Having a quicker hit from the front also makes this more useful to cancel into from hit-confirm links.

Every level of Kasatsushu has lots of potential variance in speed, between time spent sitting in MP + MK crouch, whether the move was pre-charged for quick release and distance to the opponent.

V-REVERSAL

KAISENRENKYAKU → + K K K DURING BLOCKSTUN



Juri

Combos

Every effort is made to record combo damage accurately, but not quite as accurately as with frame data. Over time, as moves are tweaked here and there, exact combo damage may be off in places. (The print guide's combo damage errors where they exist, for example, are mostly because heavy-strength normals received a tiny, uniform buff on day one.) However, combo damage values are still useful to show general combo damage relative to other options. Writing damage values down in the first place is just there to help decision-making, so you have an idea of your preferred situational combos before a match ever starts. Not many people are thinking "I should use the 346 option over the 320 option" during actual matches.

LOW HIT-CHECKS

COMBO 1

***CROUCHING* LK » *STANDING* LP » →↓↘ + HK**

143 damage, 253 stun

CROUCHING LK » STANDING LP » ↓↙← + K K

159 damage, 253 stun (requires one stock of EX gauge)

CROUCHING LK » STANDING LP » ↓↙← + HK » ↓↙← + MK

161 damage, 285 stun (requires MK and HK Fuharenkyaku charges)

CROUCHING LK » STANDING LP » →↓↘ + LK » ↓↘→ ↓↘→ + K

342 damage, 253 stun (requires full EX gauge)

CROUCHING LK » STANDING LP » ↓↙← + HK (ONE HIT) » HP + HK ▷ STANDING HP » ↓↙← + MK ▷ CROUCHING MP » ↓↙← + HK » ↓↙← + MK

228 damage, 411 stun (requires HK Fuharenkyaku charge and full V-Gauge)

Crouching LK is a low-hitting kick that strikes in three frames, making it one of the game's stronger close-range pokes by default. This can work as a secondary assault after other blocked openers, or after dashing or empty-jumping in. Chained to standing jab, it provides a pathway for meterless, charge-free knockdown with HK Tensenrin. After the "dragon kick" knockdown, an immediate forward-jumping MK becomes a cross-up against anyone quick-rising in place.

COMBO 2

DURING V-TRIGGER, CROUCHING MK » STANDING MP ▷ STANDING LK » STANDING HK » ↓↙← + HK » ↓↙← + MK

249 damage, 378 stun

Crouching MK chained to standing MP becomes a great low-hitting opener while Feng Shui Engine is active. This is especially true since Juri's forward dash travels further during V-Trigger, making it more feasible to boldly just dash in and open with a low strike. In total, this full combo drains about half of the full V-Timer.

GROUNDED HIT-CHECKS

COMBO 3

STANDING LP » STANDING LK » →↓↘ + HK

153 damage, 253 stun

STANDING LK » STANDING LK » →↓↘ + HK

153 damage, 253 stun

Standing LP is tied with crouching LK for Juri's fastest attack, striking in only three frames. Naturally, it should be a staple of her close-range offense, whether to pin down slower characters while potentially snuffing jumps, set up tick-throws, or hit-.

Combo 1 already covered opening up with crouching LK, which is the way to go when a low threat is desired. When a low hit isn't needed, the most reliable, furthest-reaching two-hit light "check" is standing LK x2. The same follow-ups work for any two-hit light poke starters.

When using a two-hit light attack combo outside flush distance (like after cross-up jumping LK or MK), the HK Tensenrin may whiff. When in doubt, replace it with LK Tensenrin or EX Fuharenkyaku (or charged HK Fuharenkyaku).

COMBO 4

STANDING LK » STANDING LP » STANDING LK » ↓↙← + K K

181 damage, 294 stun (requires one stock of EX gauge)

STANDING LK » STANDING LP » STANDING LK » ↓↙← + HK » ↓↙← + MK

180 damage, 321 stun (requires MK and HK Fuharenkyaku charges)

A three-hit hit-check starting from point-blank distance, which is quite rare in Street Fighter V. Use EX Fuharenkyaku to ensure the combo-ender reaches the victim.

COMBO 5

→ + HK (TWO HITS) » →↓↘ + HK

188 damage, 285 stun

→ + HK (TWO HITS) » ↓↙← + K (THEN JUGGLE ↓↙← + K K)

107 damage, 177 stun (219 damage, 297 stun with EX Fuharenkyaku ending juggle)

→ + HK (ONE HIT) » ↓↙← + MK ▷ CROUCHING MP » →↓↘ + LK » ↓↘→ ↓↘→ + K

396 damage, 333 stun (requires MK Fuharenkyaku charge and full EX gauge)

→ + HK (TWO HITS) ▷ STANDING LK » ↓↙← + HK » ↓↙← + MK

221 damage, 365 stun (requires MK and HK Fuharenkyaku charges)

DURING V-TRIGGER, → + HK (TWO HITS) ▷ STANDING LK » STANDING HK » ↓↙← + HK » ↓↙← + MK

258 damage, 409 stun

→ + HK (TWO HITS) » HP + HK ▷ STANDING HP » ↓↙← + MK ▷ CROUCHING MP » CROUCHING MK » STANDING HK » ↓↙← + HK » ↓↙← + MK

307 damage, 500 stun (requires full V-Gauge)

As with light hit-checks, ending with HK Tensenrin deals decent damage while setting up terrific okizeme. Obviously, don't follow through with Tensenrin if Korenzan is guarded. In such a situation, either do nothing or cancel to a Fuharenkyaku charge kick instead.

For the Fuharenkyaku charge kick variant, use a kick button that currently lacks charge. This combo is safe to go for on hit or block and is useful for storing charges up close. The follow-up potential against the enemy's wakeup is also good and there's even a chance to juggle instantly with EX Fuharenkyaku before the opponent hits the deck.

When Feng Shui Engine is active, any successful → + HK hit easily leads to solid damage with a chain combo into auto-stocked Fuharenkyaku juggle. This combo drains just short of half the V-Timer.

COMBO 6

STANDING MP ▷ STANDING LK » ↓↙← + K K

199 damage, 283 stun (requires one stock of EX gauge)

STANDING MP ▷ STANDING LK » ↓↙← + HK » ↓↙← + MK

201 damage, 315 stun (requires MK and HK Fuharenkyaku charges)

Standing MP is a decent poke that hits in five frames, quicker than Korenzan or standing HP. Juri steps forward during the attack, which doesn't have great range, so although the frame data makes it look like it should link into itself, it doesn't. It does provide a window to link into standing LK, Juri's furthest-reaching light poke. It's also the first hit of her Kyoretsushu target combo (into ← / → + HP for a mini-launcher).

COMBO 7

STANDING HP » ↓↙← + MK ▷ CROUCHING MP » ↓↘→ + LK (» ↓↘→ ↓↘→ + K)

231 damage, 407 stun (requires MK Fuharenkyaku charge, 429 damage with Critical Art)

STANDING HP » ↓↙← + MK ▷ CROUCHING MP » ↓↙← + HK (ONE HIT) » HP + HK ▷ STANDING HP » ↓↙← + MK ▷ CROUCHING MP ↓↙← + HK » ↓↙← + MK

323 damage, 520 stun (requires MK Fuharenkyaku charge and full V-Gauge)

This combo is important for punishing throws, ground movement, and whiffed tech throw attempts. It requires that MK Fuharenkyaku be stocked for a bridge between standing HP and crouching MP. An easy way to set this up is to fake a tick-throw attempt, jabbing with LP before stepping back, or by faking a throw by walking into close range, then stepping back. These kind of tactics are as old as fighting games with throw-whiff animations, but have come to be known as "the shimmy" lately. When successful, they produce a standing throw whiff that can be punished on reaction.

If EX gauge is full, Ryodansatsu at the end can be canceled into Critical Art for a brutal finish.

COMBO 8

AGAINST CORNERED FOE, JUMP-IN HK, CROUCHING HP » ↓↙← + MK ▷ STANDING MK (ONE HIT) » ↓↙← + LK ▷ STANDING LK » ↓↙← + HK

335 damage, 529 stun (requires LK, MK, and HK Fuharenkyaku charges)

COUNTER-HIT STANDING MP ▷ STANDING MP » ↓↙← + P P

246 damage, 370 stun, requires one stock of EX gauge

This combo requires a cornered victim and all three Fuharenkyaku specials stored. The spacing as Juri is pushed back delays the fireball hit, allowing the final link into ↓↙← + HK.

COMBO 9

AGAINST CORNERED FOE, JUMP-IN HK, CROUCHING HP » ↓↙← + MK ▷ CROUCHING MP » ↓↙← + HK » ↓↙← + LK, JUGGLE →↓↘ + LK » ↓↘→ ↓↘→ + K

537 damage, 591 stun (requires LK, MK, and HK Fuharenkyaku charges and full EX gauge)

This is an alternate version of the previous corner combo for use against large characters. HK Fuharenkyaku hits twice and knocks down, but then is canceled into LK Fuharenkyaku. The fireball juggles late, paving the way for the finishing juggle into Critical Art. For less meter, juggle after the fireball bounce with EX Tensenrin for 400 damage and 611 stun.

GROUNDED COUNTER-HITS

COMBO 10

COUNTER-HIT STANDING MP ▷ CROUCHING MP » ↓↘→ + LK (» ↓↘→ ↓↘→ + K)

182 damage, 330 stun (413 damage with Critical Art)

COUNTER-HIT STANDING MP ▷ CROUCHING MP » ↓↙← + HK » ↓↙← + MK

240 damage, 362 stun (requires MK and HK Fuharenkyaku charges)

Since standing MP hits relatively quickly (at five frames), it may often lead to counter-hits. With HK and MK Fuharenkyaku charges ready, a relatively simple, two-hit strong link becomes very powerful. During a normal hit, or when guarded, don't perform the follow-up kicks; stop at crouching MP, or (if possible) perform standing LK instead.

COMBO 11

COUNTER-HIT CROUCHING HP » MP + MK » MP + MK (NO ATTACK) ▷ STANDING MP » ← / → + HP » ↓↙← + LK, JUGGLE ↓↘→ + K K, JUGGLE ↓↙← + HK » ↓↙← + MK

362 damage, 588 stun (requires LK, MK, and HK Fuharenkyaku charges and one stock of EX gauge)

COUNTER-HIT STANDING HK ▷ STANDING MP » ← / → + HP » ↓↙← + LK, JUGGLE ↓↘→ + K K, JUGGLE →↓↘ + K K

356 damage, 596 stun (requires LK Fuharenkyaku charge and two stocks of EX gauge)

This flashy combo showcases a bunch of Juri's tricks in one place. It requires all three stored strengths of Fuharenkyaku and begins with a grounded Crush Counter. From crouching HP, the V-Skill cancel into "stop" to get close is just to show that it's possible; just letting crouching HP recover then immediately dashing forward also works (and is much easier). The same combo can also start, sans V-Skill cancel, with counter-hit standing HK. The juggle at the end with HK Fuharenkyaku canceled into MK Fuharenkyaku shows how Juri can special-cancel different stored Fuharenkyaku strengths.

COMBO 12

COUNTER-HIT CROUCHING HP » ↓↙← + LK, FORWARD DASH, CROUCHING HP » ↓↘→ + K K, JUGGLE ↓↙← + HK » ↓↙← + MK

365 damage, 589 stun (requires LK, MK, and HK Fuharenkyaku charges and one stock of EX gauge)

COUNTER-HIT CROUCHING HP » ↓↙← + LK, FORWARD DASH, CROUCHING HP » ↓↘→ + K K, JUGGLE →↓↘ + K K

371 damage, 597 stun (requires LK Fuharenkyaku charge and two stocks of EX gauge)

The best crouching HP lead-in for positioning to make sure the link works when dashing right behind a fireball is a blocked point-blank standing LP. An opponent reacting late, thinking tech throw, may play right into the counter-hit fishing attempt. Like most of Juri's coolest combos, this requires charges for all three Fuharenkyaku specials. EX gauge is also needed here for EX Ryodansatsu, which sets up a Rekka-Ken-like juggle of HK Fuharenkyaku canceled to MK Fuharenkyaku. Otherwise, without charges for non-EX Fuharenkyaku specials, juggle EX Tensenrin at the end.

COMBO 13

COUNTER-HIT CROUCHING HP » ↓↙← + LK, FORWARD DASH, CROUCHING HP » ↓↙← + MK ▷ CROUCHING MP » ↓↙← + HK (ONE HIT) » HP + HK ▷ STANDING HP » ↓↙← + MK ▷ CROUCHING MP » CROUCHING MK » STANDING HK » ↓↙← + HK » ↓↙← + MK

395 damage, 628 stun (requires LK, MK, and HK Fuharenkyaku charges and full V-Gauge)

This drawn-out combo is best set up after a single, close-range blocked standing LP. It requires that all three Fuharenkyaku specials are stored and a full V-Gauge. One reason this combo works is that Fuharenkyaku specials don't require charge during Feng Shui Engine. So, hit-confirming into the V-Trigger screen freeze may allow for linked standing HP » MK Fuharenkyaku to reliably extend the combo.

ANTI-AIR COUNTER-HITS

COMBO 14

ANTI-AIR COUNTER-HIT CROUCHING HP » ↓↙← + LK, JUGGLE ↓↘→ + K K, JUGGLE →↓↘ + K

298 damage, 512 stun (requires LK Fuharenkyaku charge and two stocks of EX gauge)

ANTI-AIR COUNTER-HIT CROUCHING HP, WALK FORWARD, → + HK (ONE HIT) » ↓↘→ + K K, JUGGLE →↓↘ + K K

289 damage, 508 stun (requires two stocks of EX gauge)

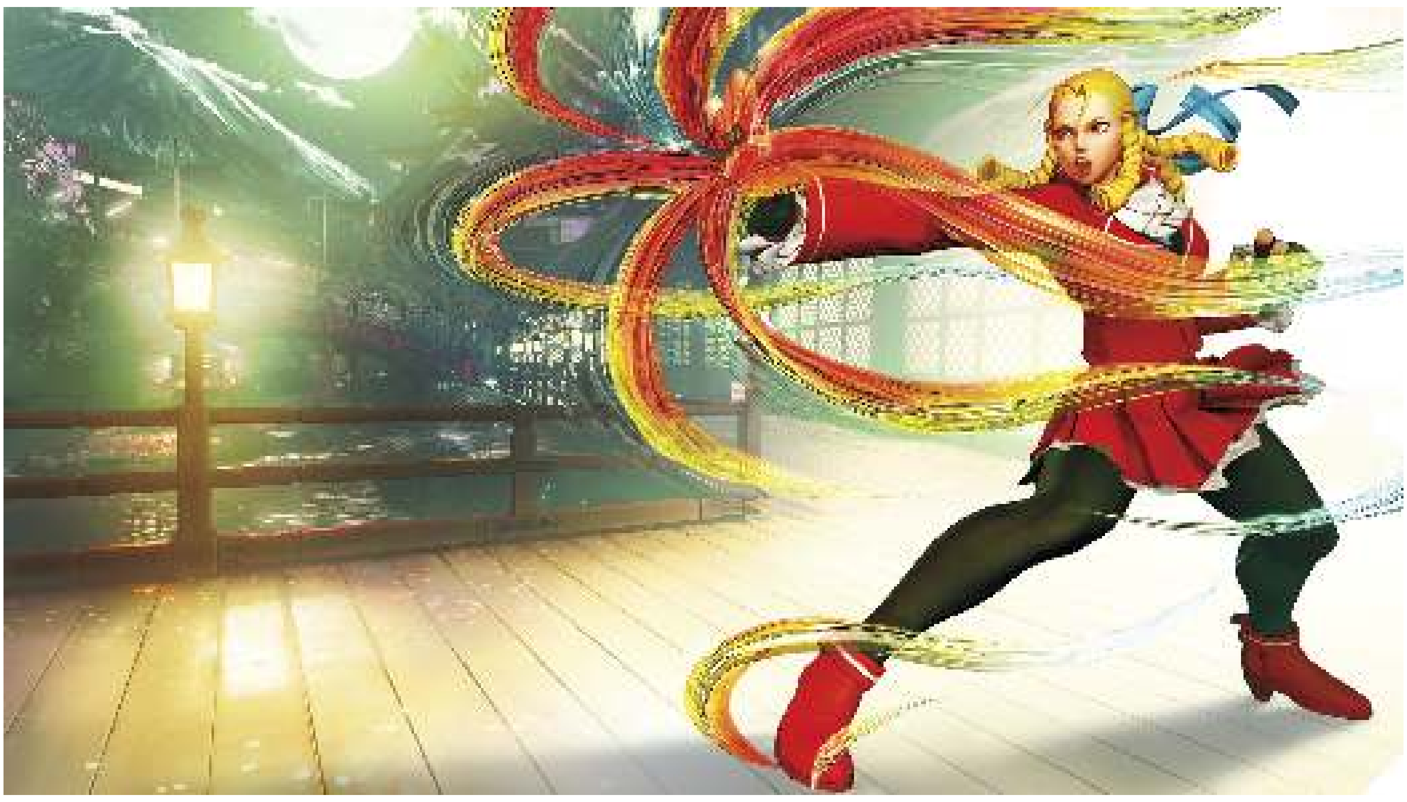
ANTI-AIR COUNTER-HIT CROUCHING HP, WALK FORWARD, → + HK (ONE HIT) » ↓↘→ + K K » HP + HK, FORWARD JUMPING MP » JUMPING HP (DELAYED), JUGGLE →↓↘ + K K

318 damage, 548 stun (requires two stocks of EX gauge and an opponent carried into corner)

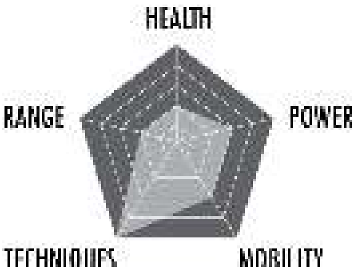
Crouching HP creates a different kind of knockdown when counter-hitting airborne opponents, allowing for powerful juggle combos. This works whether juggling off anti-air crouching HP » ↓↙← + LK with a charge for LK Fuharenkyaku ready, or whether anti-airing with crouching HP, then stepping forward slightly to juggle with → + HK » ↓↘→ + K K

.

PERFECT VICTOR



CHARACTER ATTRIBUTES

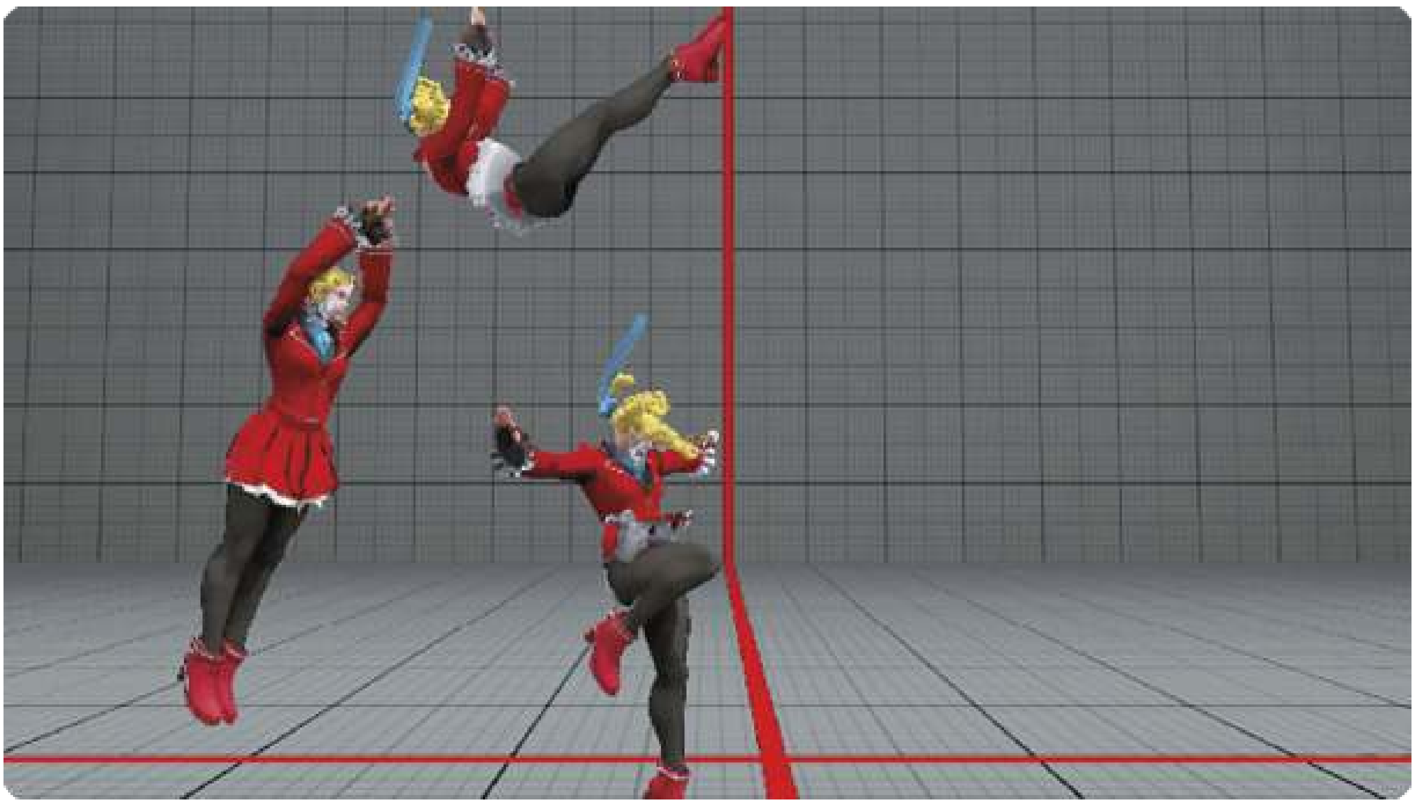


APPEARANCES
Street Fighter Alpha 3 (1998)
Capcom Fighting Evolution (2004)
Street Fighter V (2016)

COSTUMES

Karin

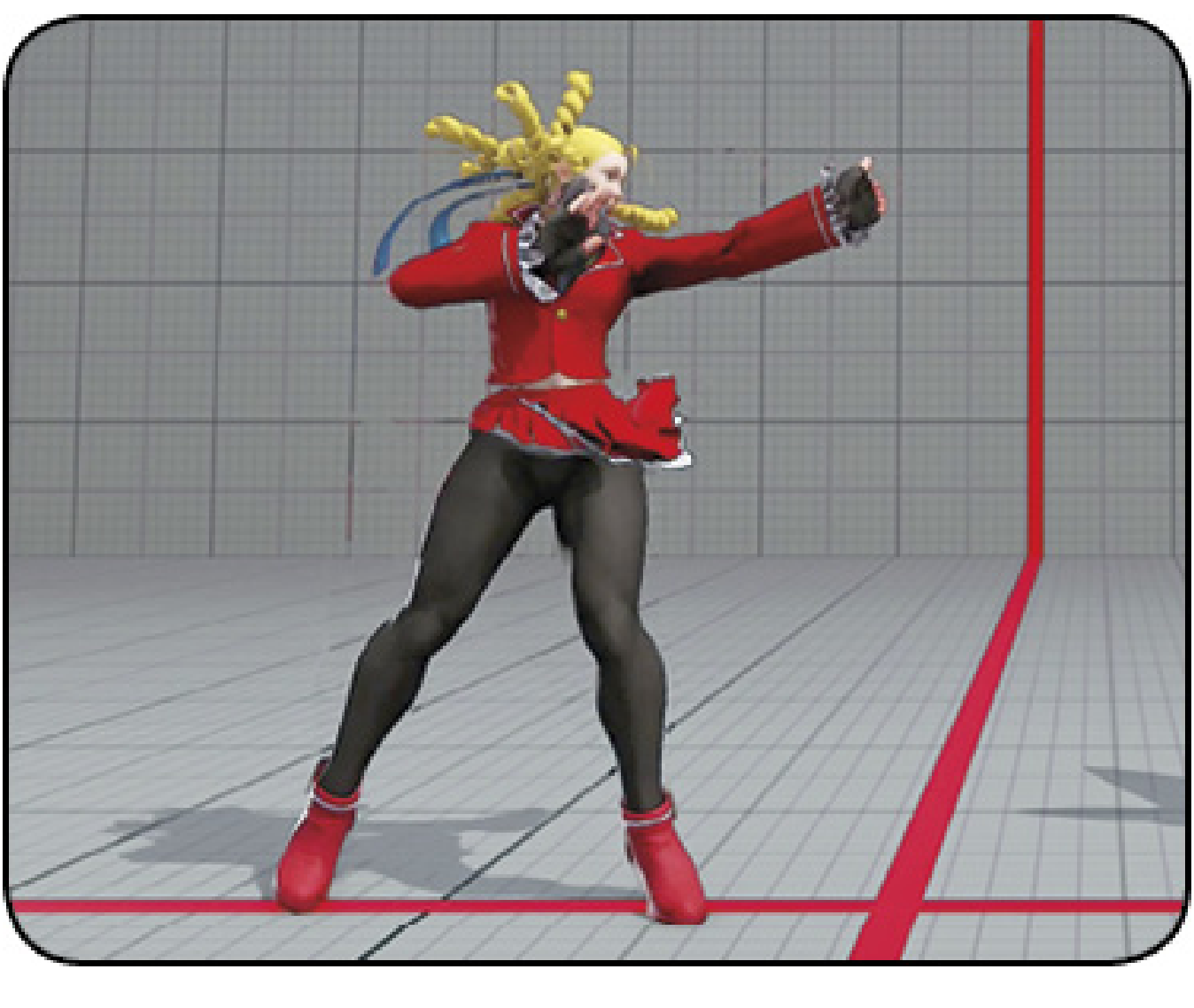
Data



Karin

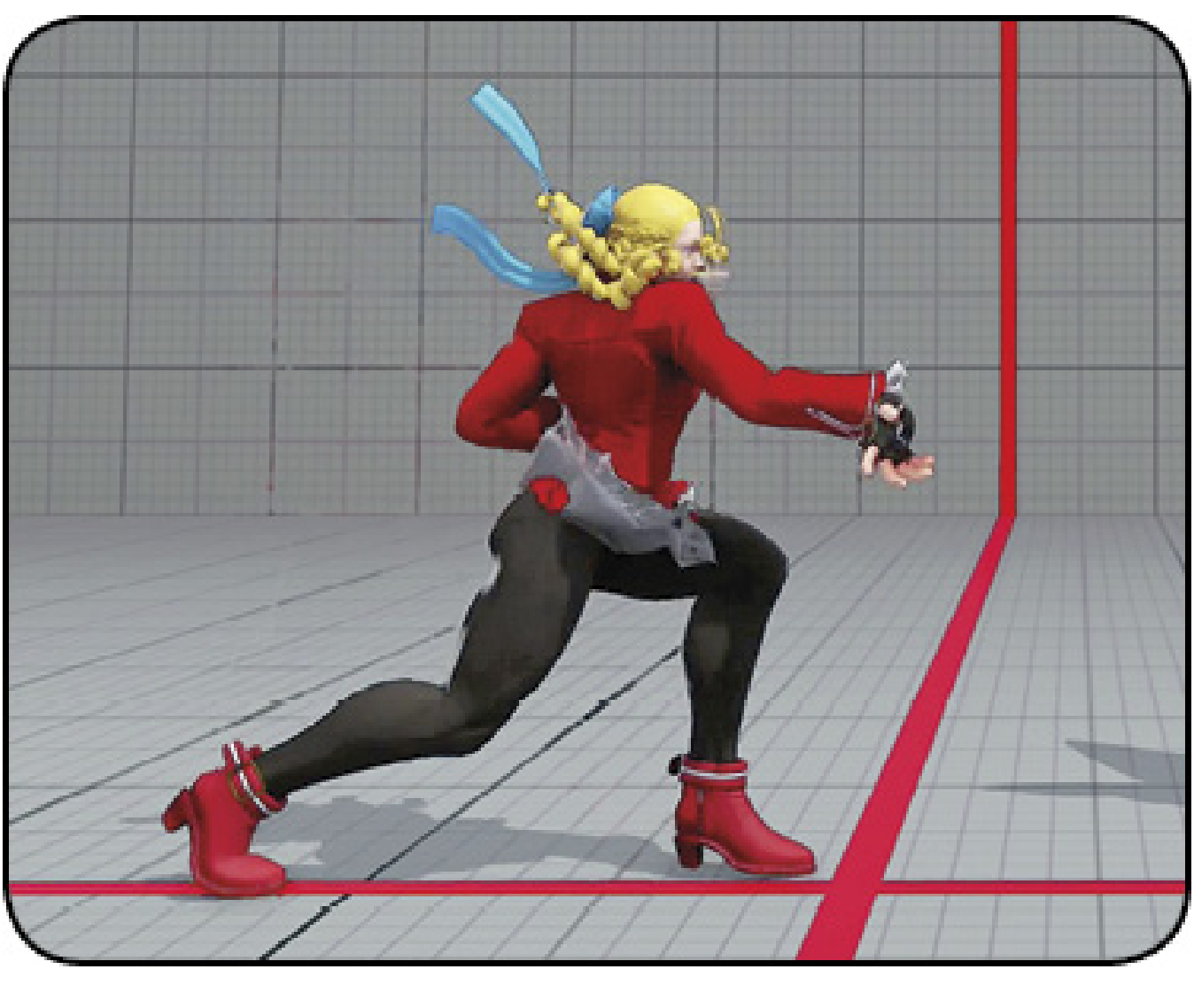
Standing Normal Moves

STANDING JAB LP



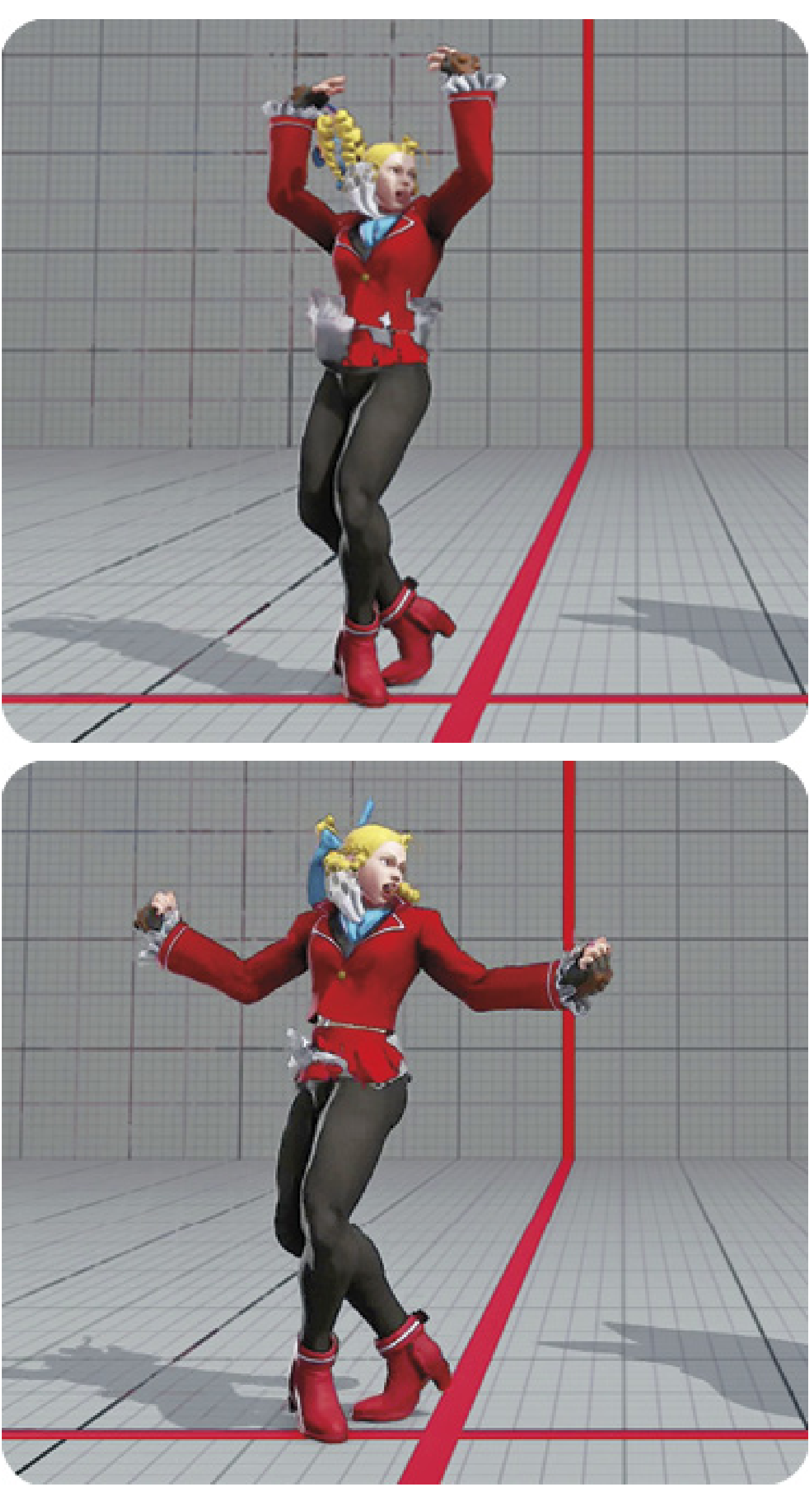
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
LK SAPPO HIT	-12
LK SAPPO GUARD	-14
VTX HIT	2
VTX GUARD	±0
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



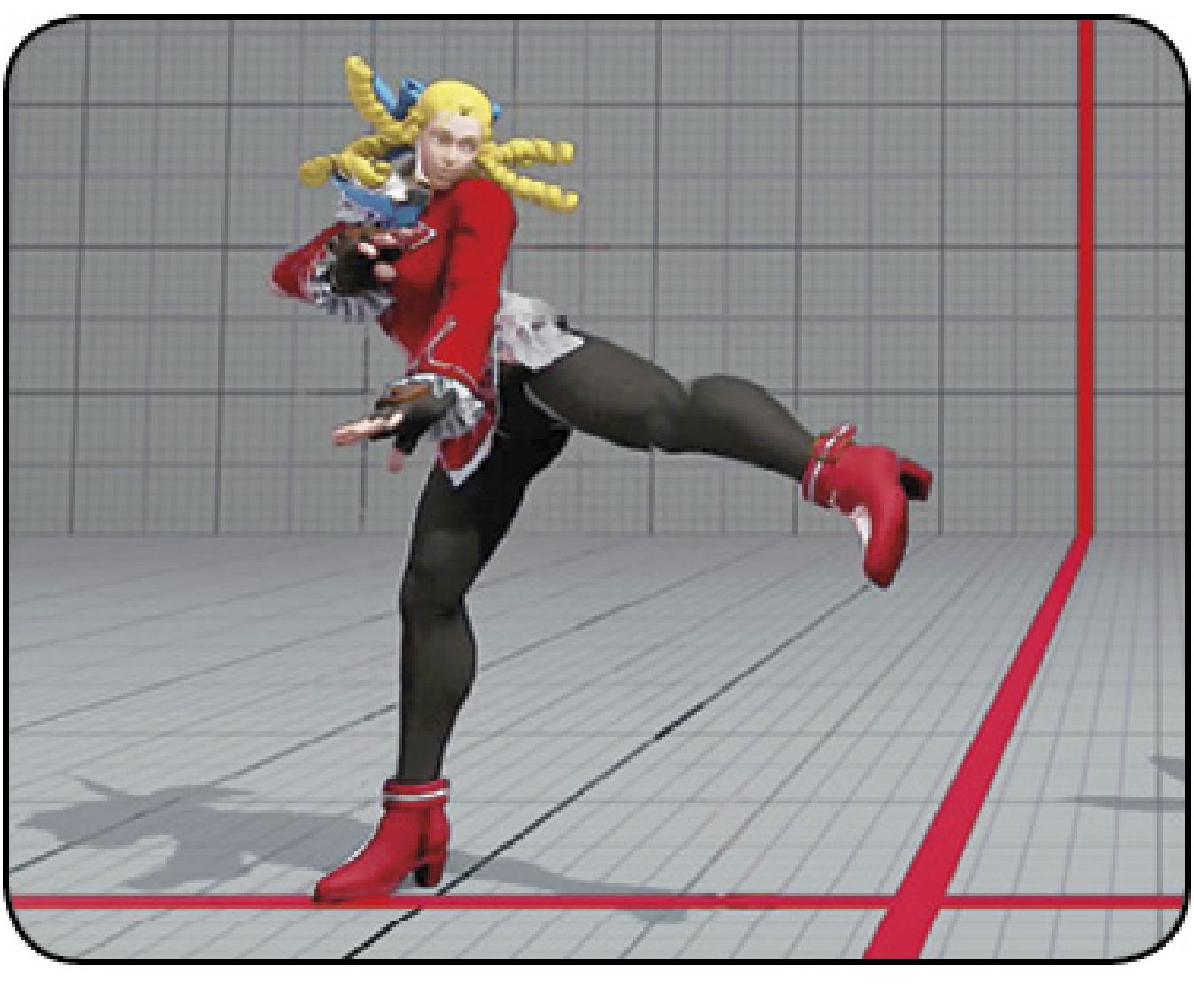
STARTUP	5
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
LK SAPPO HIT	-6
LK SAPPO GUARD	-8
VTX HIT	8
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



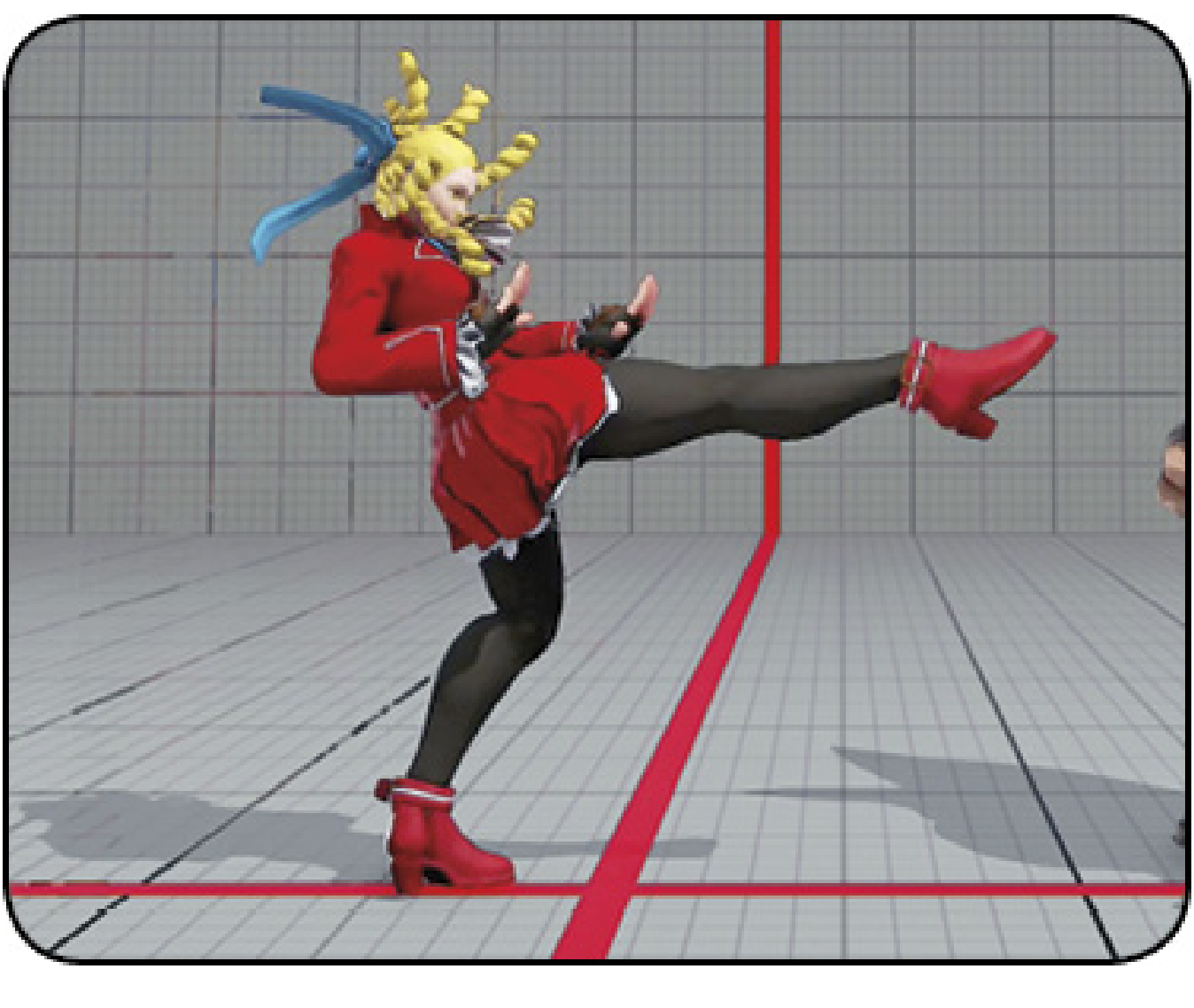
STARTUP	Anti-air: 7 Ground: 8
ACTIVE	Anti-air: 1 Ground: 3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
LK SAPPO HIT	-1
LK SAPPO GUARD	-6
VTX HIT	13
VTX GUARD	8
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

STANDING SHORT LK



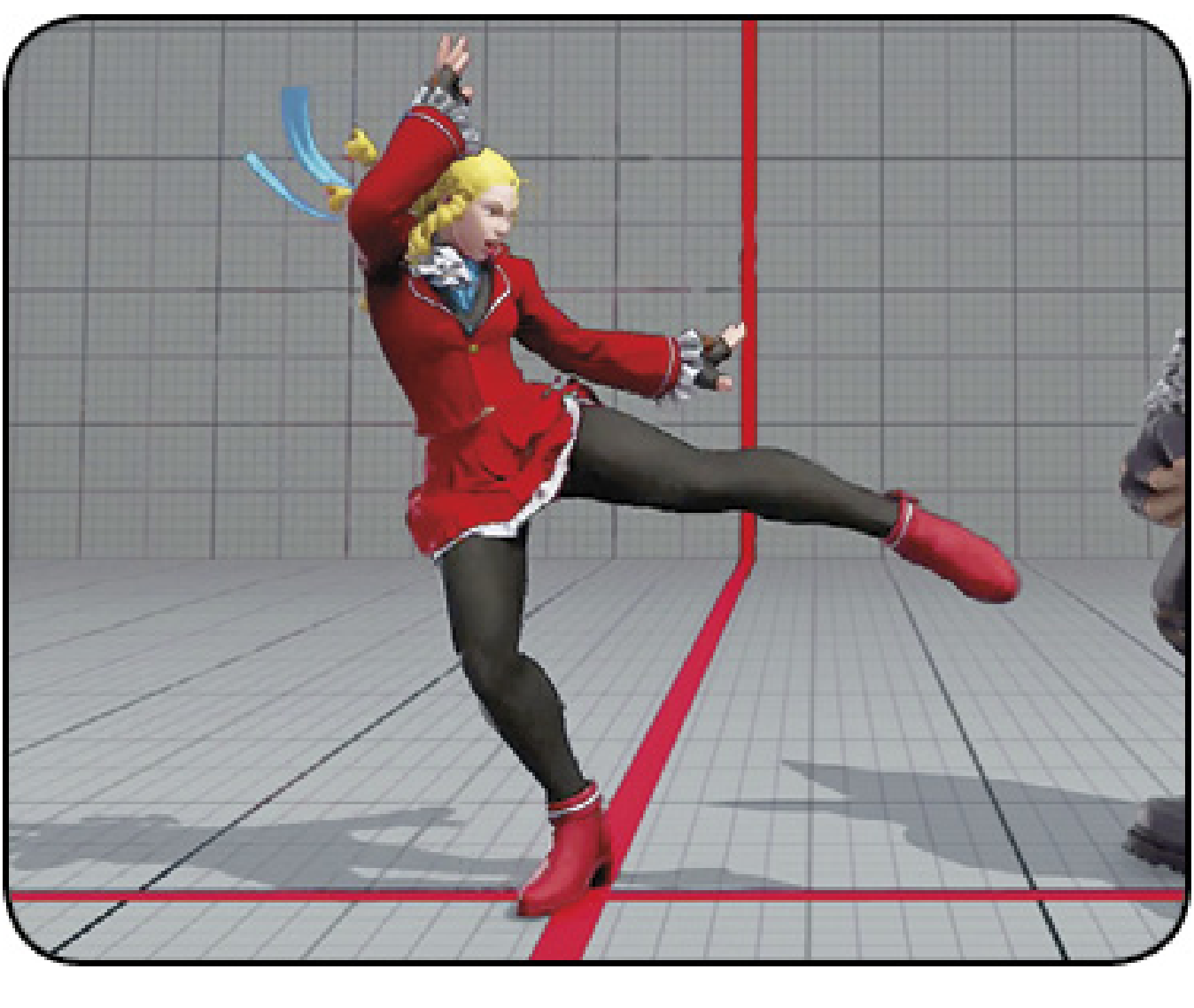
STARTUP	4
ACTIVE	3
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
LK SAPPO HIT	-10
LK SAPPO GUARD	-11
VTX HIT	4
VTX GUARD	3
CANCEL	SP, V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



STARTUP	7
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	0
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	9
VTX GUARD	7
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK



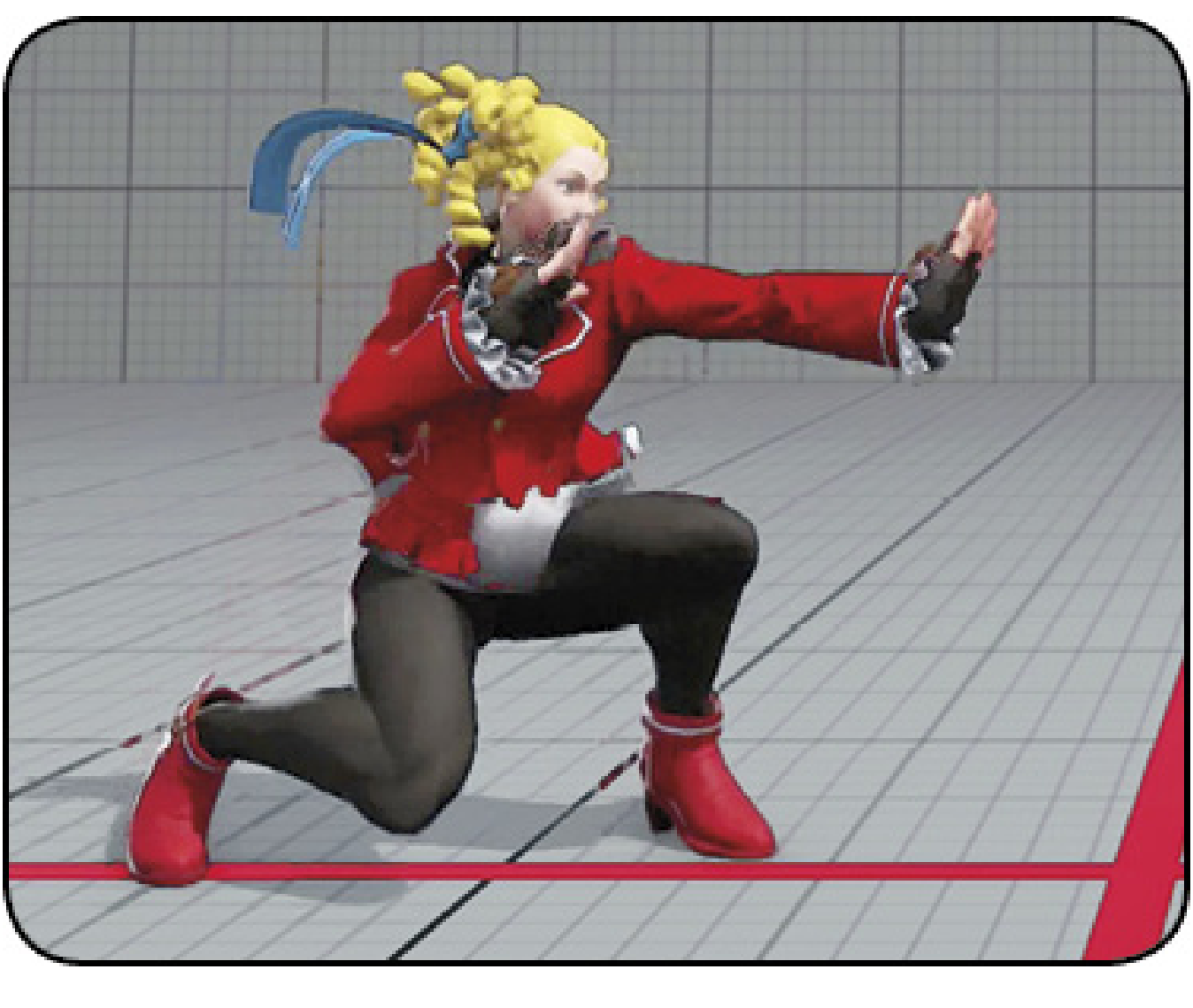
STARTUP	10
ACTIVE	2
RECOVERY	23
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-4
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	12
VTX GUARD	8
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +15 frame advantage, +150 V-Gauge

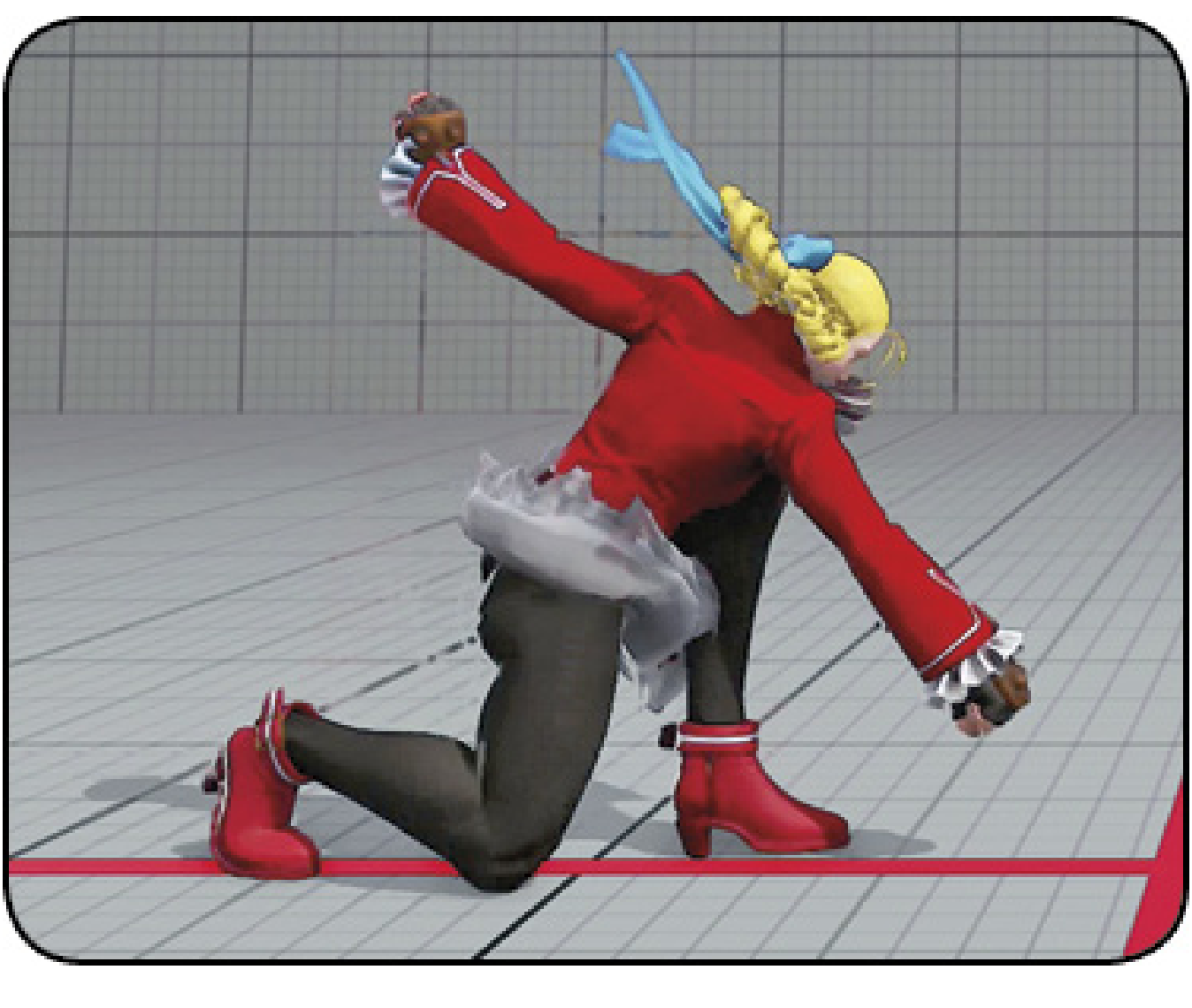
CROUCHING NORMAL MOVES

CROUCHING JAB LP WHILE CROUCHING



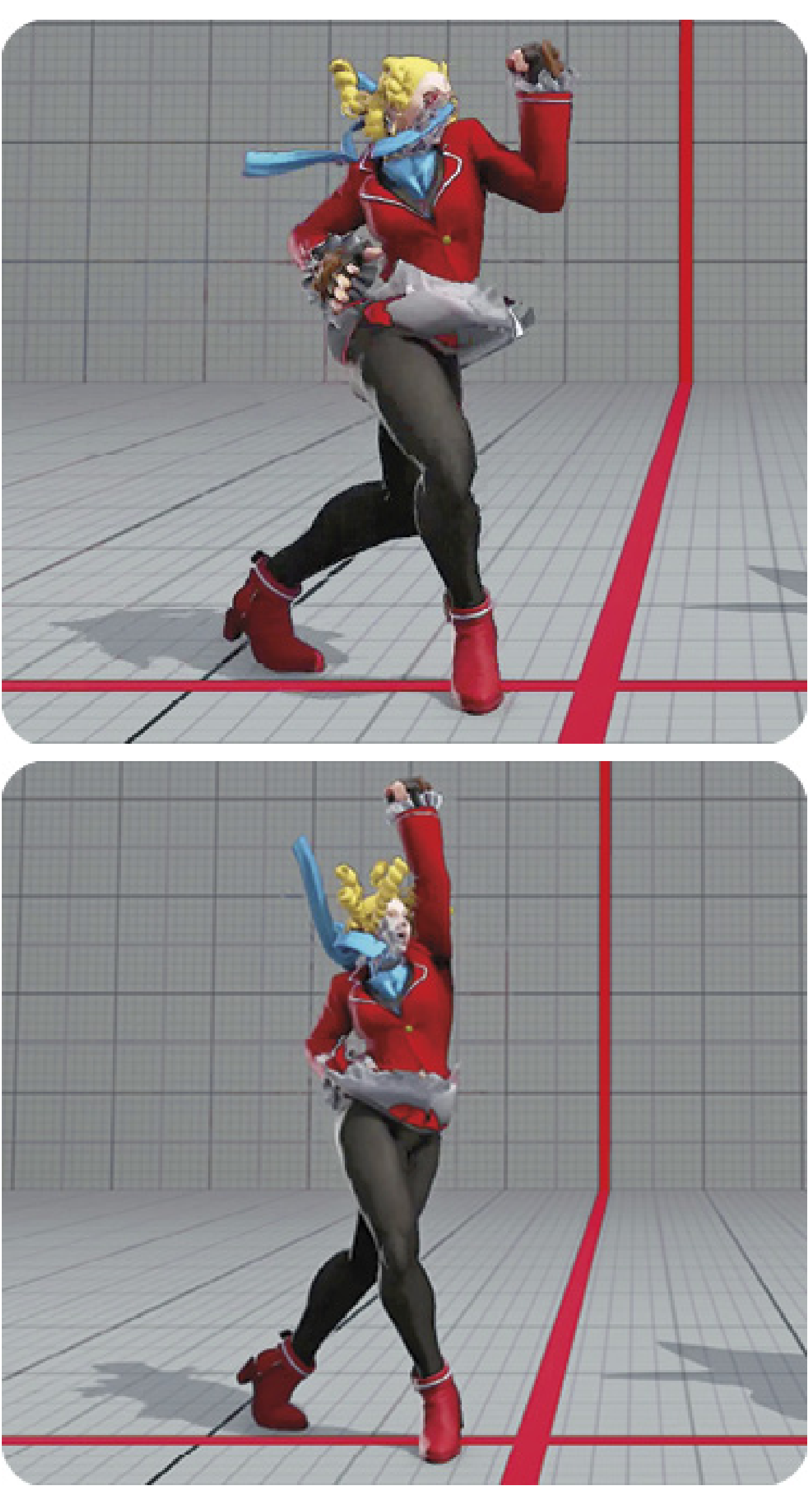
STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
LK SAPPO HIT	-13
LK SAPPO GUARD	-14
VTX HIT	1
VTX GUARD	±0
CANCEL	CH, SP, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	4
RECOVERY	10
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
LK SAPPO HIT	-5
LK SAPPO GUARD	-8
VTX HIT	9
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING

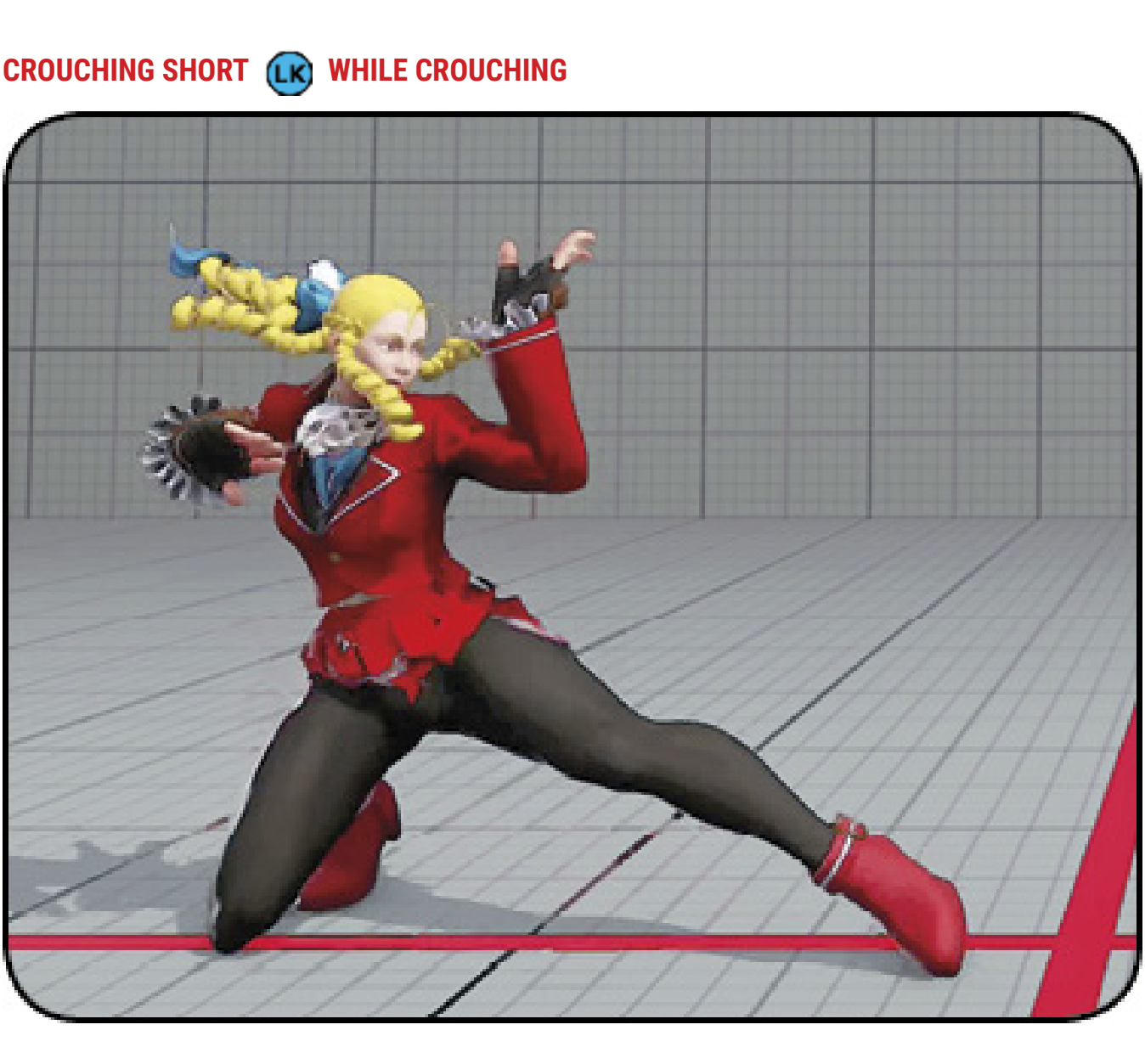


STARTUP	7
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-7
LK SAPPO HIT	-4
LK SAPPO GUARD	-8
VTX HIT	10
VTX GUARD	6
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

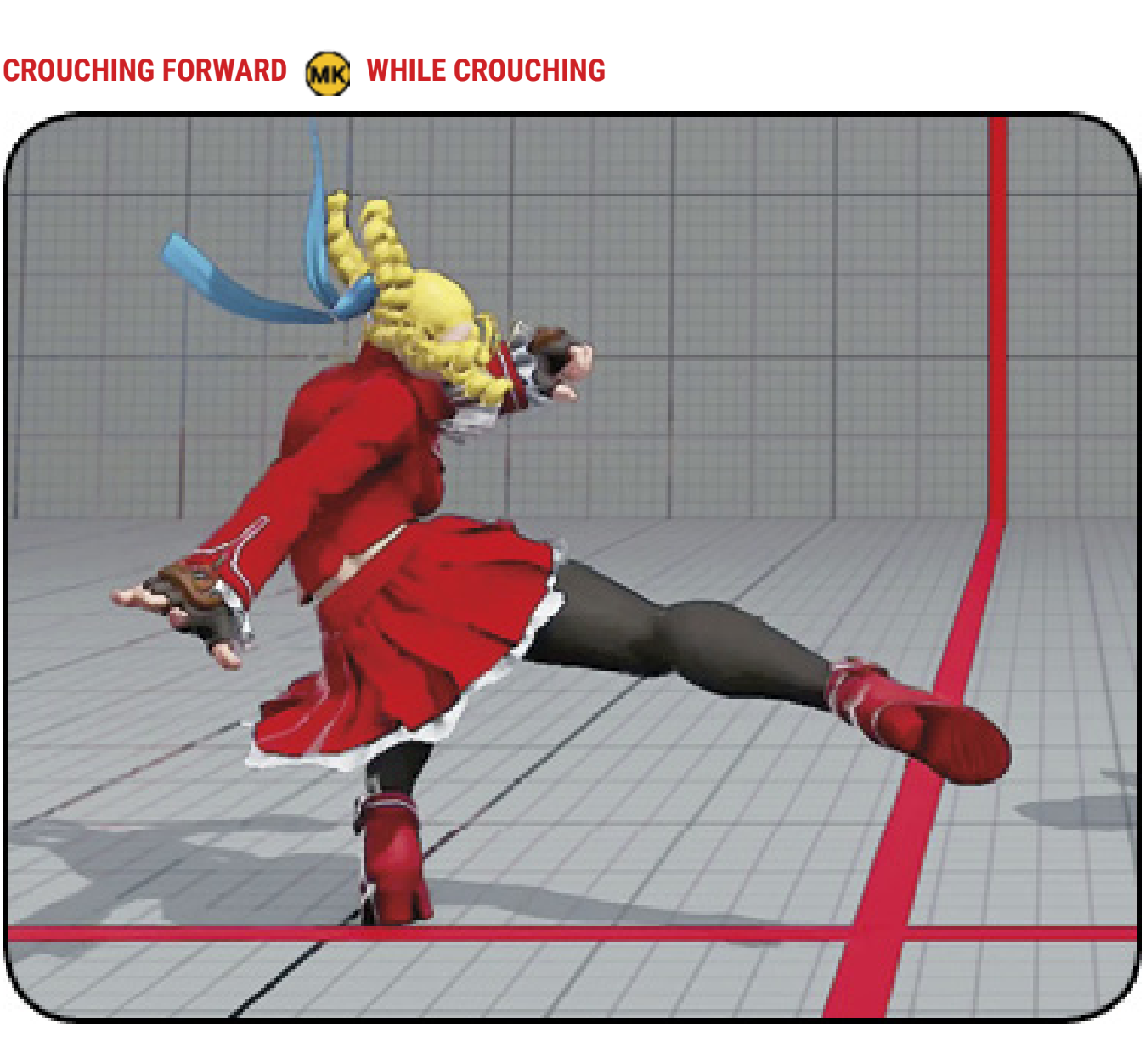
60 damage after first active frame; on 1st active frame counter-hit: Crush Counter (flipping juggle state), +150 V-Gauge

CROUCHING SHORT LK WHILE CROUCHING



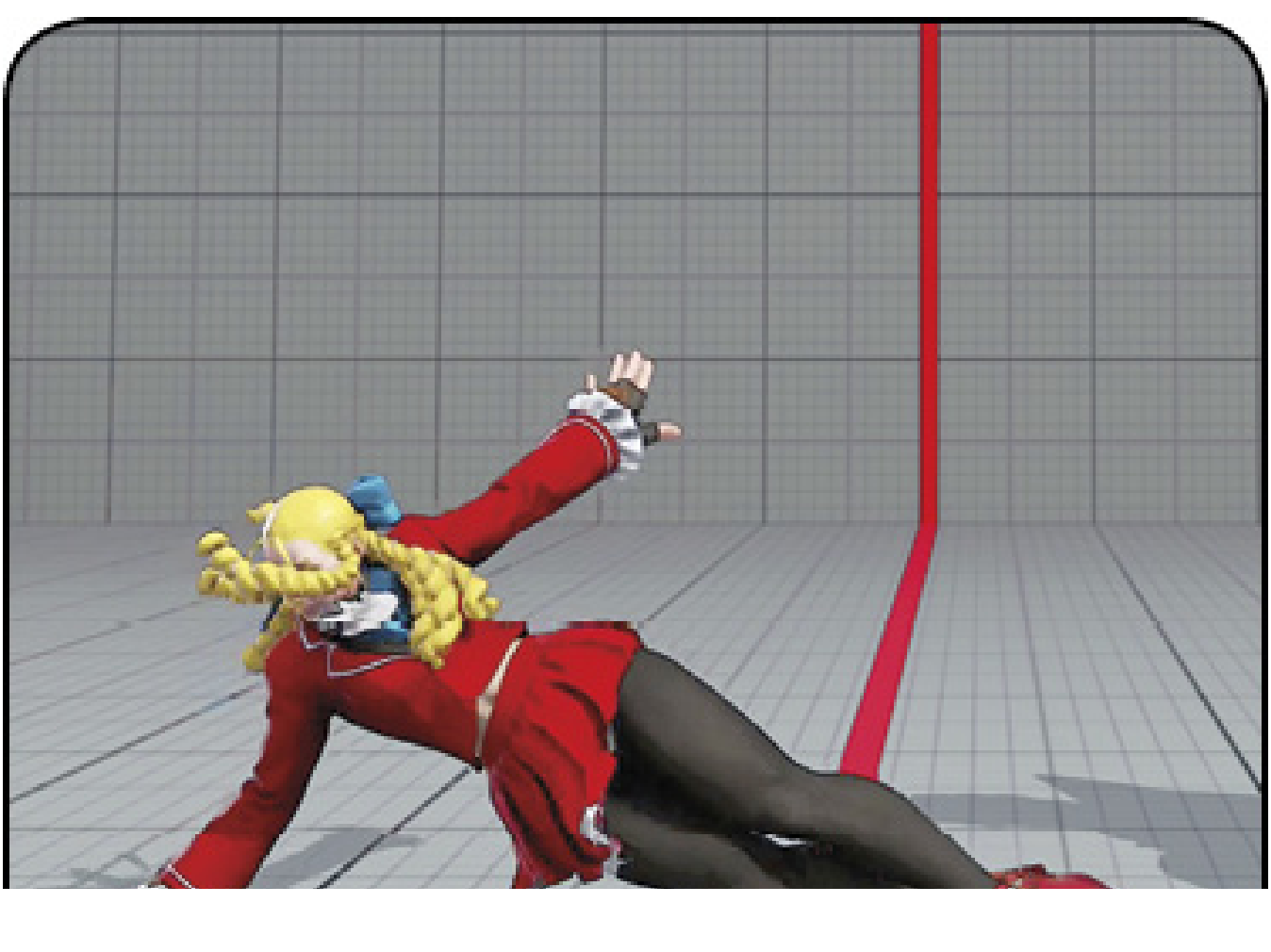
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	2
ON GUARD	±0
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	1
VTX GUARD	-1
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

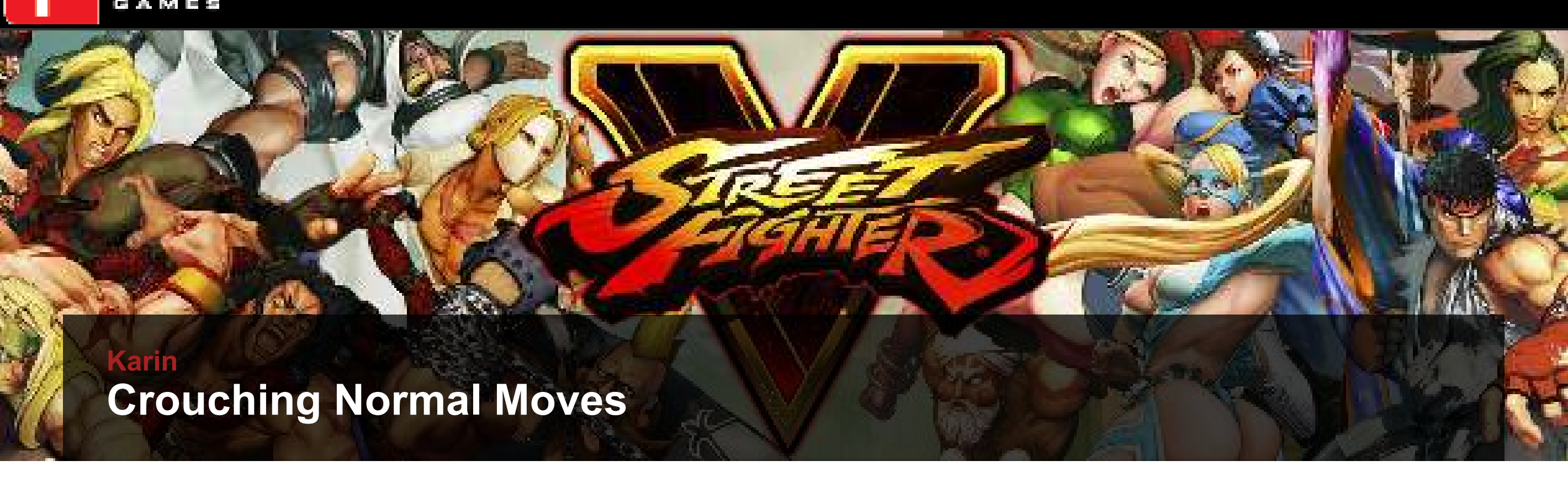
CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	6
ACTIVE	3
RECOVERY	13
GUARD LEVEL	L
ON HIT	-1
ON GUARD	-4
LK SAPPO HIT	-11
LK SAPPO GUARD	-13
VTX HIT	3
VTX GUARD	0
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING





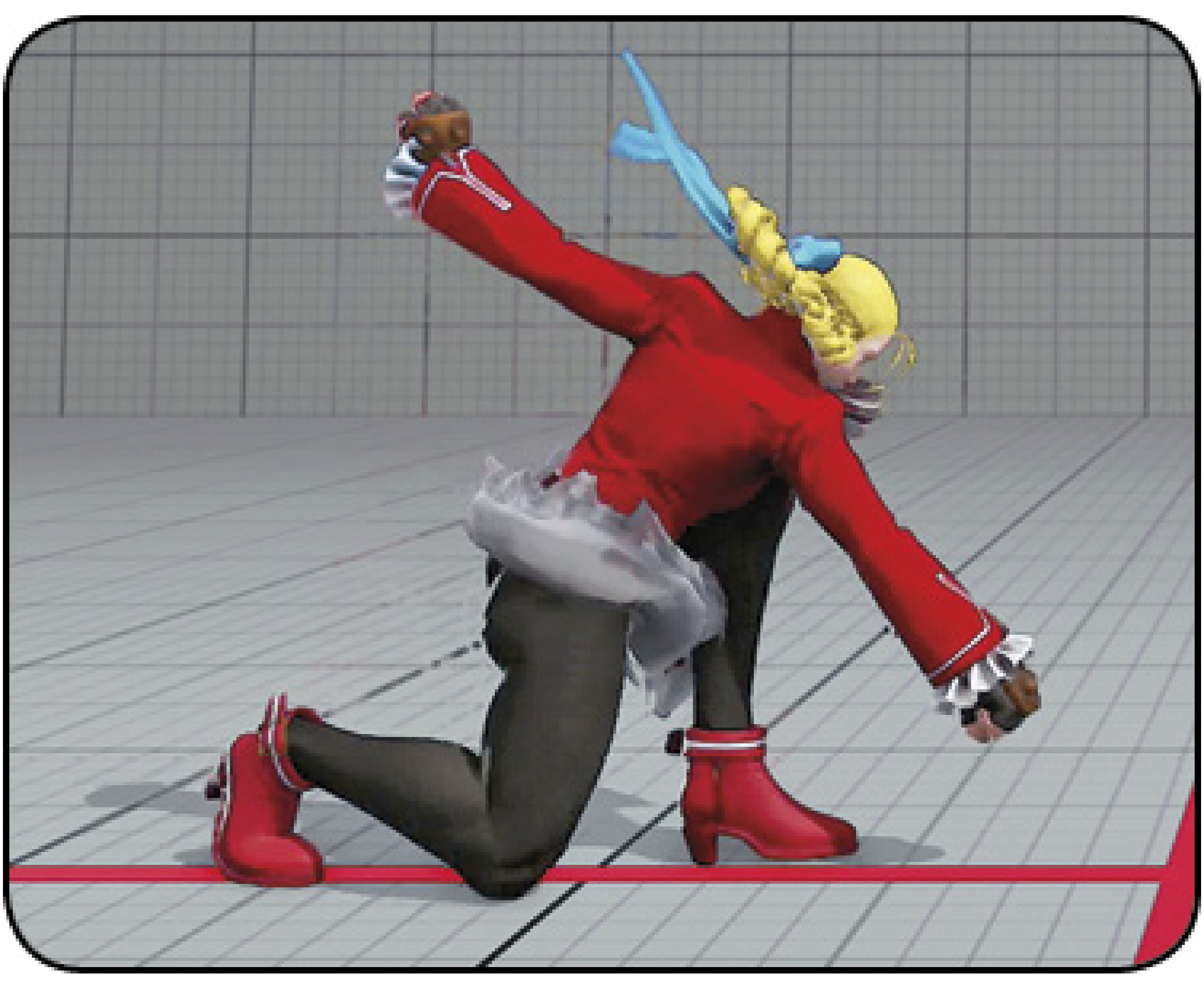
Karin

Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING

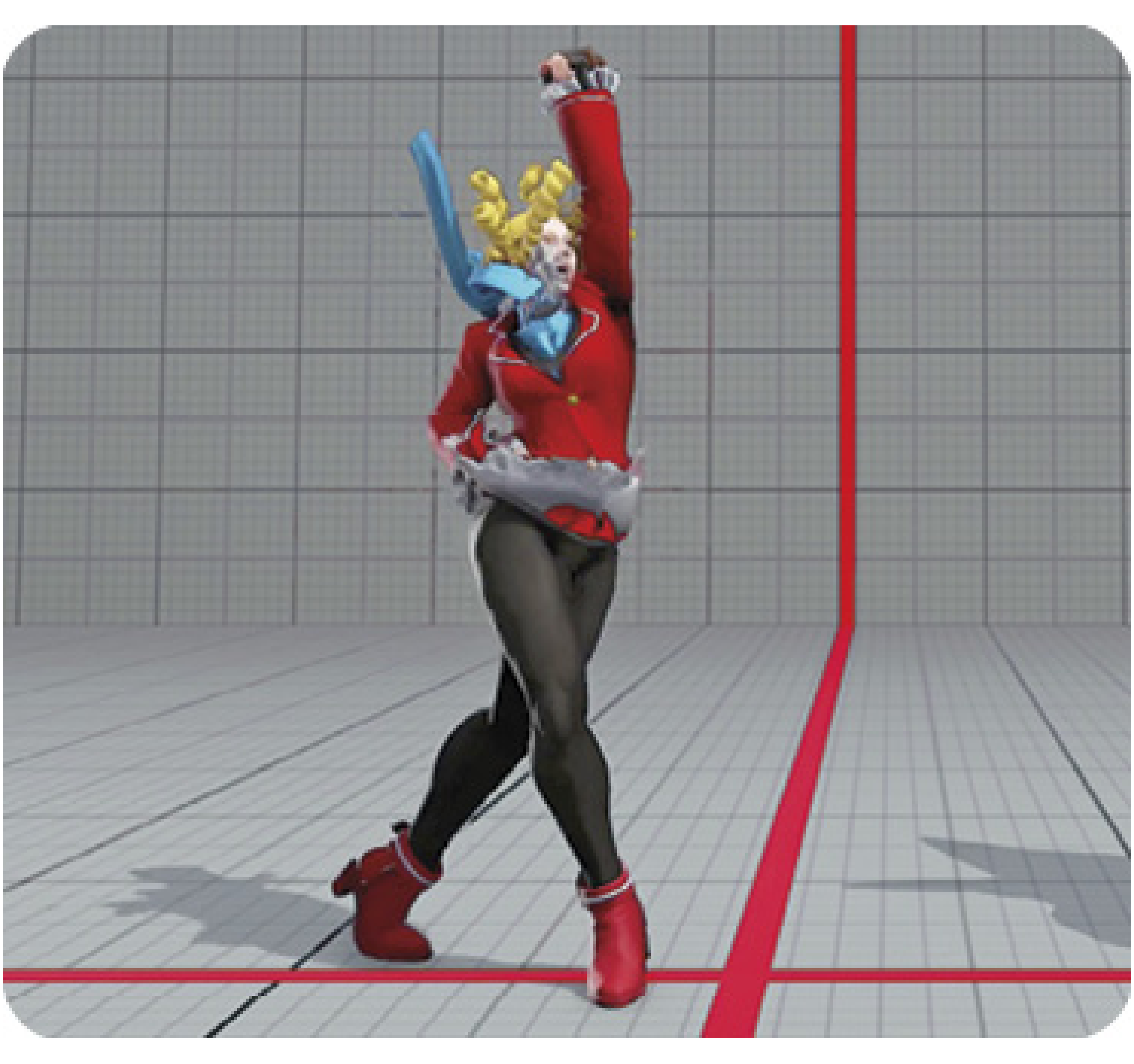
STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
LK SAPPO HIT	-13
LK SAPPO GUARD	-14
VTX HIT	1
VTX GUARD	±0
CANCEL	CH, SP, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	4
RECOVERY	10
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
LK SAPPO HIT	-5
LK SAPPO GUARD	-8
VTX HIT	9
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING

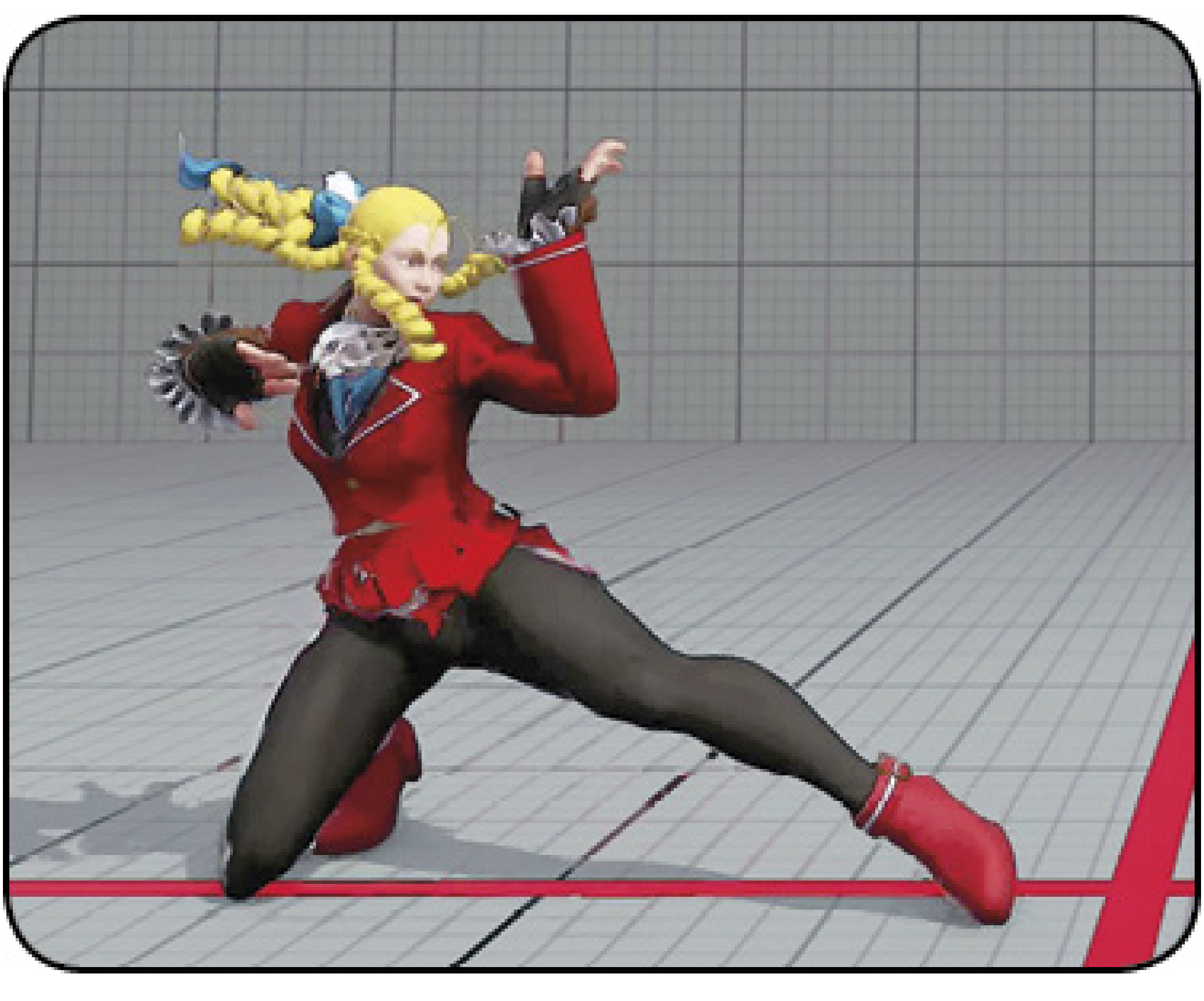


STARTUP	7
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-7
LK SAPPO HIT	-4
LK SAPPO GUARD	-8
VTX HIT	10
VTX GUARD	6
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

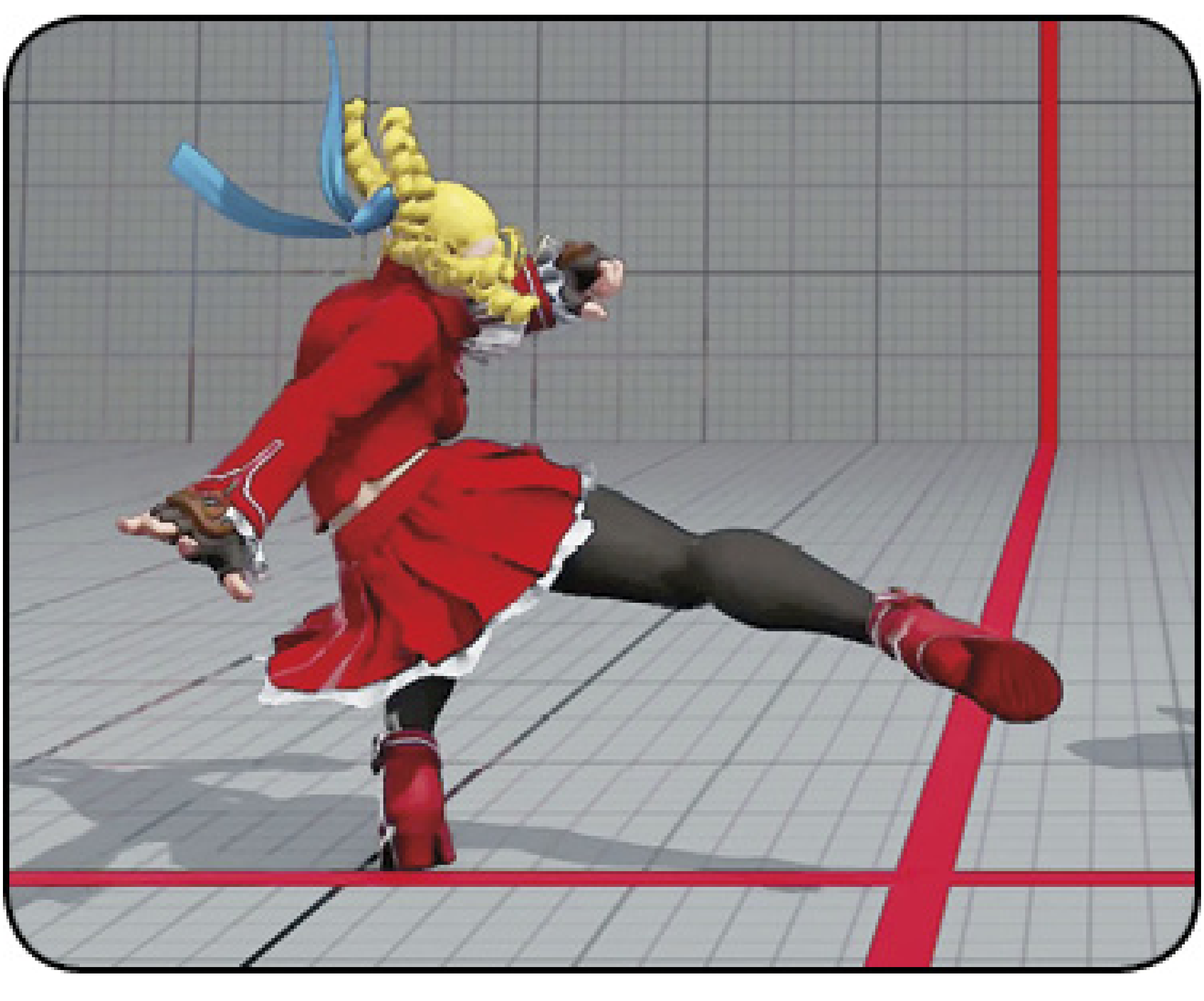
60 damage after first active frame; on 1st active frame counter-hit: Crush Counter (flipping juggle state), +150 V-Gauge

CROUCHING SHORT LK WHILE CROUCHING



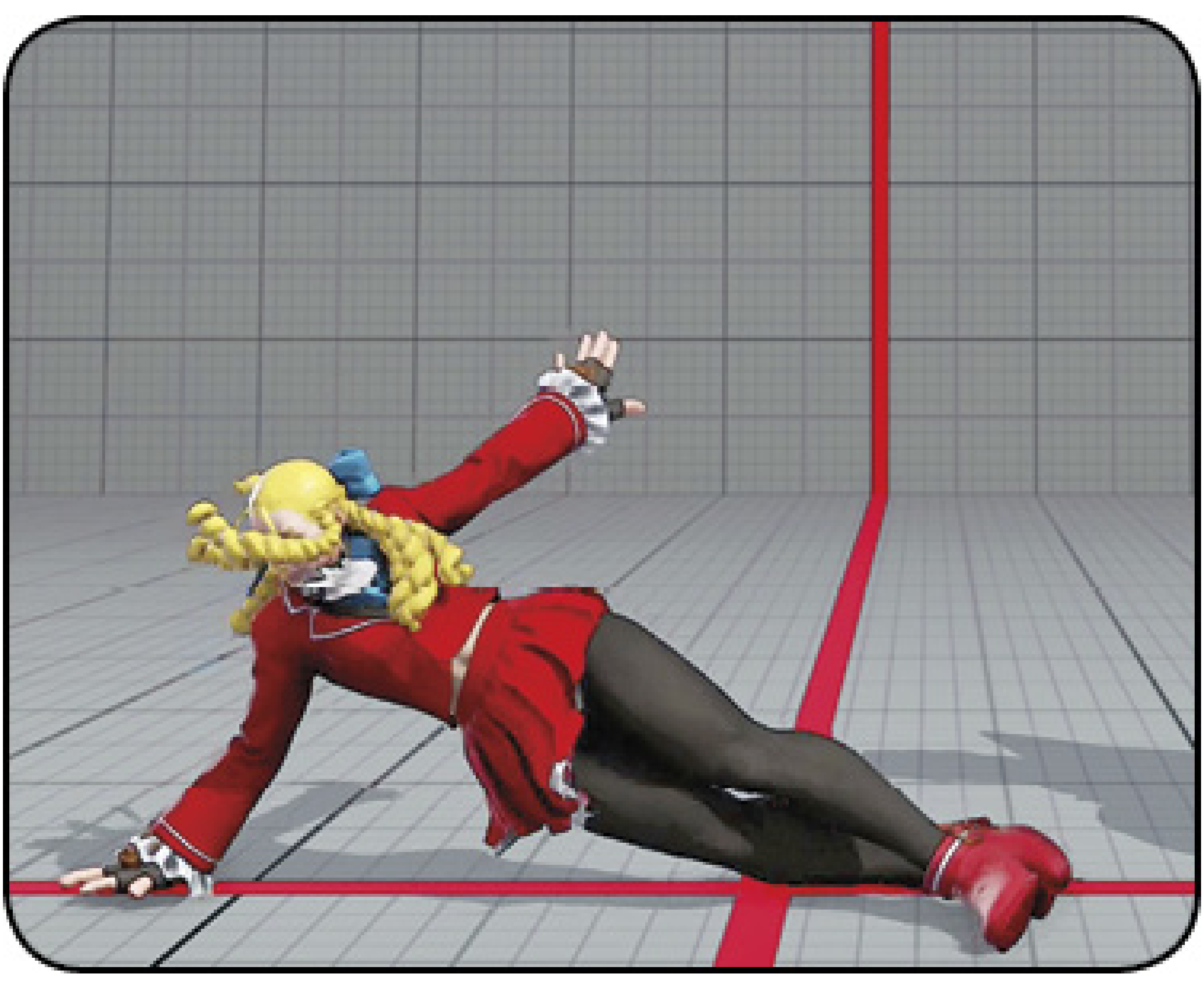
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	2
ON GUARD	±0
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	1
VTX GUARD	-1
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING

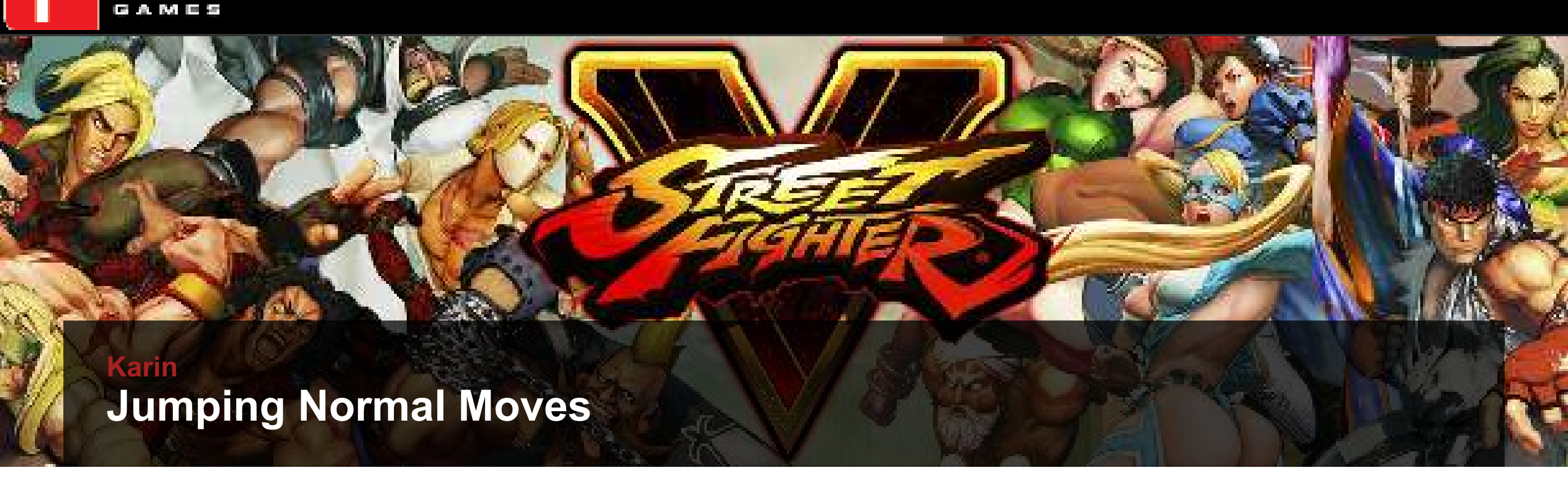


STARTUP	6
ACTIVE	3
RECOVERY	13
GUARD LEVEL	L
ON HIT	-1
ON GUARD	-4
LK SAPPO HIT	-11
LK SAPPO GUARD	-13
VTX HIT	3
VTX GUARD	0
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



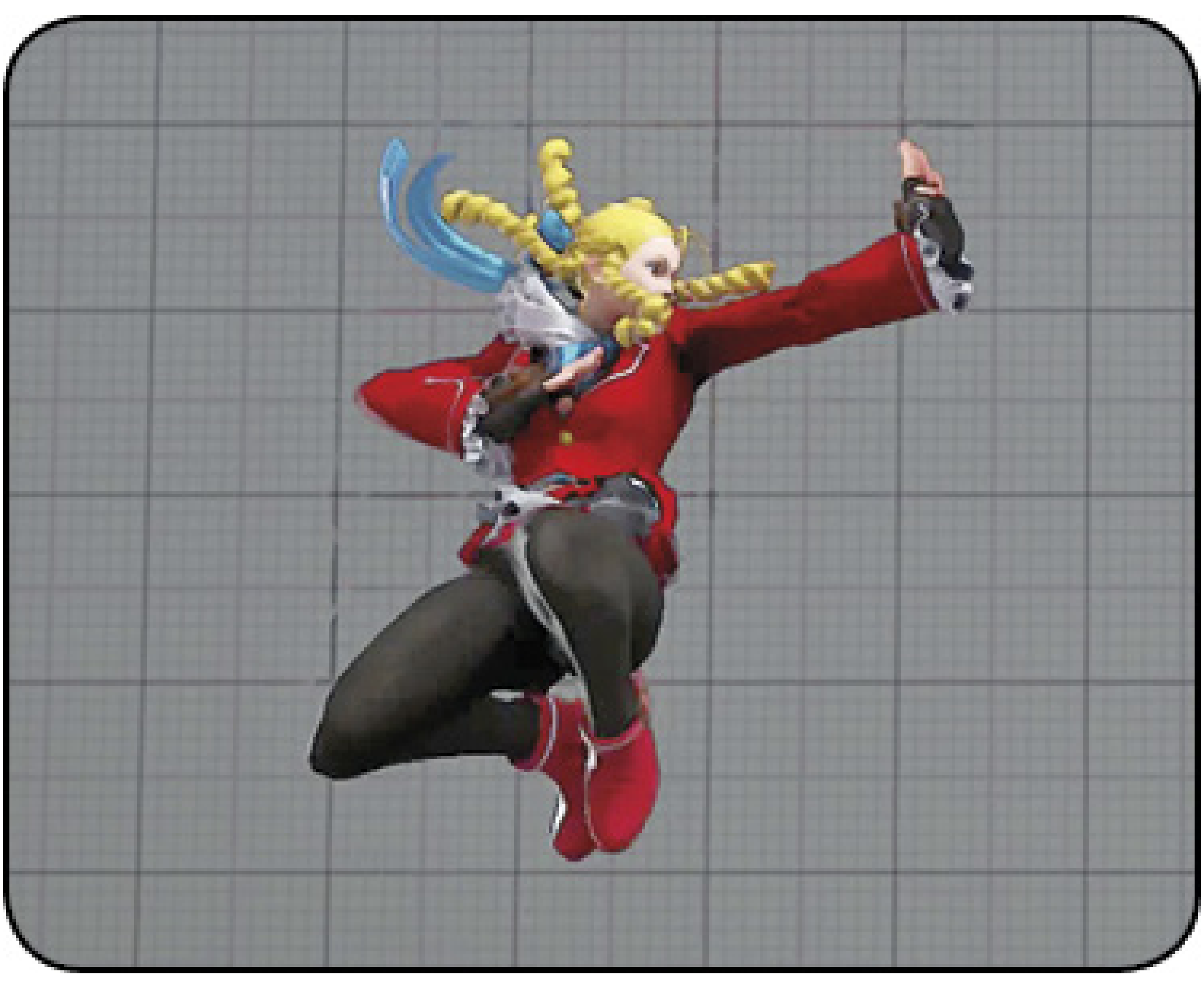
STARTUP	9
ACTIVE	3
RECOVERY	21
GUARD LEVEL	L
ON HIT	D
ON GUARD	-14
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	D
VTX GUARD	-6



Karin

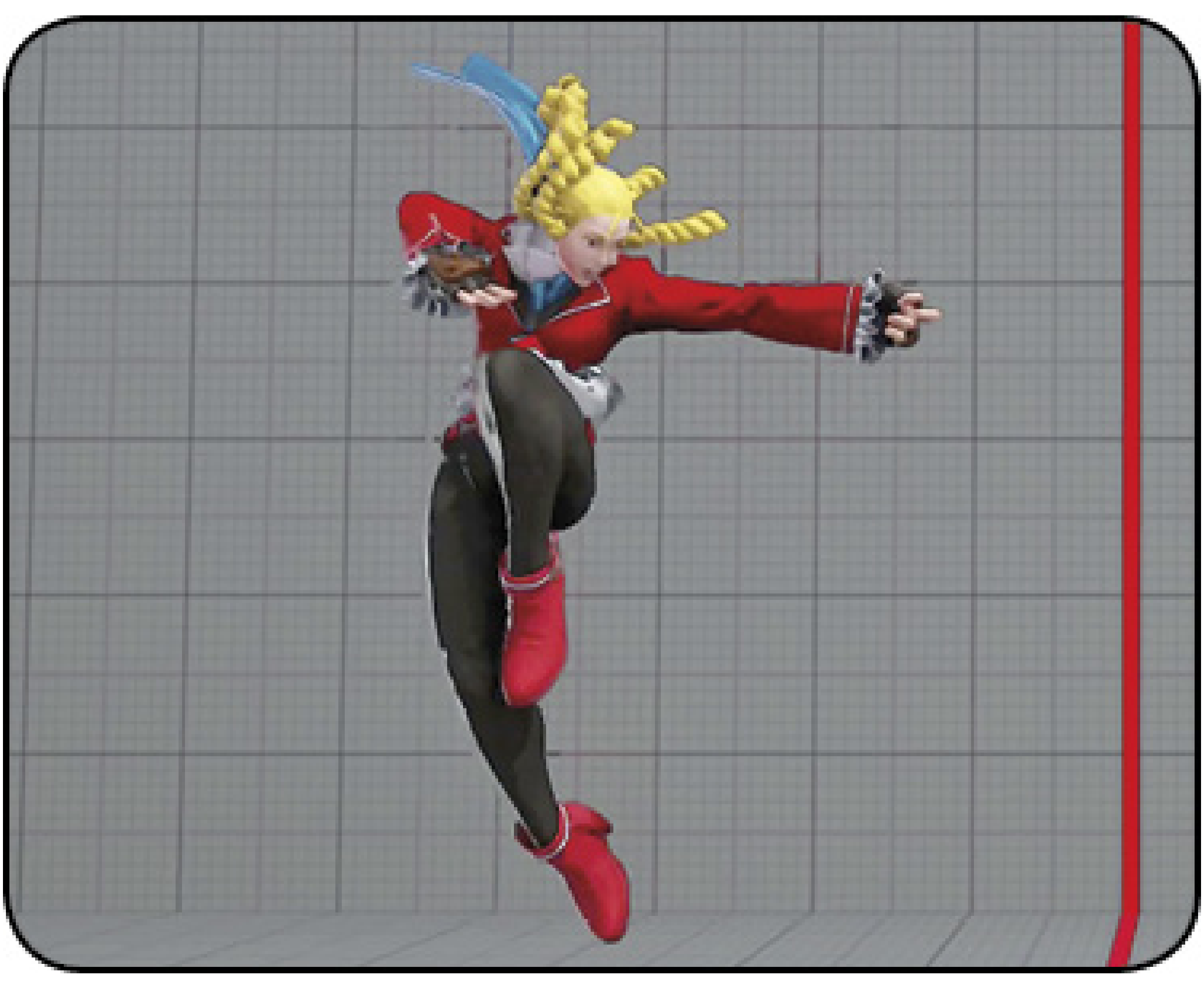
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



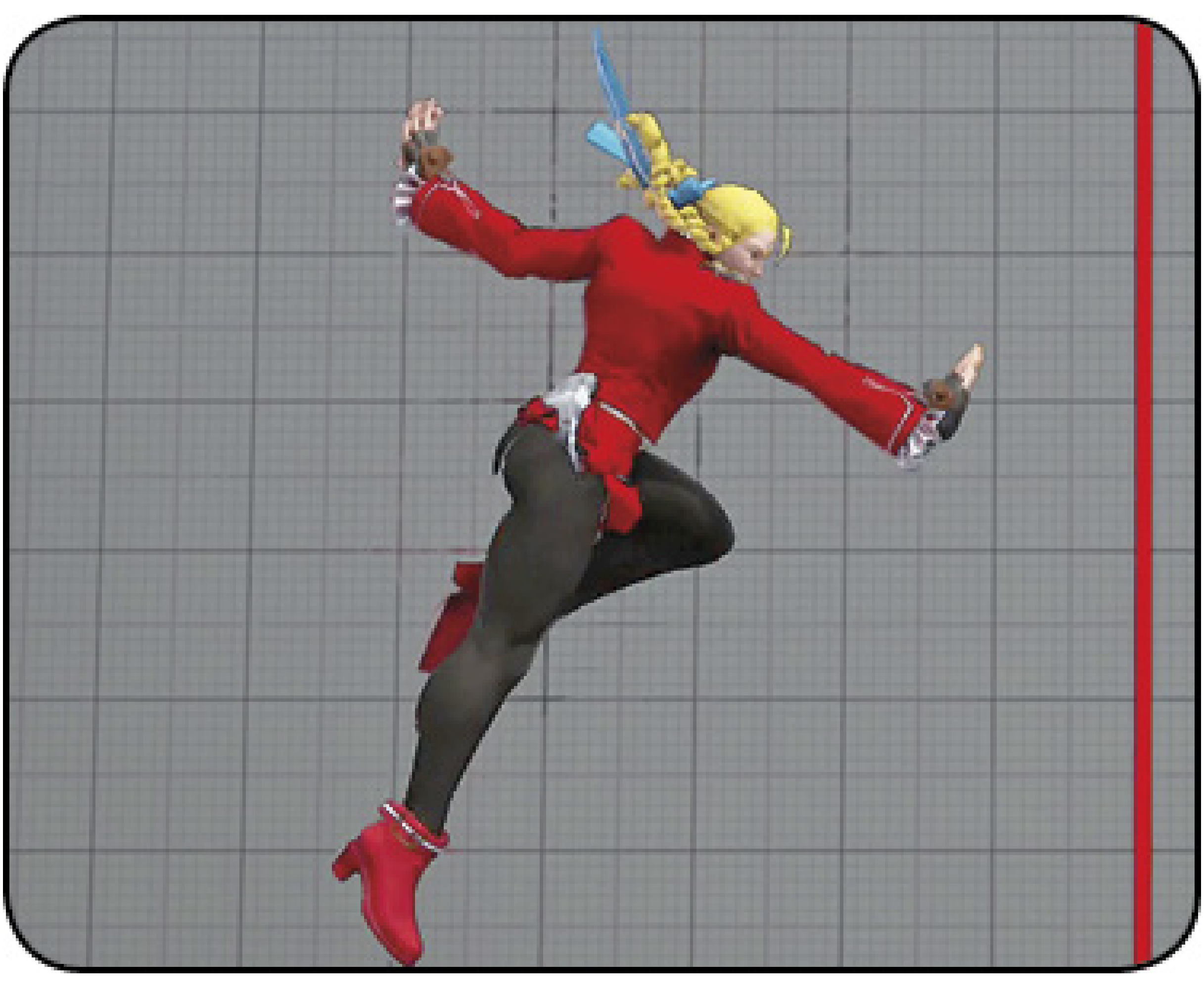
STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



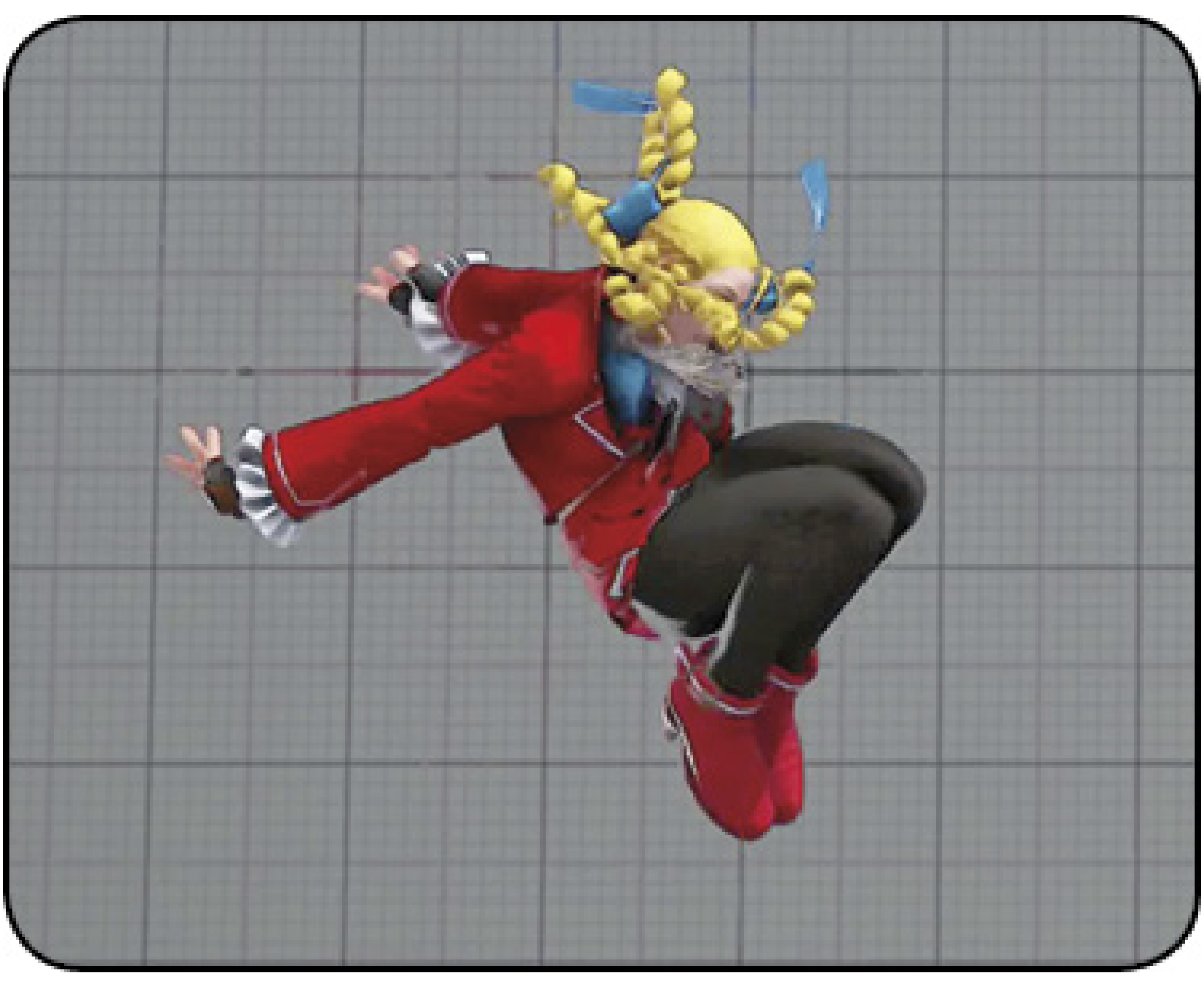
STARTUP	5
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



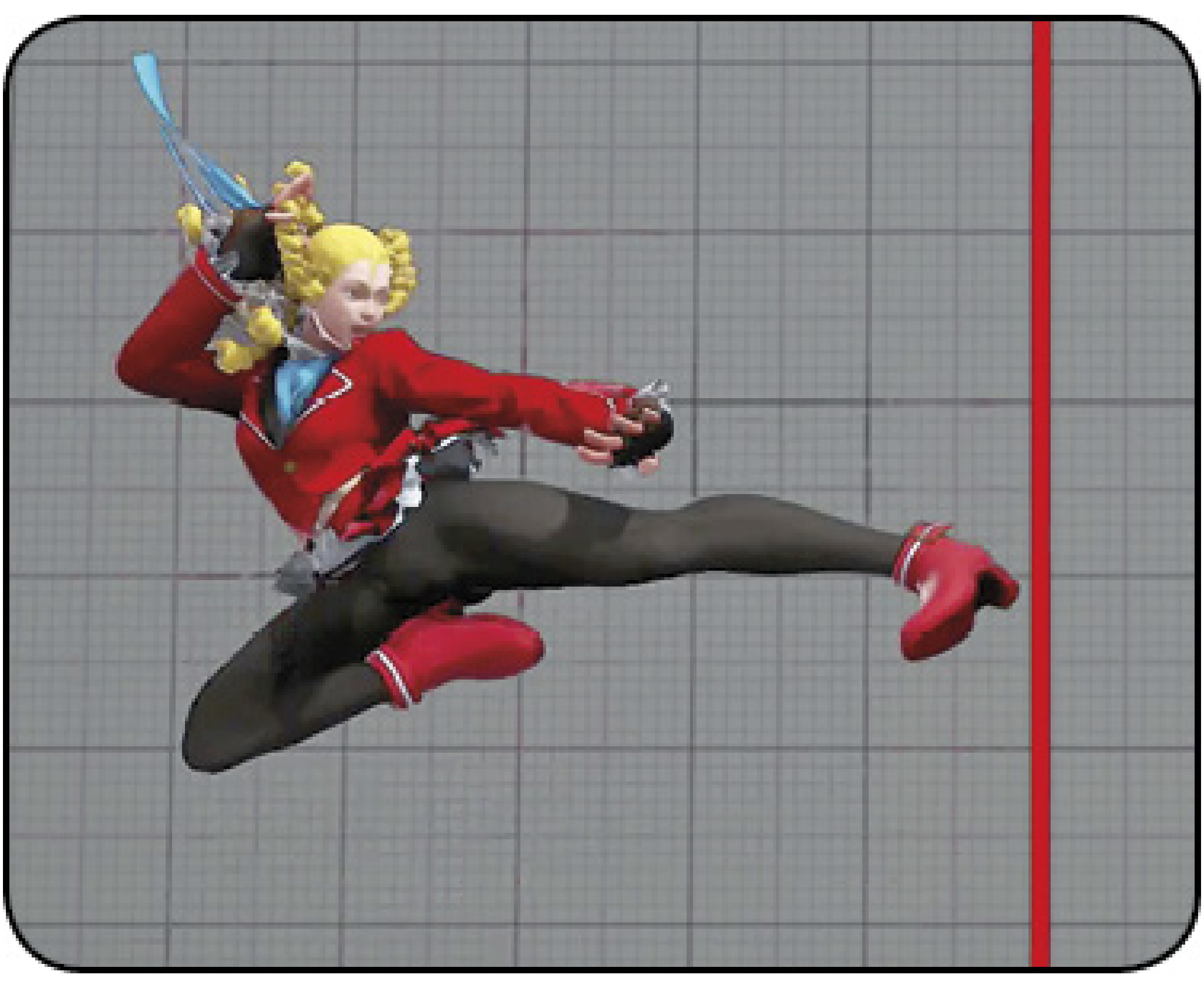
STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

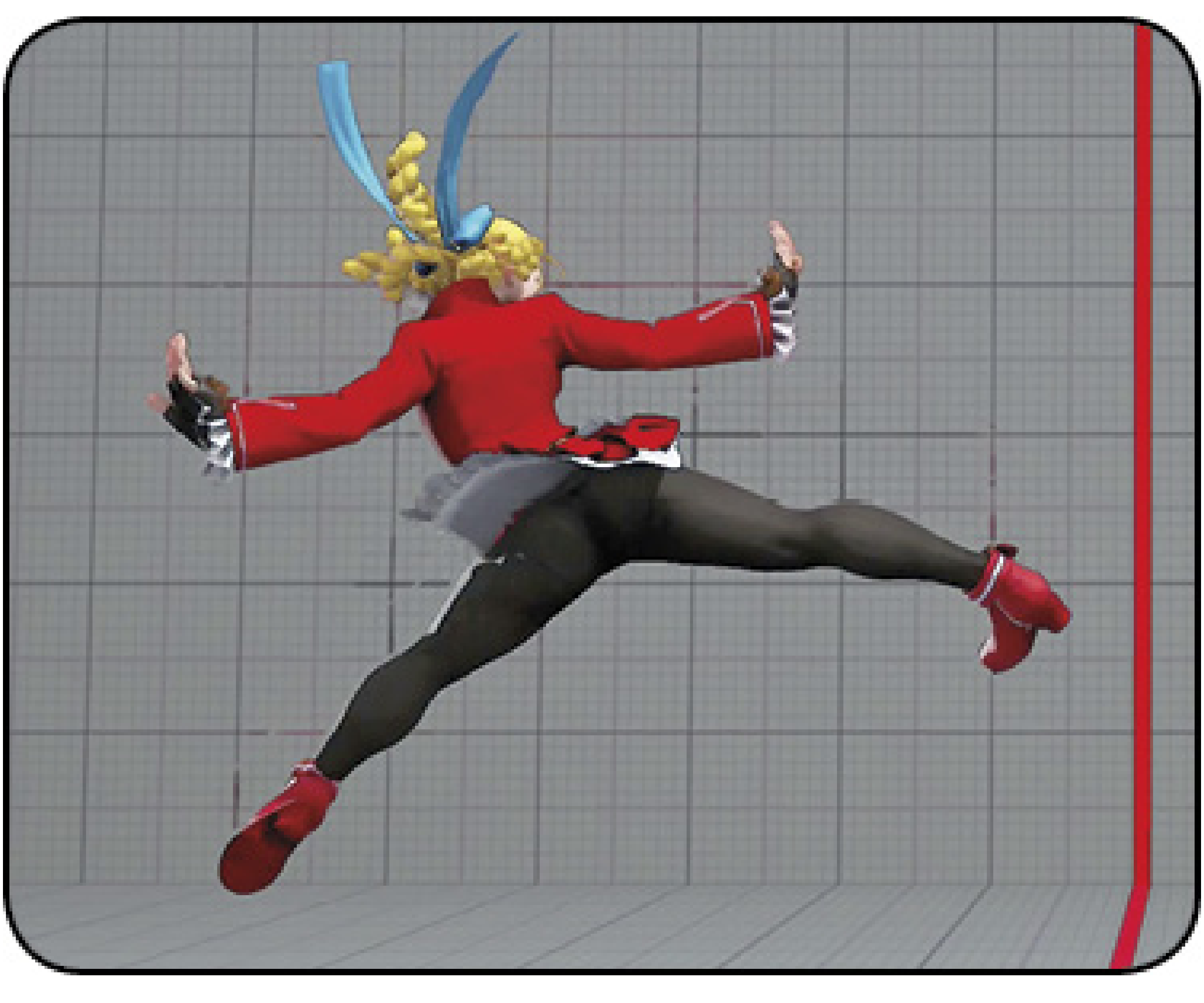


STARTUP	6
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

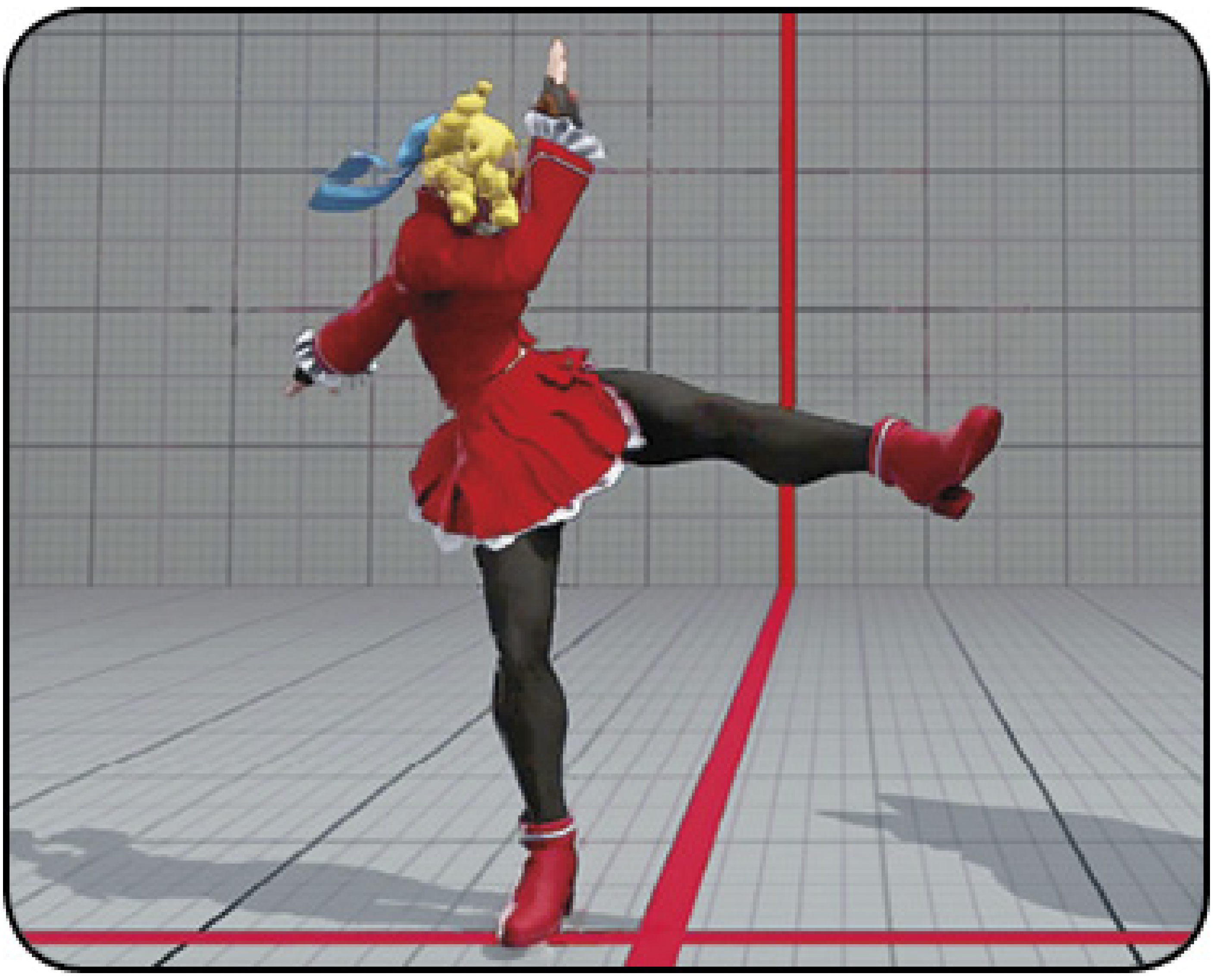
Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	9
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

TSUMUJIGARI → + MK



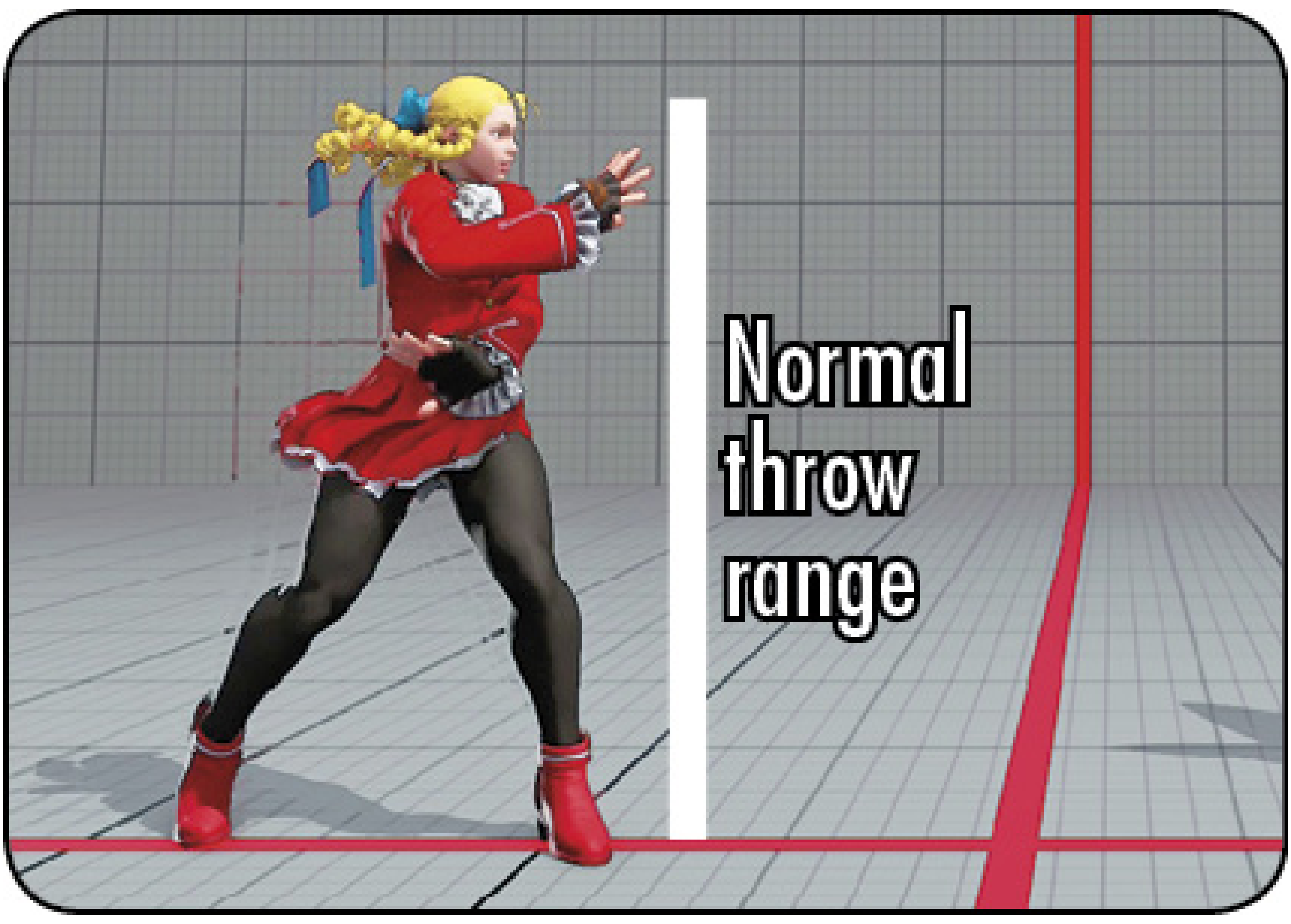
STARTUP	22
ACTIVE	2
RECOVERY	22
GUARD LEVEL	H
ON HIT	0
ON GUARD	-4
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	15/30

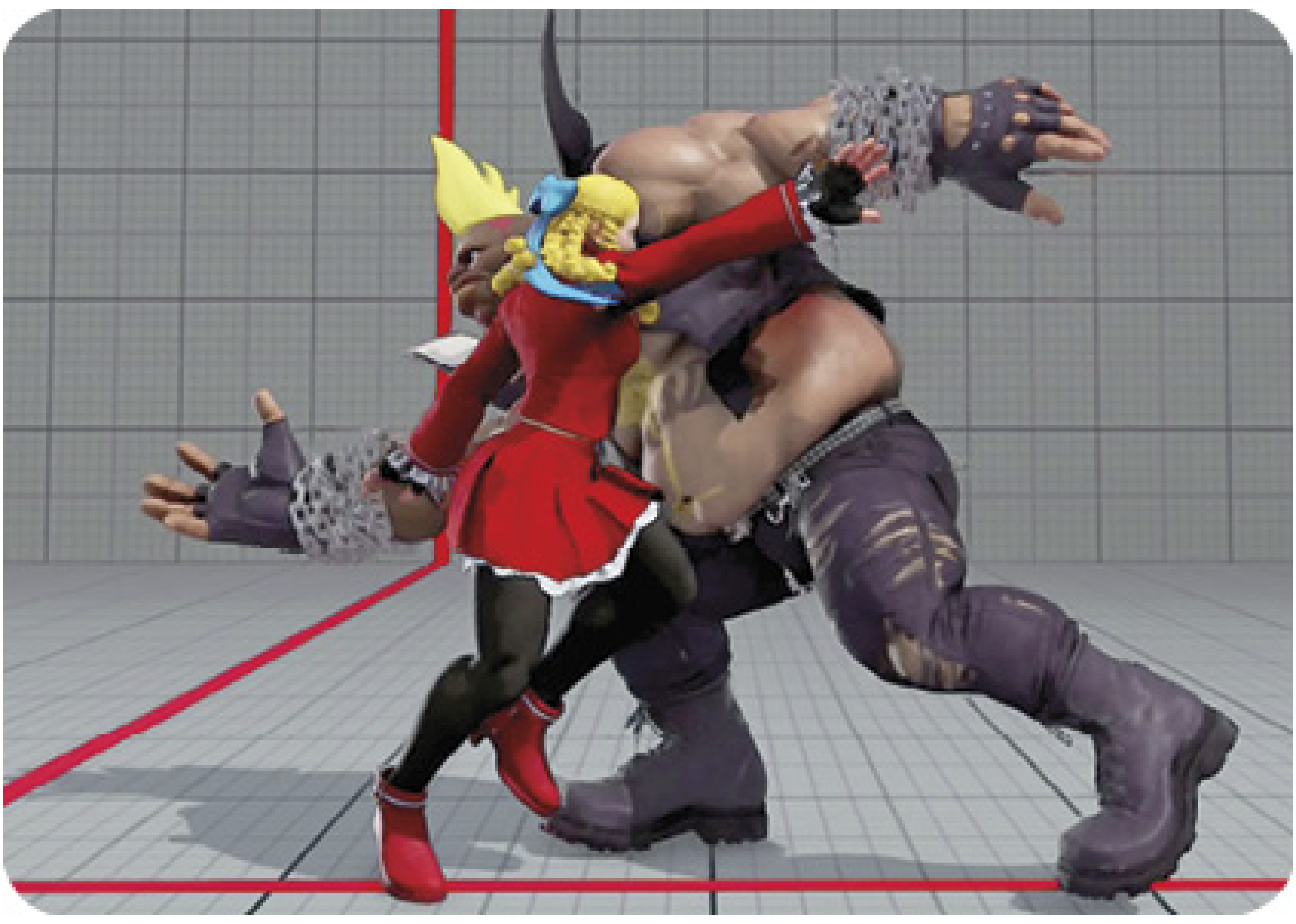
NOTES

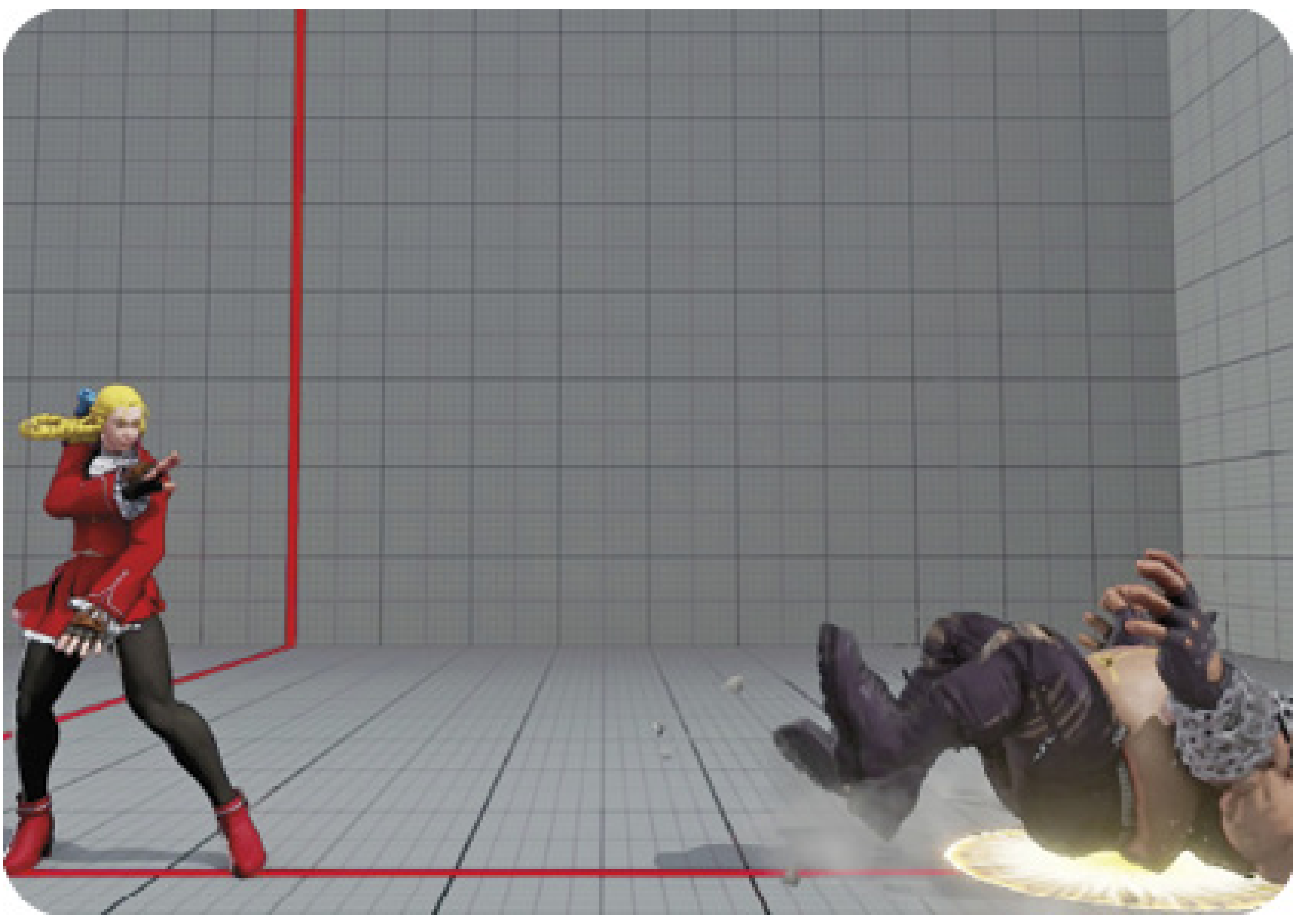
Frames 9-19 airborne

Tsumujigari: Karin twirls forward with a kick that must be guarded standing. Tsumujigari is her fastest-hitting overhead option at 22 frames, beating out Ressenha or jump-ins by a meaningful margin. Karin's excellent crouching MK heavily incentivizes opponents to preemptively enter defensive crouch, so Tsumujigari can be essentially free damage at times. But Karin is left at -4 when guarded, so keep in mind the risk when deciding to go for it. It's best to keep it in your back pocket as a surprise option against a low-stamina, crouch-blocking adversary, closing out the round. While it has airborne frames and will go over many low-profile attacks, it's not explicitly a low crush; some low-hitting moves with larger hitboxes (like many sweeps) can catch Karin's non-striking leg just before she actually attacks.

HAJOTSUI LP + LK



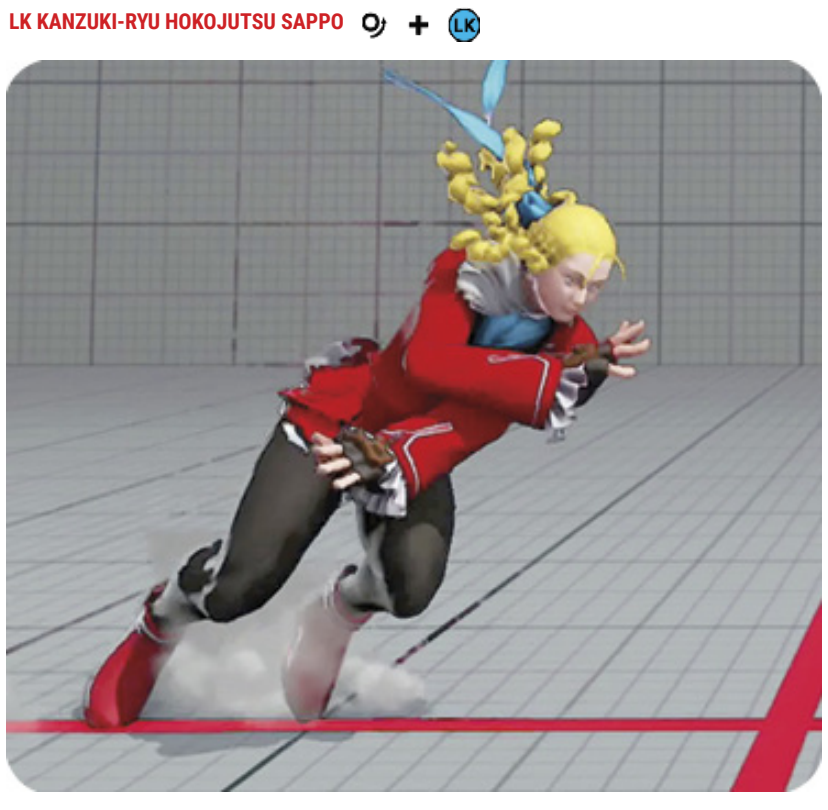


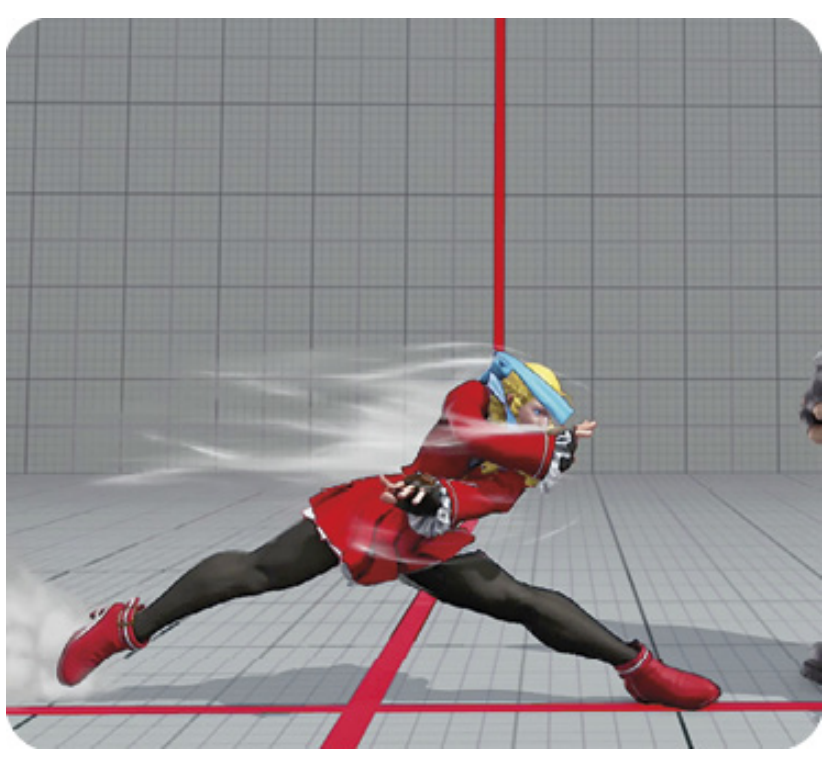


STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120
STUN	170
METER GAIN	80

Hajotsui: Karin's walloping shoulder strike throw hurls victims about three-quarters of the way across the screen. If you make Karin forward dash immediately after the throw recovers when the opponent quick-rises, she'll be left at -4 against their

LK KANZUKI-RYU HOKOJUTSU SAPPO + LK





STARTUP	—
ACTIVE	—
RECOVERY	24
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	0

NOTES

Frames 6-17 low profile

MK KANZUKI-RYU HOKOJUTSU SAPPO + MK

STARTUP	—
ACTIVE	—
RECOVERY	25
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	0

NOTES

Frames 6-17 low profile

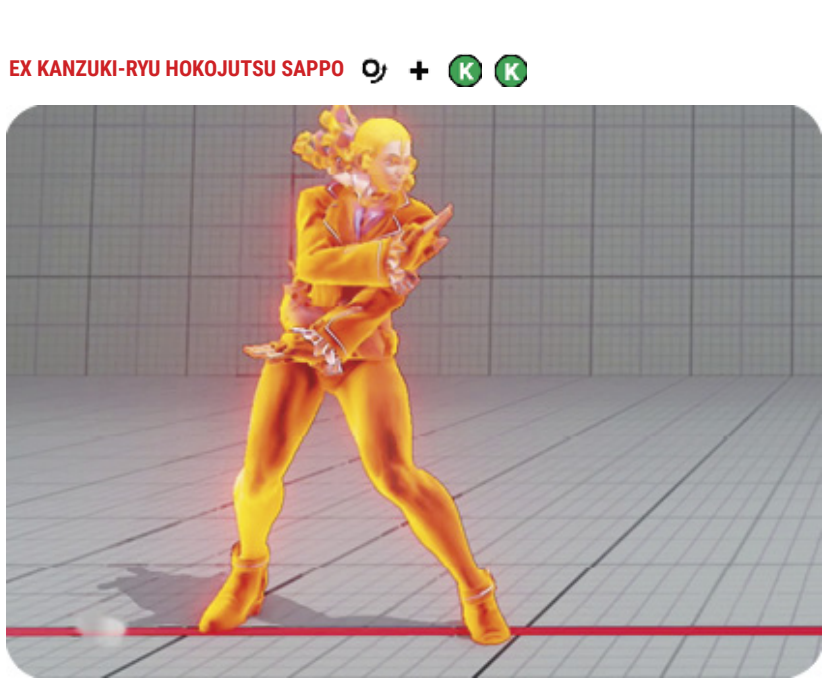
HK KANZUKI-RYU HOKOJUTSU SAPPO + HK

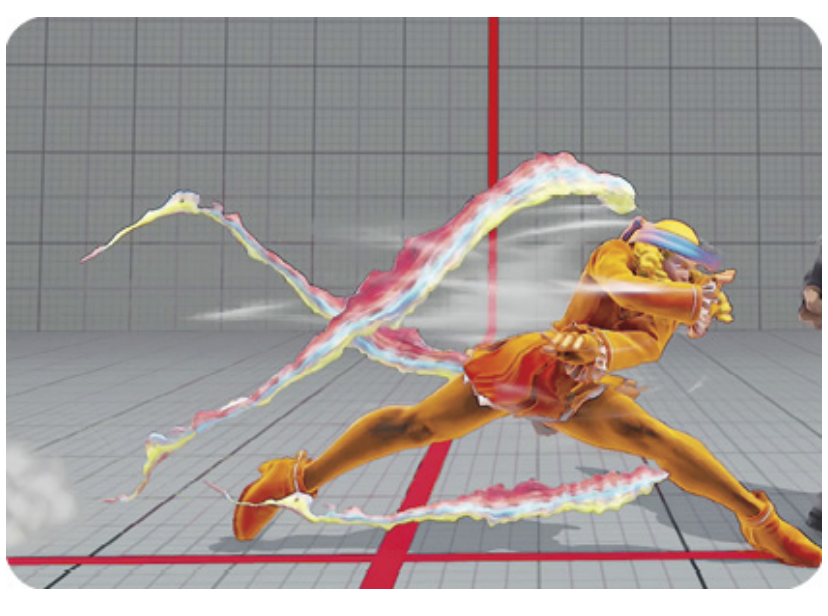
STARTUP	—
ACTIVE	—
RECOVERY	26
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	0

NOTES

Frames 6-17 low profile

EX KANZUKI-RYU HOKOJUTSU SAPPO + K K





STARTUP	—
ACTIVE	—
RECOVERY	21
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	-300

NOTES

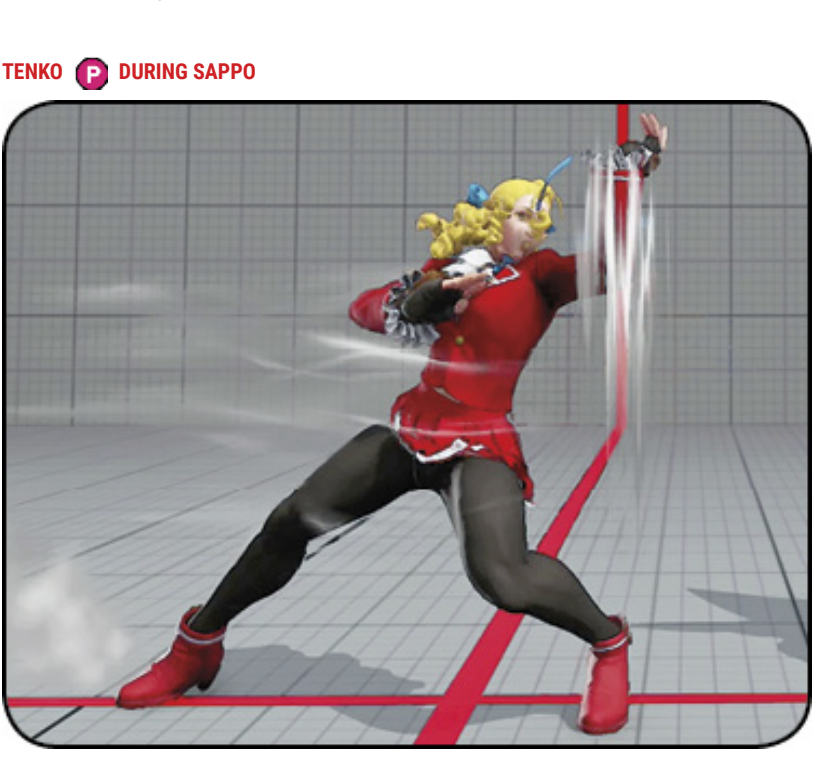
Frames 6-17 upper-body invincible and projectile invincible

Kanzuki-Ryu Hokojutsu Sappo: Karin's extravagantly named command dash can be initiated as a neutral game movement tool, to chase back inside after a knockdown, and to cancel into from normal move pokes to follow up for attack/throw pressure. The kick button used determines the distance traveled and the total duration of the "KRHS" or "Sappo" command dash. The LK version travels a little bit farther than her normal forward dash, while taking 24 frames instead of forward dash's 16. The MK version only adds one frame to the duration, while traveling 40 percent of the way across the screen. And the HK version adds only one more frame to total duration while traveling halfway across the screen. For a period in the middle that is the same for every version, Karin is low-profile and capable of slipping under many attacks that target the upper body. The EX version travels the same half-screen distance as the HK version in five fewer total frames, while adding projectile invulnerability to the low-profile period. This allows you to use the EX version on reaction to mid-range fireballs, slipping directly through them and affording Karin a combo opportunity. (The EX version's hurtbox is also slightly less tall than the normal versions, which helps EX Sappo XO EX Tenko function as an effective anti-air against long-range jump-ins.)

If you make no inputs during it, Kanzuki-Ryu Hokojutsu Sappo is basically a slower, longer-ranged dash, but it can also be canceled into several options that are functionally specials all their own. You must cancel very quickly, so when you're using Sappo specials, you'll already have chosen which one to use instead of playing a game of starting up Sappo dash and then deciding which follow-up is relevant.

Canceling into Sappo from particular normals on counter-hit can afford you new combo opportunities. Cancel from normals to KRHS on guard, and Karin will immediately move in forward aggressively, sort of like Ken canceling normals into his Quick Step V-Skill, or like Cody or El Fuerte using similar antics in *Street Fighter IV*. Off guarded normals into Sappo, Karin is always left at a potentially punishable disadvantage, but you may still get away with this (and thus earn a close throw attempt or hit-check attempt) depending on what your challenger is focused on and worried about. Moves started from EX Sappo are distinct versions from regular Sappo specials.

TENKO P DURING SAPPO

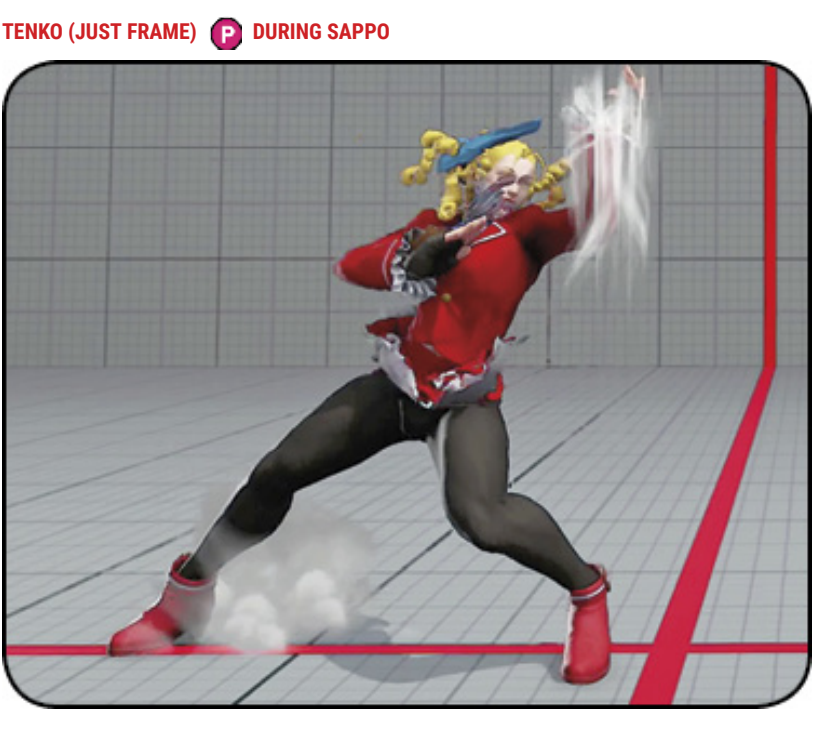


STARTUP	9
ACTIVE	3
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	0/40/20

NOTES

Launches foe

TENKO (JUST FRAME) P DURING SAPPO

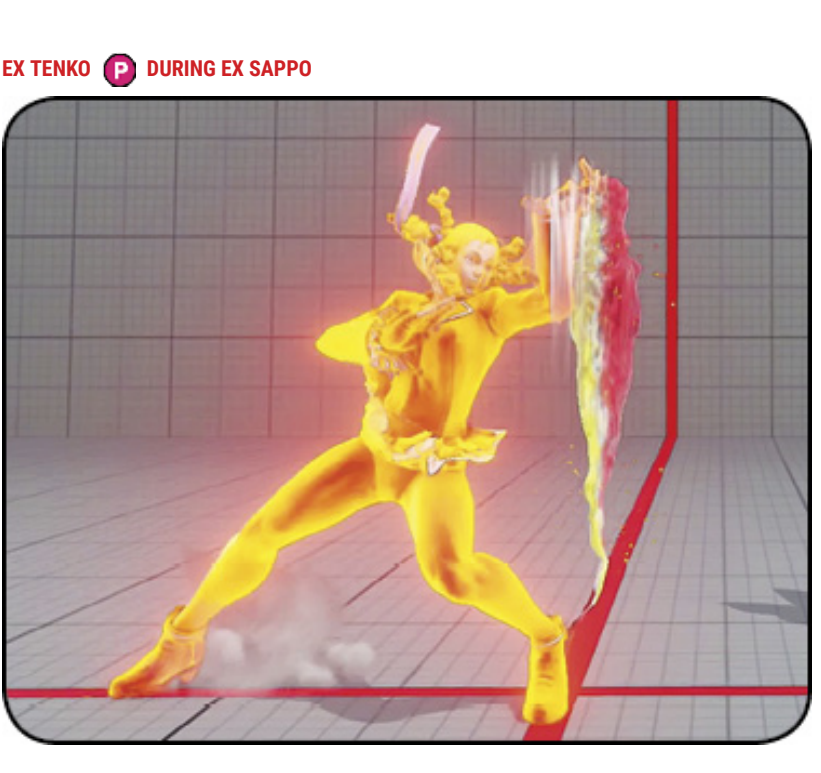


STARTUP	6
ACTIVE	4
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	0/50/25

NOTES

Launches foe

EX TENKO P DURING EX SAPPO



STARTUP	6
ACTIVE	4
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-7
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120
STUN	150
METER GAIN	0

NOTES

Launches foe

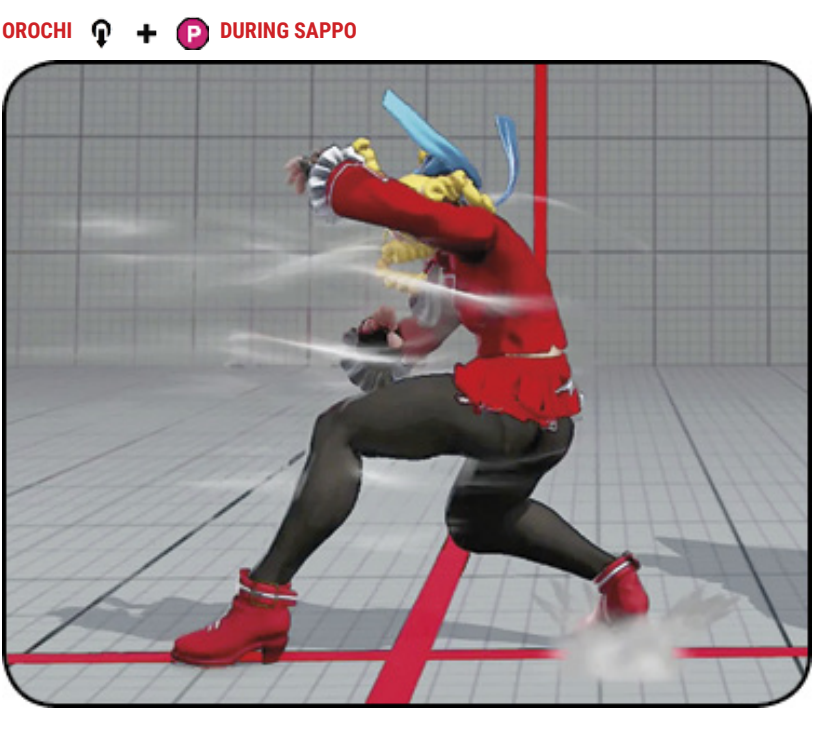
Tenko: Karin's dashing uppercut punch launches whomever it strikes into a jugglable flipping knockdown. You execute Tenko by pressing P during her Sappo command dash, Kanzuki-Ryu Hokojutsu etc. From a non-EX Sappo dash, there are two versions of Tenko that you can perform, depending on when you input P. Press P within three frames of finishing the + K input for the "Just Frame" Tenko. (Although it's not really a "just," or frame-perfect, input because it's a three-frame window, much easier than kara cancels or plinks used to be in previous games.) If you wait more than three frames to input P, you'll get an inferior version of Tenko with slower startup, mediocre collision boxes, and less damage. You almost always want the "just" Tenko, which is expressed in combo notations later with an input of + K~P to highlight the speed required. (Exception: sometimes doing Sappo into late Tenko so that there's a gap can bait foes into sticking moves out, getting themselves launched in the process; this is a higher-stakes version of doing Sappo into delayed Orochi.)

You really want to be able to do the better version of Tenko on command, so train as much as necessary. In practice, it's fairly easy to do consistently on a joystick with an input of LK~LP, drumming the buttons as if you meant to throw but just barely messed up the input, hitting LK slightly earlier. By inputting P within three frames, you'll produce a Tenko that strikes in seven to 10 frames (seven with the best possible input, 10 with the slowest input that still qualifies for the Just Frame Tenko version). If you wait until the fourth frame, normal Tenko won't hit until the 13th frame after Sappo begins. Just Frame Tenko advances forward about half a body length, and Karin's head lacks a hurtbox (making it invincible) during active frames. Therefore, it can function as an anti-air that potentially leads to a juggle (see **Combo 12**) against jump-ins that aren't directly on top of Karin.

From EX Sappo, EX Tenko is even lower-profile than Just Frame Tenko and hits earliest in eight frames. As with normal Sappo into Tenko, you'll almost always want a fast input over a slow one, so again, you'll see it listed here as + K K~P. Note that the projectile-invincibility of EX Sappo disappears the instant you initiate EX Tenko. EX Tenko has increased damage, stun, and juggle potential over normal versions of Tenko and is both a good juggle starter and juggle extender. It's also a little bit safer if guarded than the normal versions, though every version of Tenko can be punished when blocked.

Just Frame Tenko is great in hit-confirm combos to pop opponents up in position for LK Mujinkyaku juggles, while EX Tenko can keep the juggle going after Mujinkyaku and can even juggle into itself, meter permitting.

OROCHI + P DURING SAPPO

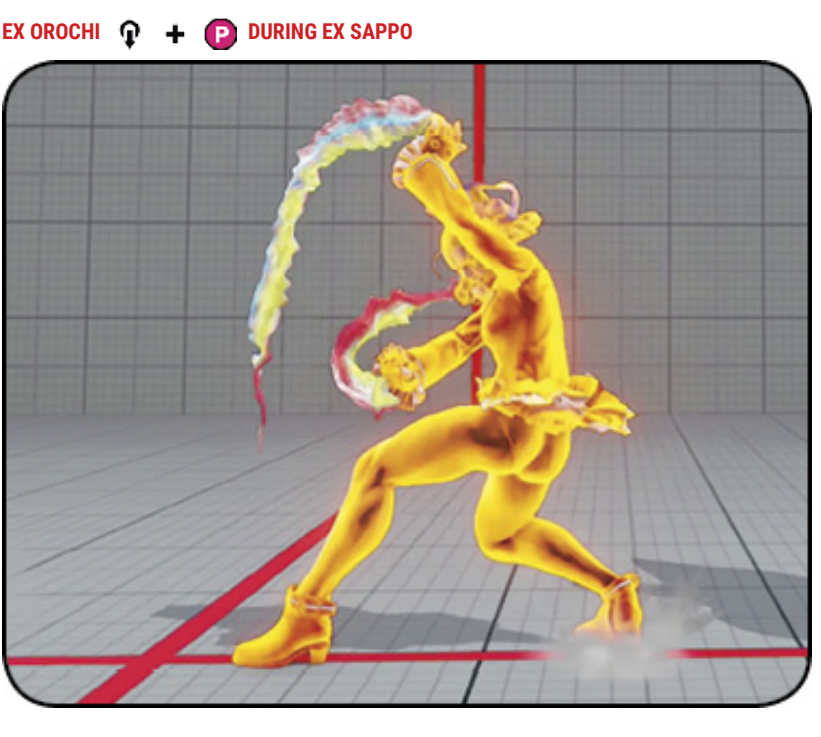


STARTUP	11
ACTIVE	4
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	90
STUN	150
METER GAIN	10/40/20

NOTES

Frames 3-14 projectile invincible

EX OROCHI + P DURING EX SAPPO



STARTUP	12
ACTIVE	4
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-7
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	0

NOTES

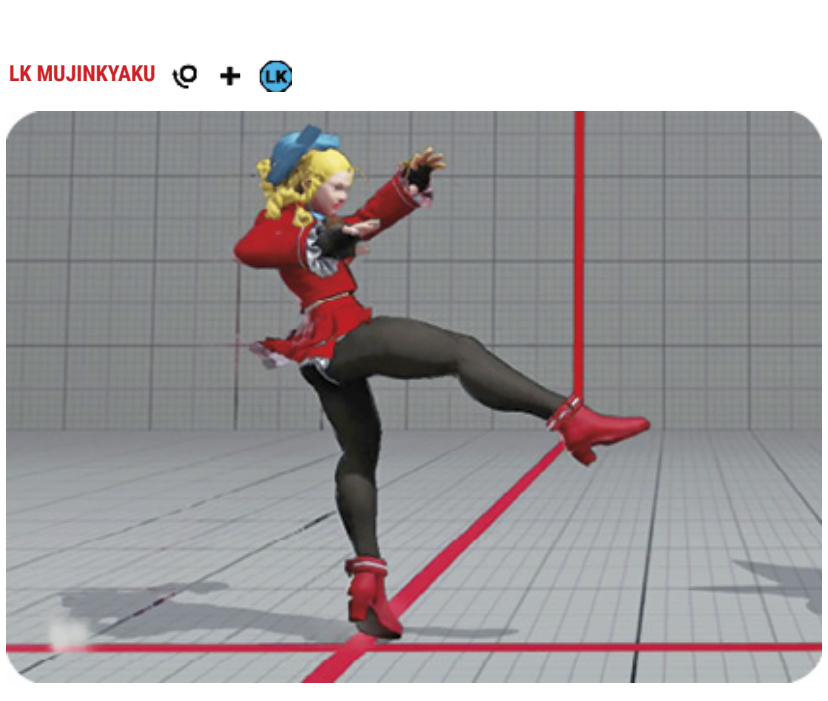
Causes combo-able crumple state

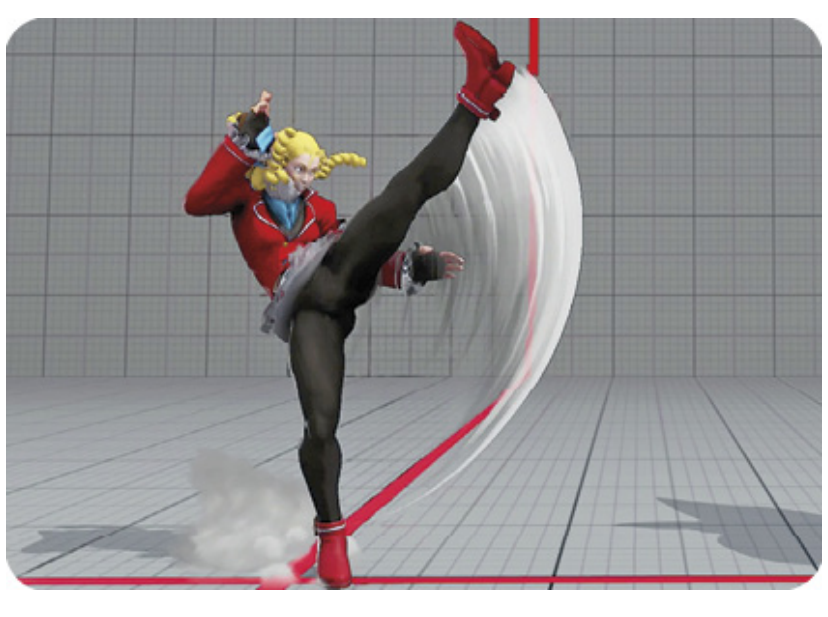
Orochi: An alternative to Tenko from the Sappo dash, for Orochi, Karin throws her back and shoulder into a full-on body check. When guarded, Orochi leaves Karin safe at -2 disadvantage. In comparison, a blocked Tenko will virtually always lead to reprisal. To check the opponent's low guard, you'll have to rely on crouching MK canceled into Karin's specials, but both Tenko and Mujinkyaku can get you punished on block. That's where Orochi comes in. It doesn't offer the follow-up possibilities of the other specials, but it does offer relative safety.

While there isn't a "just frame" version of Orochi, you can perform Orochi with two general timings, early and late. You'll usually want early timing, pressing + P instantly after your + K input. This will make Orochi combo when you cancel into it quickly from pokes like crouching MK, standing MP, and standing HP. You can also use the quick version of Orochi as a juggle after Tenko, which does more damage than other options but gives up post-knockdown potential. However, as a change-up to "instant" Orochi timing, you can cancel into Orochi late during Sappo dash, which may coax opponents to stick something out into the gap between your blocked poke and Karin's delayed shoulder special. Feeding them a poke canceled into delayed Orochi a few times as a counter-hit setup can stop them from reacting to the Sappo dash at all. This gives you openings to simply cancel pokes into a Sappo dash and then stage a throw/frame trap mix-up upon recovery.

EX Orochi is performed with + P after + K K and leads to a more powerful shoulder attack that crumples on hit while dealing more damage and stun. This crumple is similar to a charged Focus Attack in *Street Fighter IV*, and it makes EX Orochi Karin's best one-bar combo extender from an assured hit. (The best ratio of ease to reward from an EX Orochi crumple is to simply use HK Mujinkyaku.) Note that EX Orochi isn't relatively safe on guard, unlike the normal version.

LK MUJINKYAKU + LK



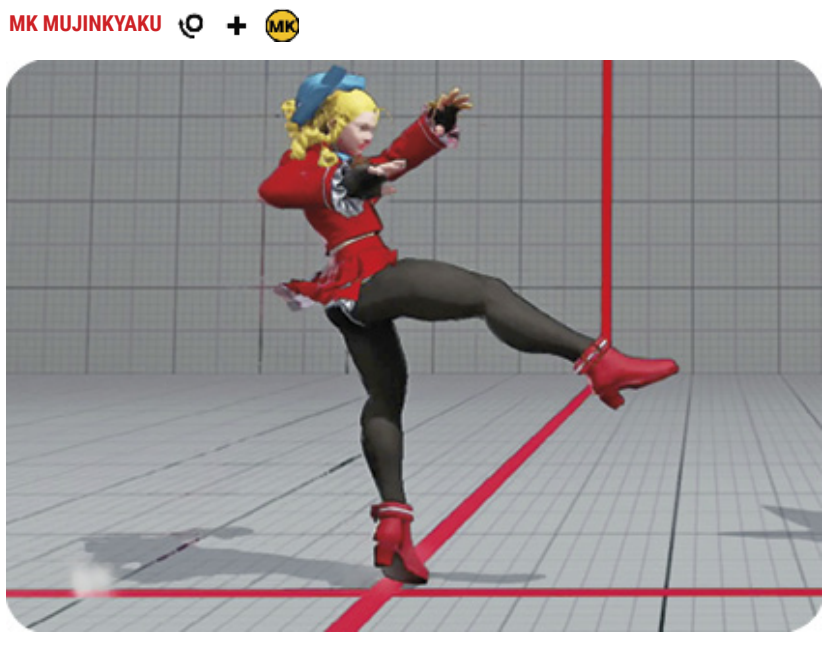


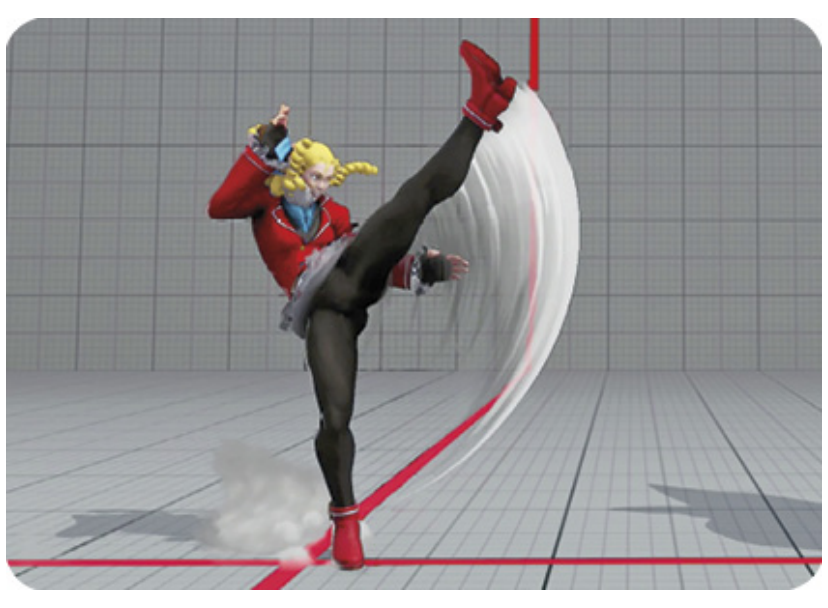
STARTUP	11
ACTIVE	3/3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-5
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	70(30+40)
STUN	100(50+50)
METER GAIN	10/20(10+10)/10(5+5)

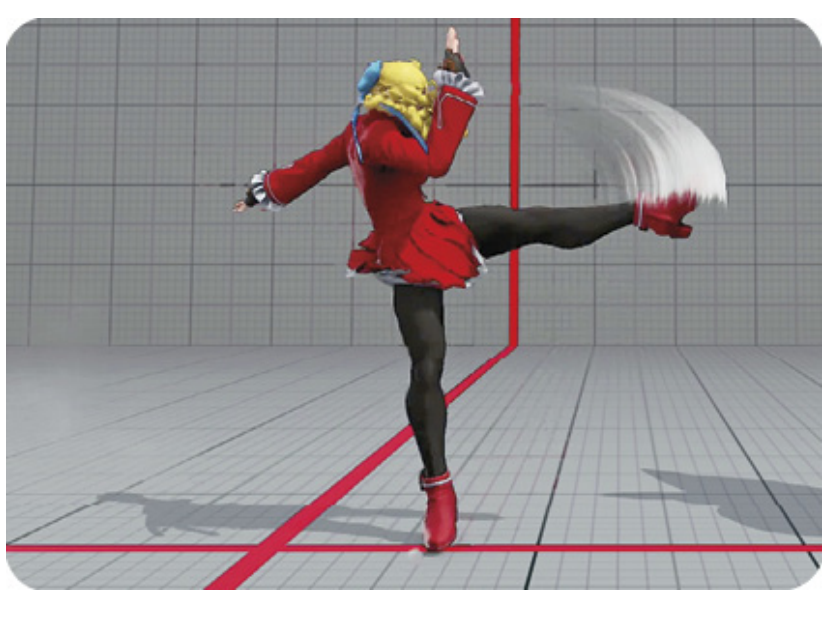
NOTES

First hit forces standing

MK MUJINKYAKU + MK





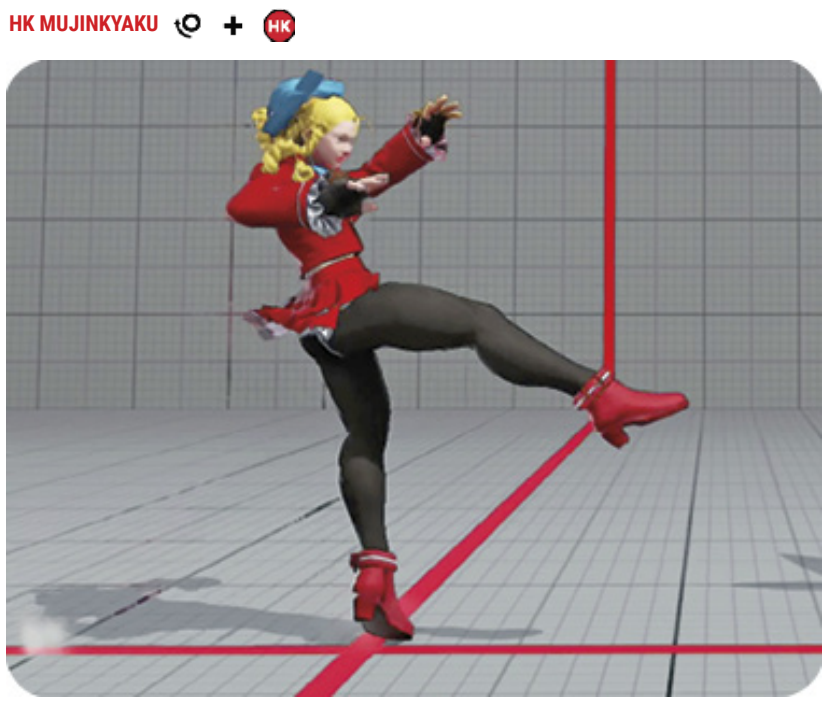


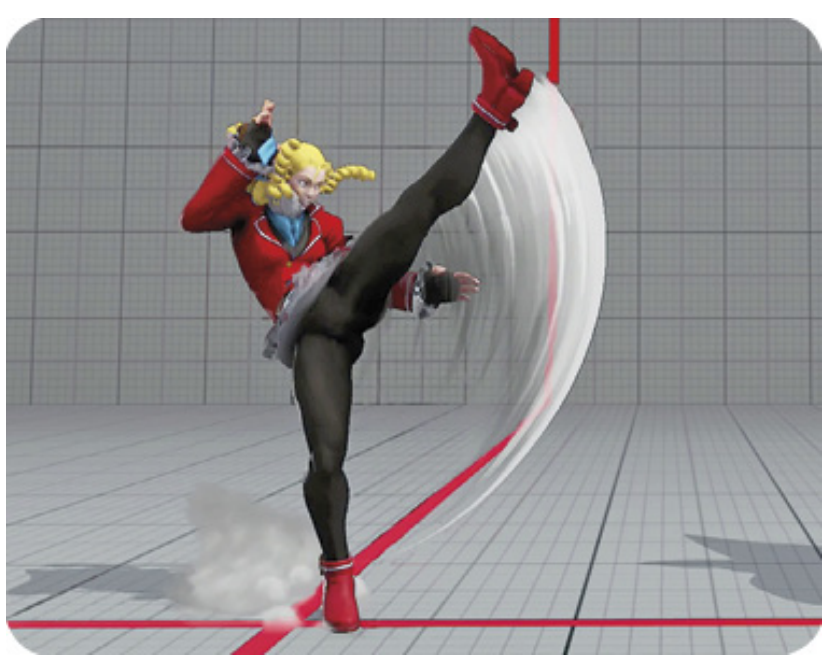
STARTUP	11Second: 49
ACTIVE	3/3/2
RECOVERY	23
GUARD LEVEL	HL/H
ON HIT	2
ON GUARD	-6
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA (first hits only)
DAMAGE	70(30+40) Second: 90
STUN	90(50+40) Second: 150
METER GAIN	10/20(10+10)/10(5+5) Second: 20/10

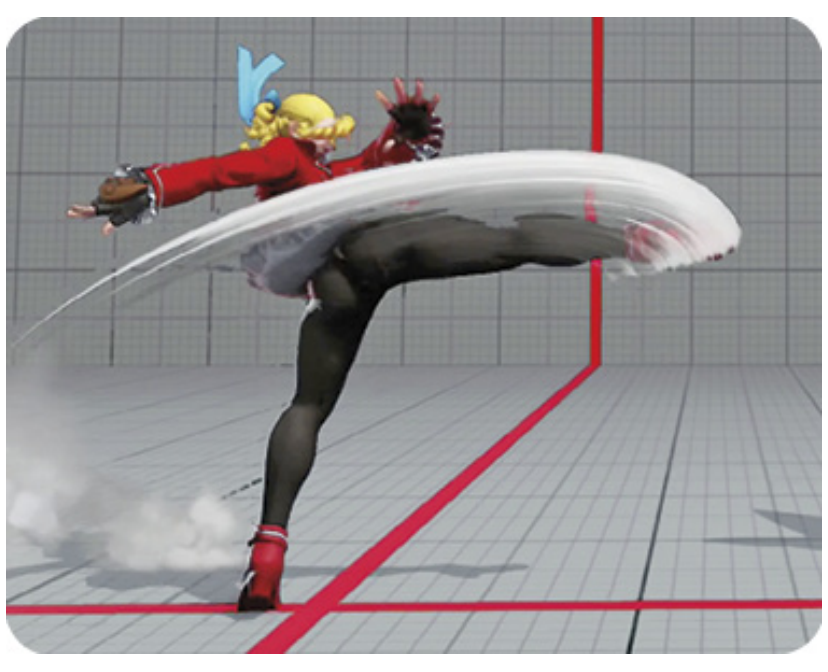
NOTES

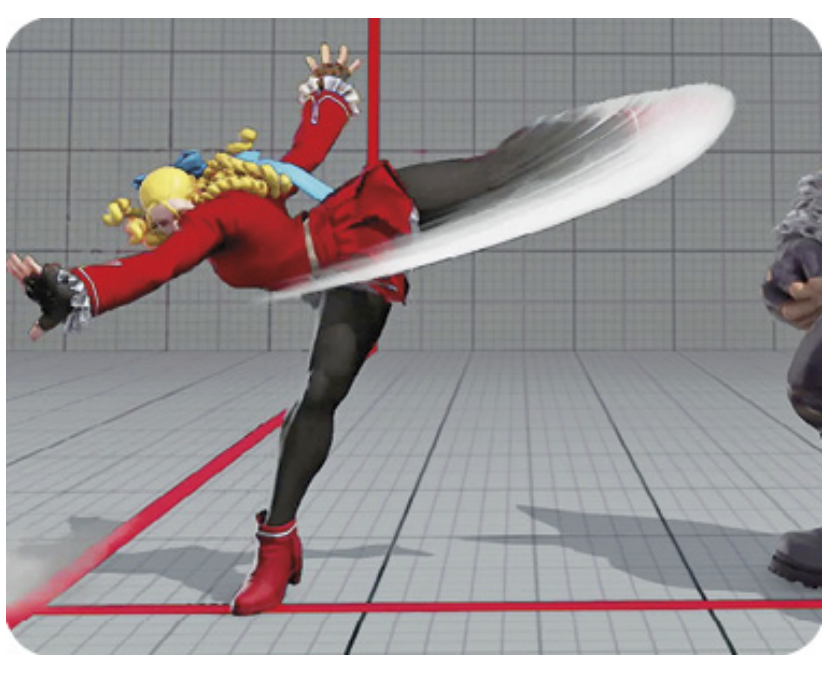
First hit forces standing; third hit crushes low attacks

HK MUJINKYAKU + HK







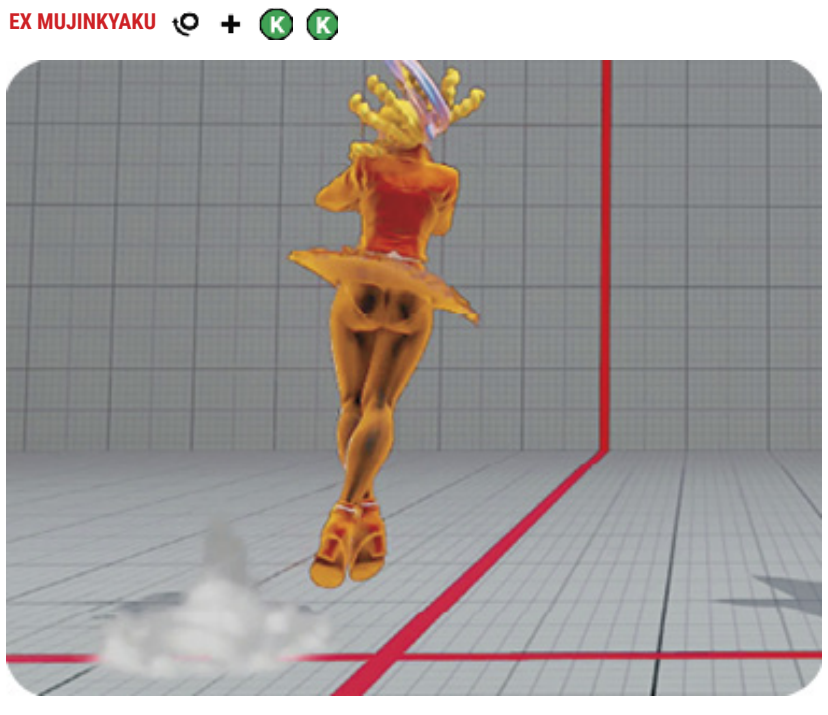


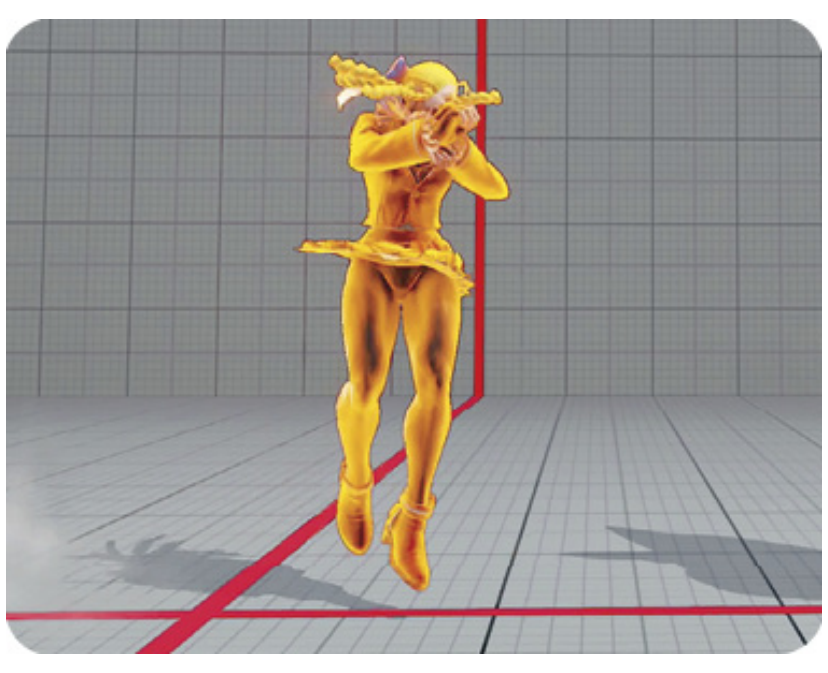
STARTUP	13
ACTIVE	3/3/3/3
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-15
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120 (30+40+25+25)
STUN	180 (50+40+30+60)
METER GAIN	10/60(10+10+20+20)/30(5+5+10+10)

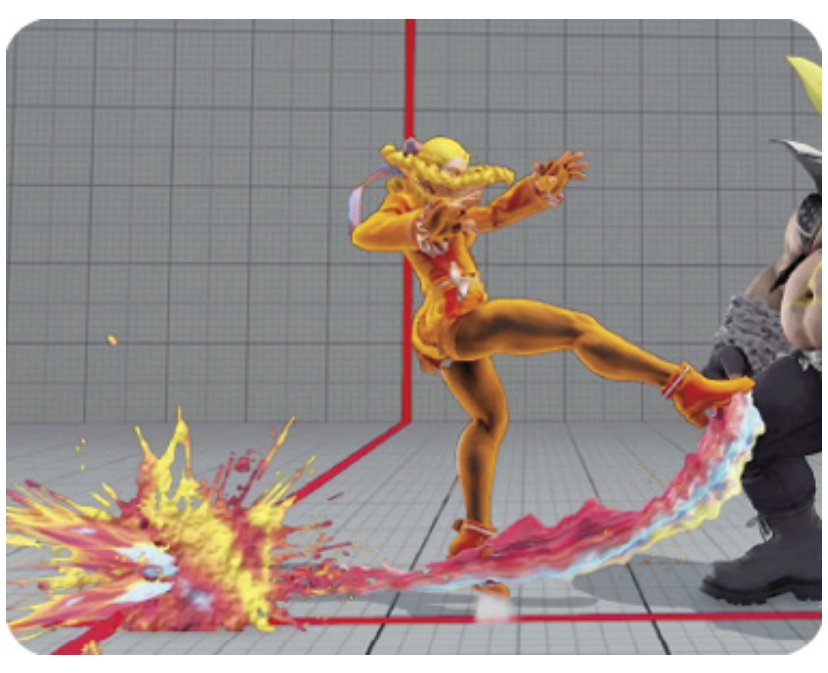
NOTES

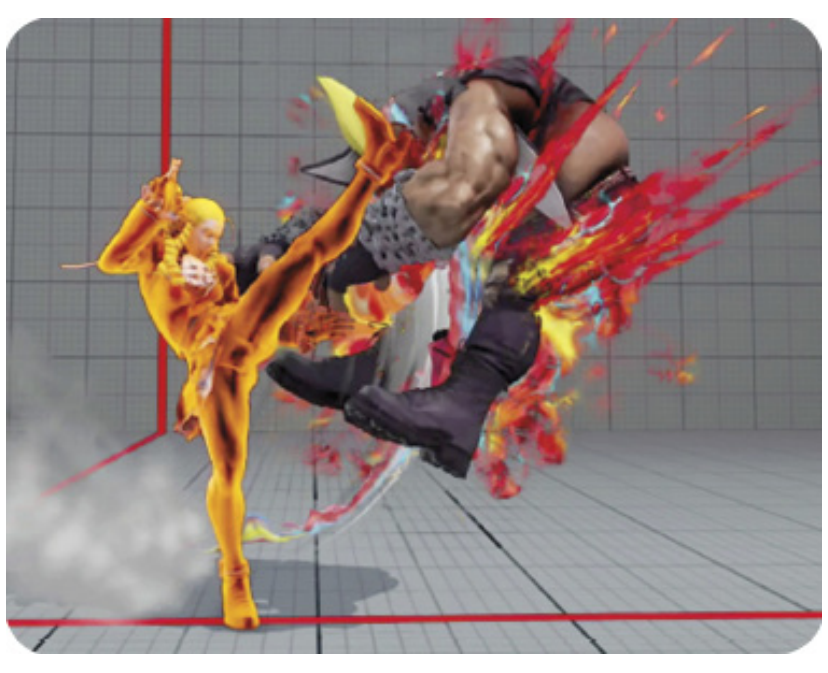
First hit forces standing

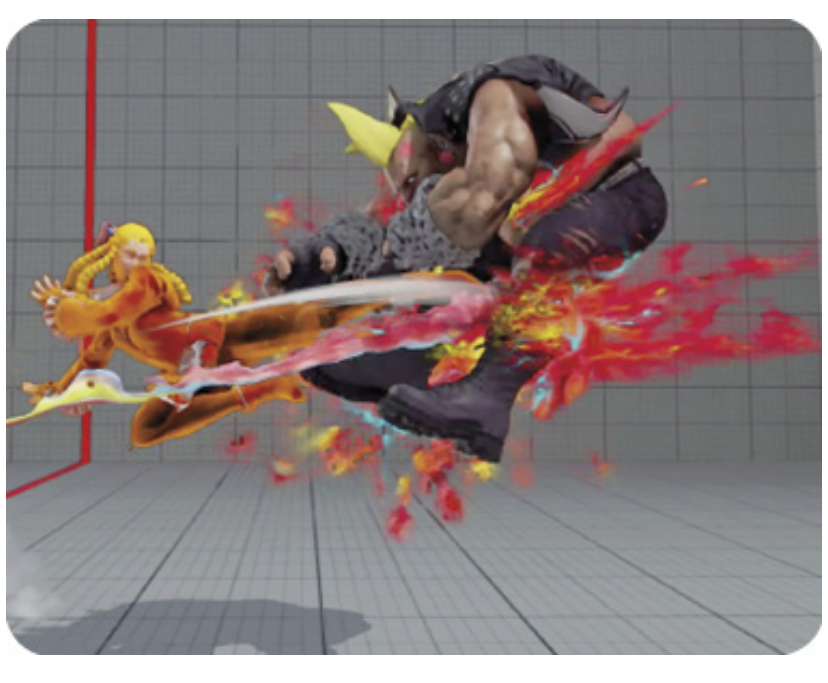
EX MUJINKYAKU + K K











STARTUP	8
ACTIVE	2/2/3
RECOVERY	17 (5): 14 + 21 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	150(15+15+30+30+60)
STUN	200
METER GAIN	-300

NOTES

Frames 5-18 lower body invincible

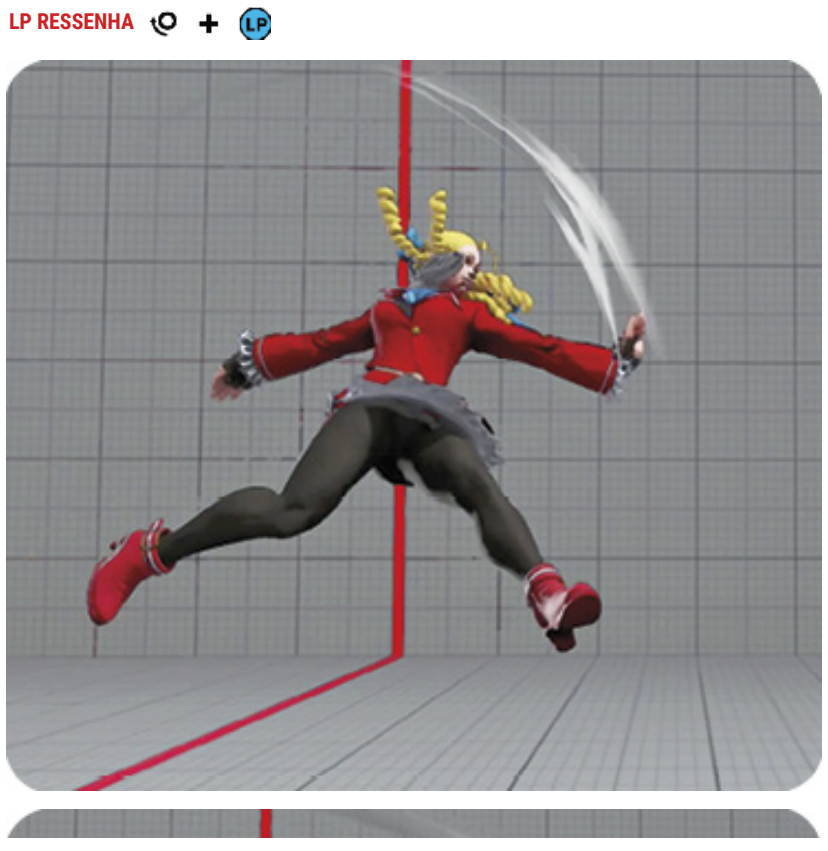
Mujinkyaku: Karin's upward double-kick and follow-ups. LK Mujinkyaku is a two-hit double kick starting with a mid-hitting shin kick that leads into a launching kick with a very large hitbox that extends well outside of Karin's hurtbox laterally. The initial shin kick doesn't share this high priority and doesn't actually hit as far as Karin's foot. So, its primary uses are to end juggles with aggressive advantage and as an occasional low-checking two-in-one from crouching MK (see **Combo 1**). When canceling from crouching MK to LK Mujinkyaku, start closer than crouching forward's max range; canceling from max crouching MK range will result in the second hit of Mujinkyaku whiffing, leaving Karin extra vulnerable. If both hits are blocked, Karin is at -5. This makes the move essentially off-limits in certain matchups where characters can respond with a five-frame or better reversal on block, like against Ryu, Ken, Necalli, Zangief, or EX-loaded Chun-Li. But in other matchups (and depending on your opponent's reactions), this tactic is important for making foes nervous in Karin's footsie range. That gives her the power to simply walk, dash, or Sappo dash forward into close range when the challenger is passively waiting to block low pokes.

MK Mujinkyaku begins with a two-hit kick like the LK version. This behaves the same as the LK version, but after the "up kicks," Karin proceeds into a whirling, low-crushing overhead attack that's sort of like Tsumujigari (+ MK) but with a much higher-priority kick. For the overhead finisher on MK Mujinkyaku, Karin's whole leg extends forward without a hurtbox, so this will beat most non-invincible attacks. Hitting with crouching MK XO LK Mujinkyaku and then poking immediately with crouching MK again will check enemies low; check them high with crouching MK XO MK Mujinkyaku. Deploying mix-ups between LK and MK Mujinkyaku in your ground game can vary wildly in effectiveness depending on your foe's reactions and their character's capabilities, so adjust accordingly. Whether they're suited to the footsies of the current situation or not, these moves will always be important in Karin's juggle combos.

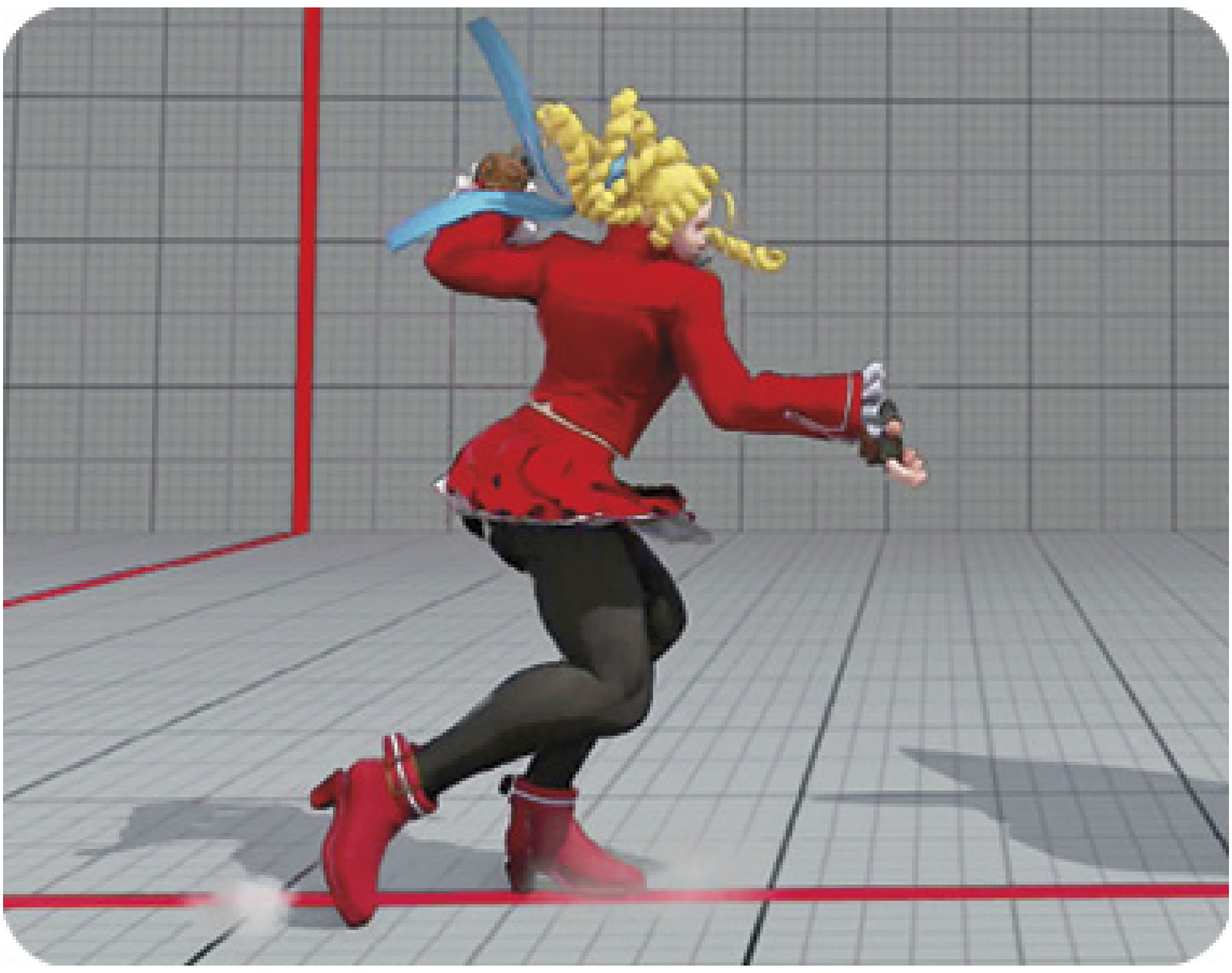
HK Mujinkyaku follows up the initial two-hit double-kick with two roundhouse kicks that knock down. This is a good combo extender after the crumple caused by EX Orochi. HK Mujinkyaku's initial "up kicks" also have more juggle potential than the LK or MK versions do; you can actually juggle with LK Mujinkyaku, then (if Karin's close enough) immediately juggle with HK Mujinkyaku. Only the rising kicks portion will juggle, and then Karin's finishing roundhouse kicks will whiff, making this dangerous against quick-risers. The HK version isn't worth deploying in ground games while you're mixing up between ending crouching MK with the LK or MK version because Karin's left at -15 when blocked.

EX Mujinkyaku expends a stock of EX Gauge for a double-hitting, low-crushing spin into a launching double-kick. The hitboxes for hip-check hits of the initial spin extend a little bit outside of Karin's hurtbox; the hitboxes for both hits of the double-kick at the end extend invulnerably well outside of Karin's hurtbox and will beat out anything non-invincible around Karin's legs. It's a good choice in juggle situations where you're willing to spend EX Gauge to maximize damage. Examples include EX Tenko or EX Orochi into EX Mujinkyaku. With great hitboxes, relatively fast startup on low-crushing hits, and disadvantage of only -2 when guarded, EX Mujinkyaku can also be used as a kind of downgraded *Street Fighter IV* Rufus EX Messiah Kick, striking laterally quickly and with high priority when you get a good read on your foe's low mid-range pokes. This is edge-case use, though.

LP RESSENHA + LP

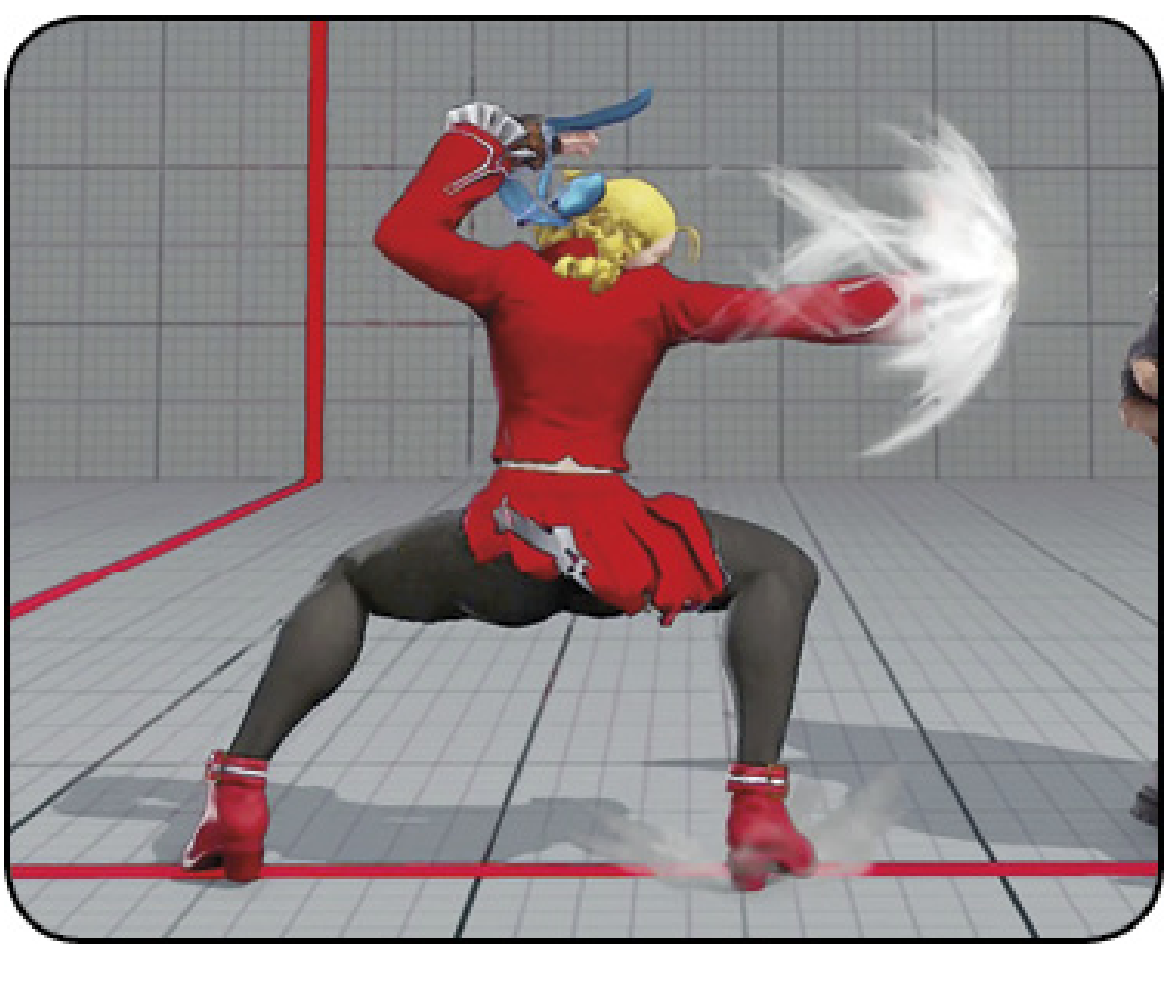


KANZUKI-RYU HADOROKUSHIKI HASHA NO KATA ↷ ↷ + P



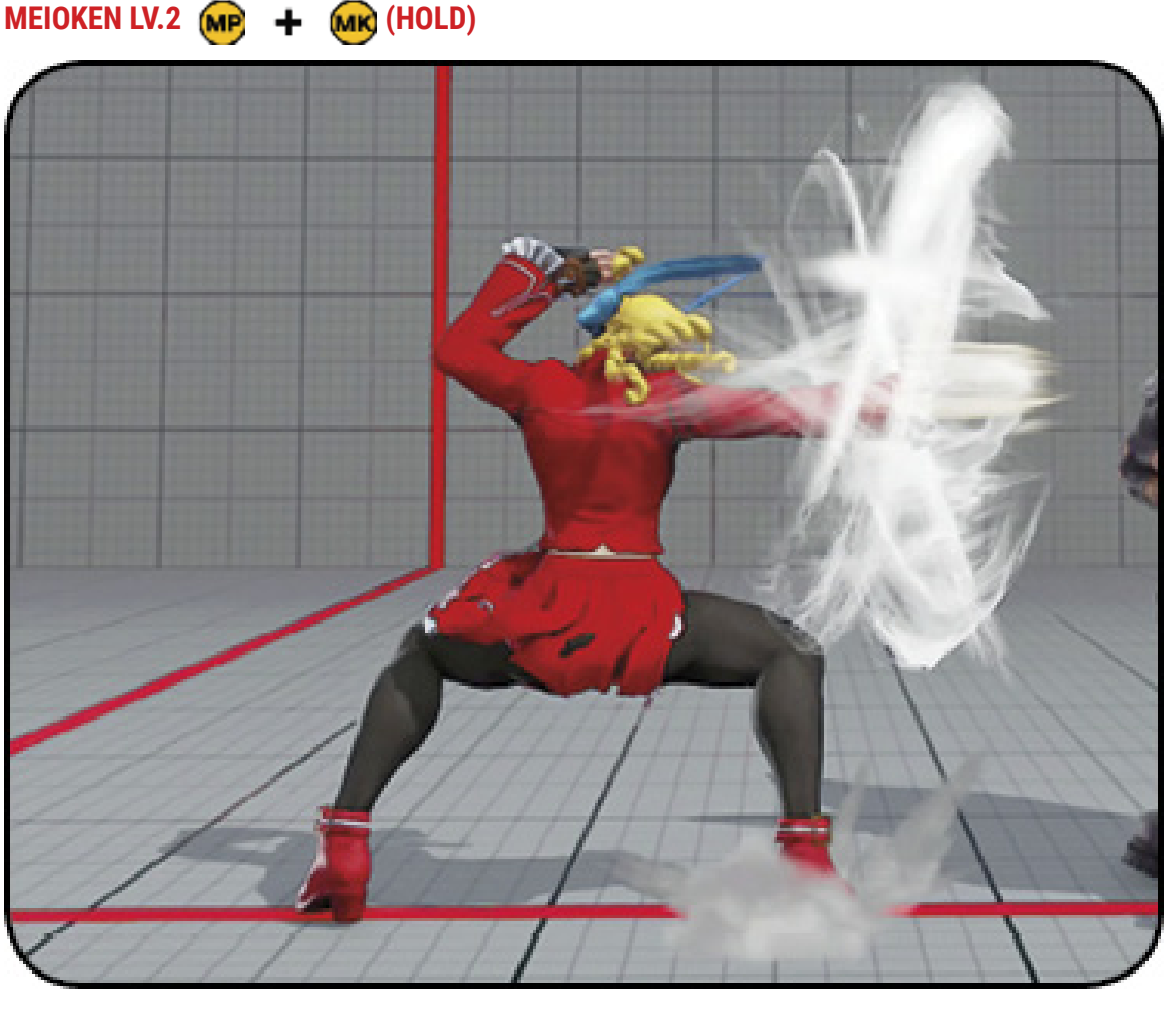
V-SKILL

MEIOKEN MP + MK



STARTUP	14
ACTIVE	5
RECOVERY	15
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-5
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	D
VTX GUARD	2
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	V: 60/30

MEIOKEN LV.2 MP + MK (HOLD)

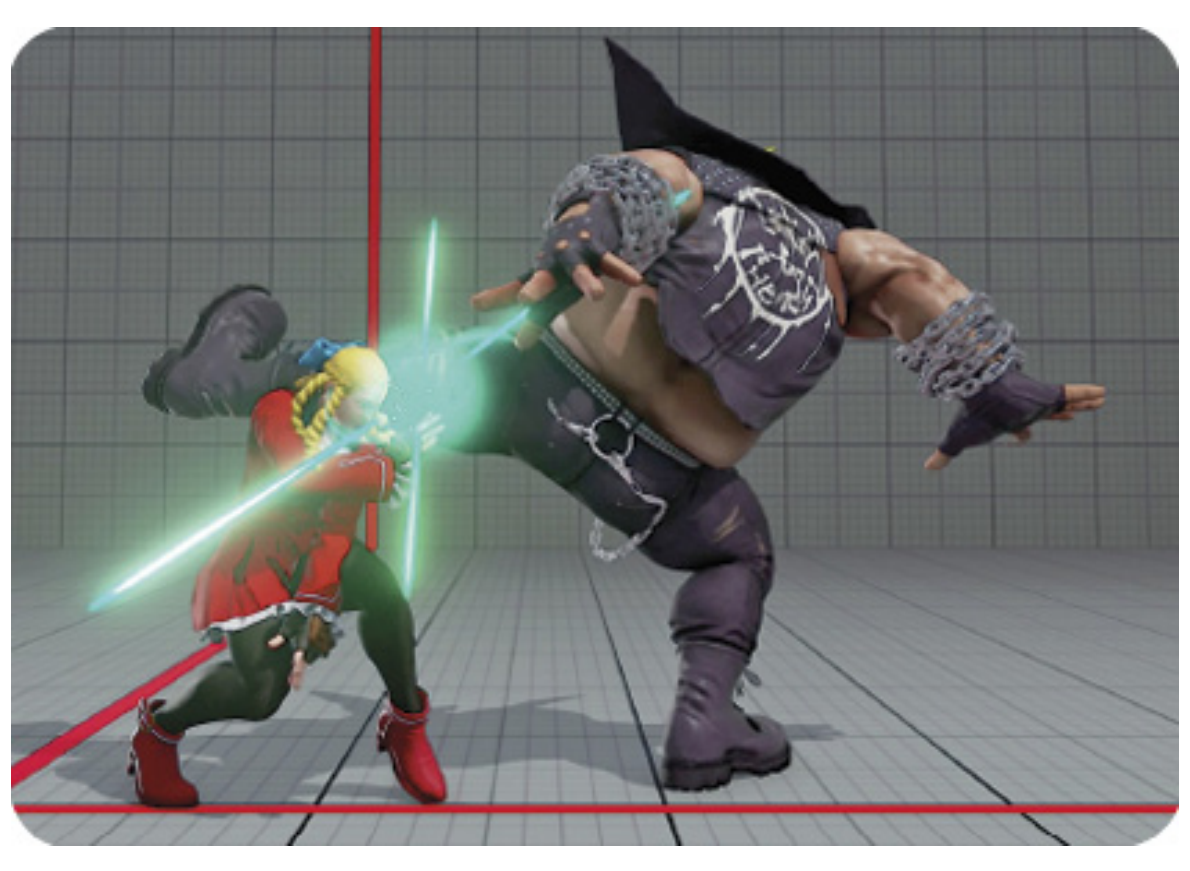


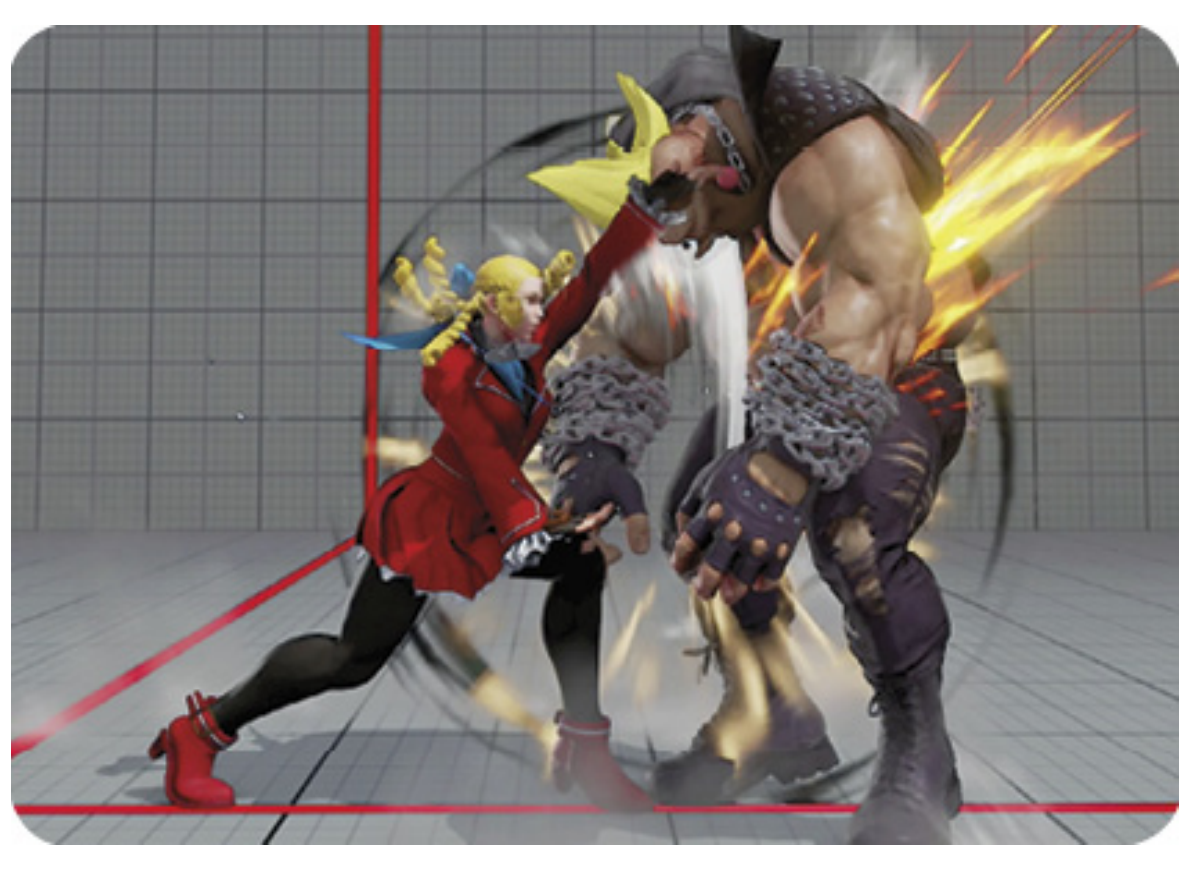
STARTUP	21
ACTIVE	5
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-1
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	D
VTX GUARD	15
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	V: 100/50

Meioken: Karin's V-Skill palm strike. She steps forward and cracks the air about a dash's distance in front of her with a projectile hitbox that extends past her vulnerable hand and into the disturbed air in front of it. Her hand and extended knee have vulnerable hurtboxes while striking, but these extended limbs are at least projectile-invincible, combining with her sound barrier-breaking projectile hitbox to help punch aside incoming fireballs. On hit, Meioken knocks the target down, giving you some V-Gauge and earning Karin corner push. There are two versions of Meioken, depending on if you tap MP + MK or hold them. Tap them for the quicker Meioken, which hits in 14 frames and leaves Karin at -5 if blocked (though this can be relatively safe from the tip, depending on your opponent's reach and resources). Hold them for lv.2 Meioken, which hits in 21 frames for a bit more damage, stun, and V-Gauge gain and is safe on block (-1). Lv.2 Meioken's projectile hitbox is also a bit taller and farther-reaching, as evidenced by the larger wind disturbance produced. You can use lv.2 Meioken as a powerful poke from mid range, aimed to hit with the wind effect in front of Karin's hand. On block, canceling from lv.2 Meioken to her Kanzuki-Ryu Guren No Kata V-Trigger is her strongest V-Trigger blockstring starter at +15. The quicker version of Meioken can serve as a deterring counter-point to attempts to beat the relatively slower charged version, but unless you expect to counter a projectile's startup, it's quicker and safer to use standing MK as a fast, long-reaching interruption move. Fast Meioken is also great for easy juggling after Tenko launches, sacrificing the positional advantage after juggling with Mujinkyaku instead for V-Gauge gain and juggle reach.

V-REVERSAL

YASHAGAESHI ← + P P P





STARTUP	15
ACTIVE	2
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	0
METER GAIN	V: -300

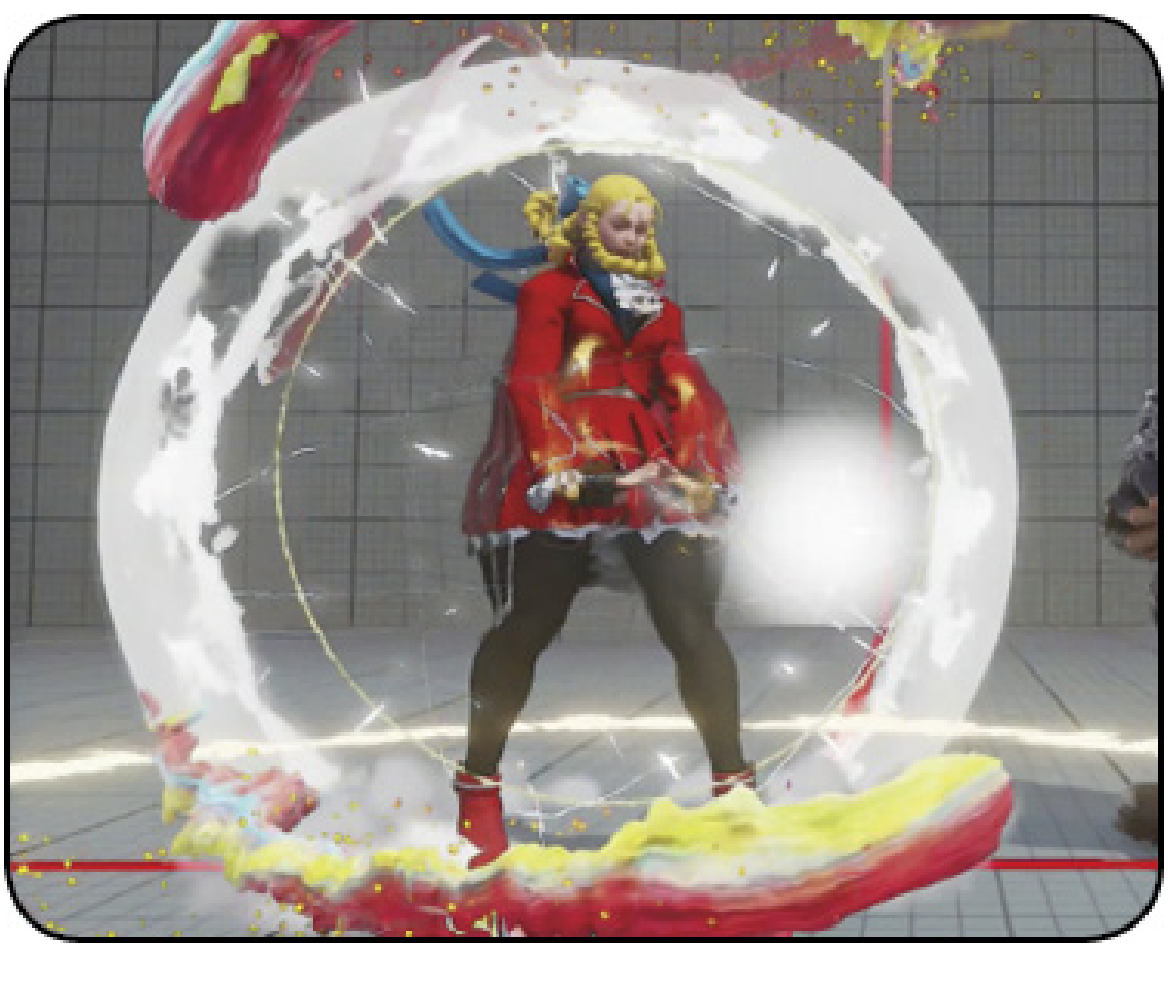
NOTES

Frames 1-30 strike and projectile invincible; recovers 200 of own stun

Yashagaeshi: Karin scissors her arms apart in front of her while strike and projectile-invincible, knocking down anyone who happens to be in the way. As a V-Reversal that knocks the victim down up close, this can be very useful for resetting tempo in your favor when playing Karin. This is especially true if you don't want to spend EX Gauge or risk whiffing using EX Ressenha defensively. As long as you use your first V-Reversal as soon as you get the stock, you'll almost certainly still get enough V-Gauge to use V-Trigger before the current round ends. Karin is a momentum-based offensive character, so it can be worth taking back control whenever possible.

V-TRIGGER

KANZUKI-RYU GUREN NO KATA HP + HK



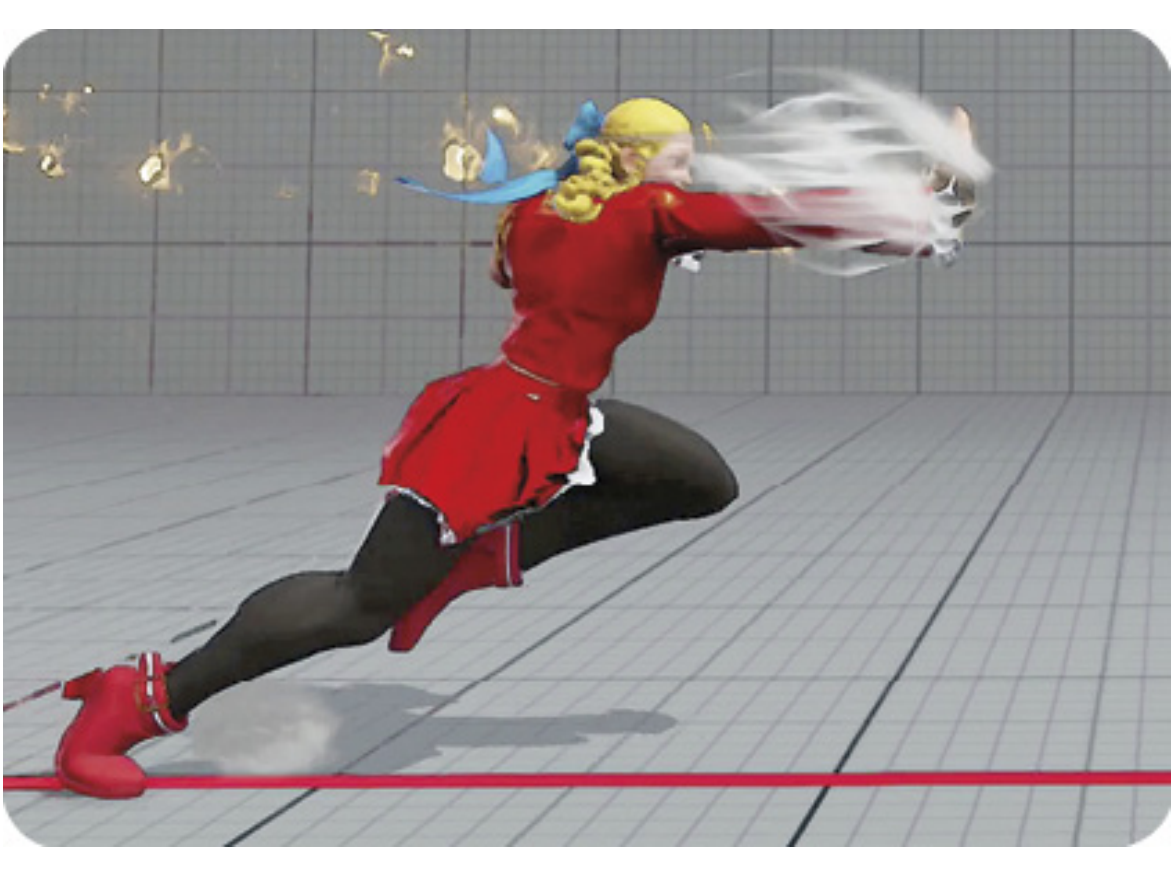
STARTUP	1
ACTIVE	0
RECOVERY	4
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V: -600

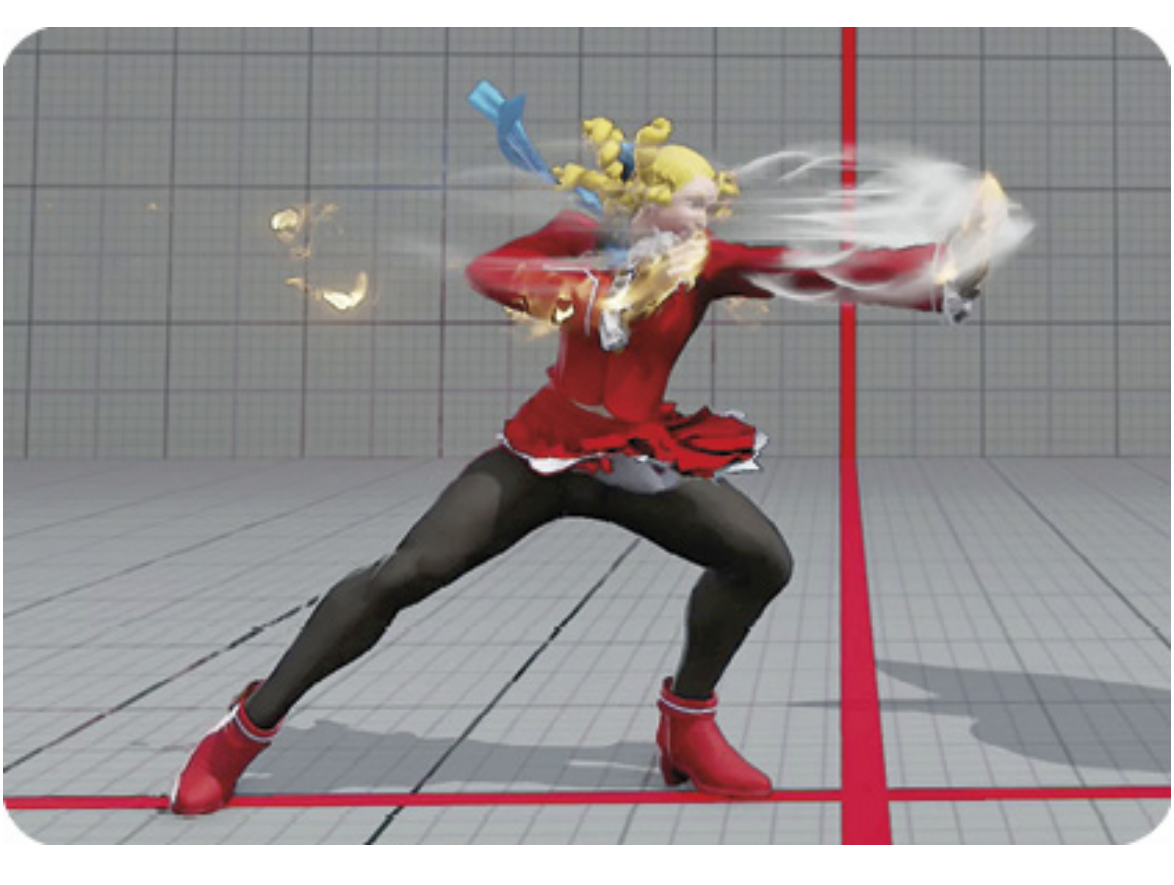
NOTES

Frame consumption of Guren moves; duration of 2000 frames; Guren Ken consumes 300 frames; Guren Kyoho consumes 500 frames

Kanzuki-Ryu Guren No Kata: Karin briefly glows and the screen freezes, signaling her powered-up state, and she then gains access to a new special move that leads into amplified versions of all her other specials. This state lasts for 2000 frames, depleting slowly. (An extra 300 frames are consumed each time you use Guren Ken; 500 frames are consumed for using Guren Kyoho; frames are not consumed for using specials branching from Guren Ken.) With ↷ + P during V-Trigger, you'll execute her Guren Ken double-punch. This special move can be canceled into a whole suite of powered-up specials, so vast mix-up and combo potential is built right into Kanzuki-Ryu Guren No Kata. You can also use the initial activation to enhance a single hit-check, letting you safely fish for a combo up close with standing HP or HK xx HP + HK.

GUREN KEN ↷ + P





STARTUP	12, 21
ACTIVE	4
RECOVERY	18
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-6
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	80(40+40)
STUN	80(40+40)
METER GAIN	5/40/20

NOTES

Consumes 300 frames of V-Trigger duration

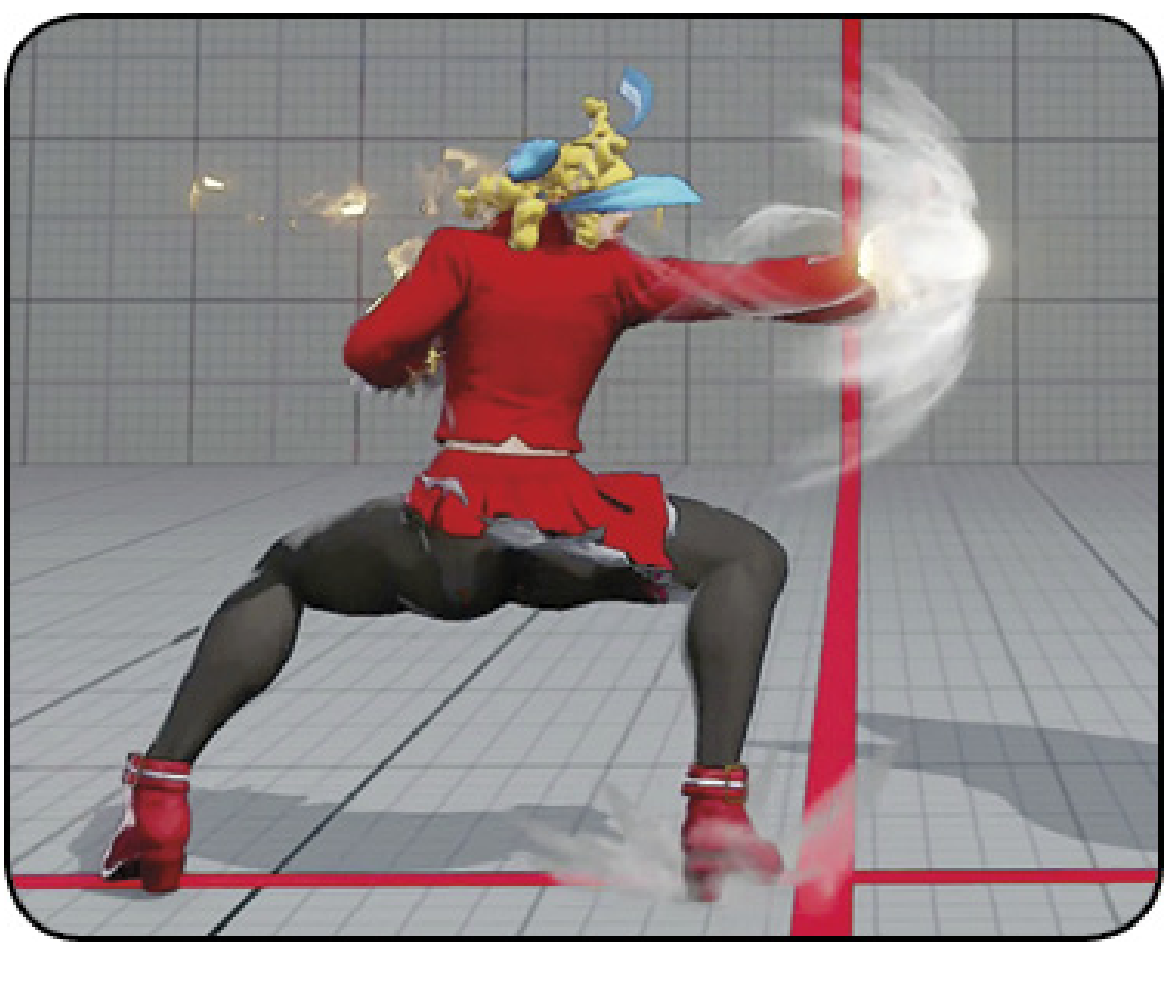
Guren Ken: A forward-lunging two-hit punch. Like with Meioken, Karin's extended arm and knee are strike-vulnerable but projectile-invulnerable, and her punches have projectile hitboxes. The invincible portion extending in front of her hand is even farther-reaching than with Meioken. With various inputs during Guren Ken, you'll make Karin proceed to one of her follow-ups. Performing Guren Ken without transitioning to a follow-up move leaves Karin at -6 when guarded, a punishable disadvantage. On block, you'll usually at least want to end relatively safely with ↓ + P Guren Chochu (+1 blocked).

DEVELOPER NOTES

To be effective with Karin requires you to play a bit offensive, but intelligently as well. She has a lot of attacks that move her forward, allowing her to punish whiffed attacks from distance and also keep up the pressure. If these attacks are done too close, or you become too predictable, you just might be punished severely.

—Peter Rosas, Associate Producer

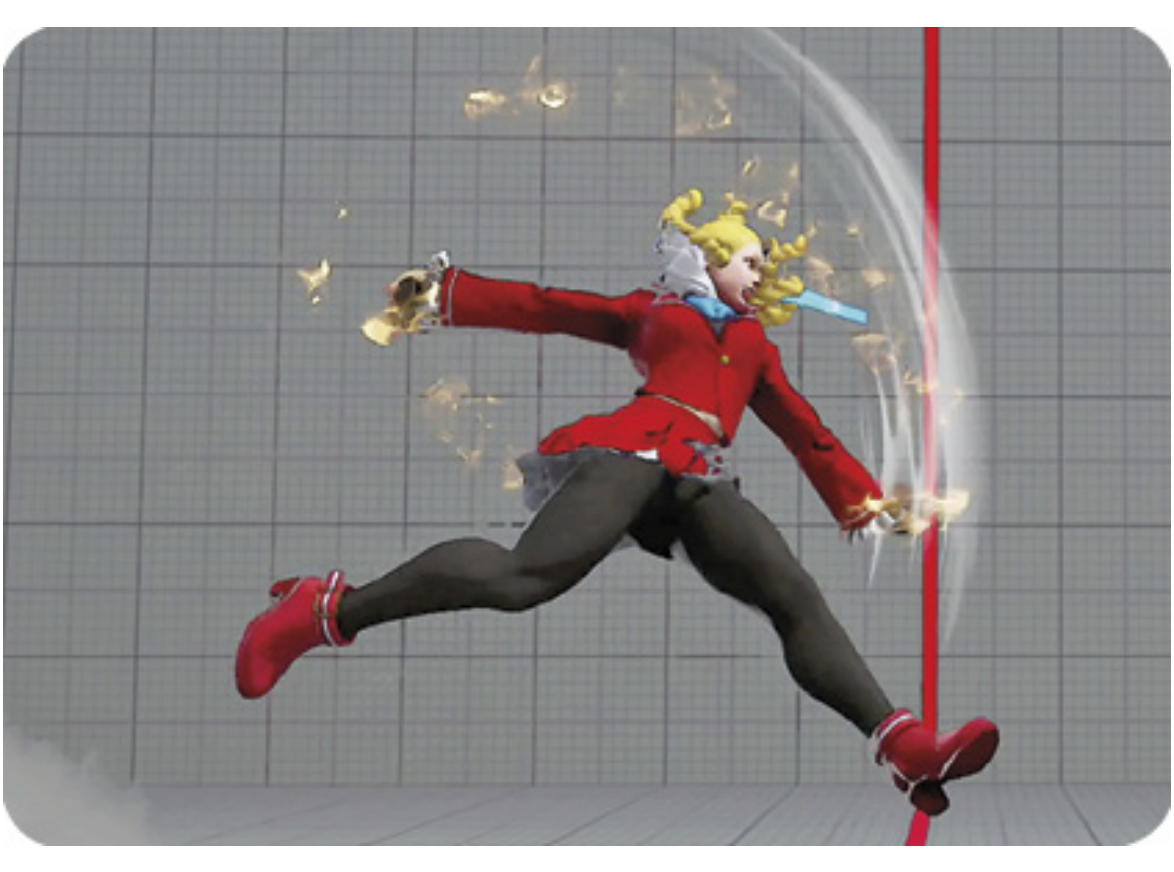
GUREN HOSHO P DURING GUREN KEN

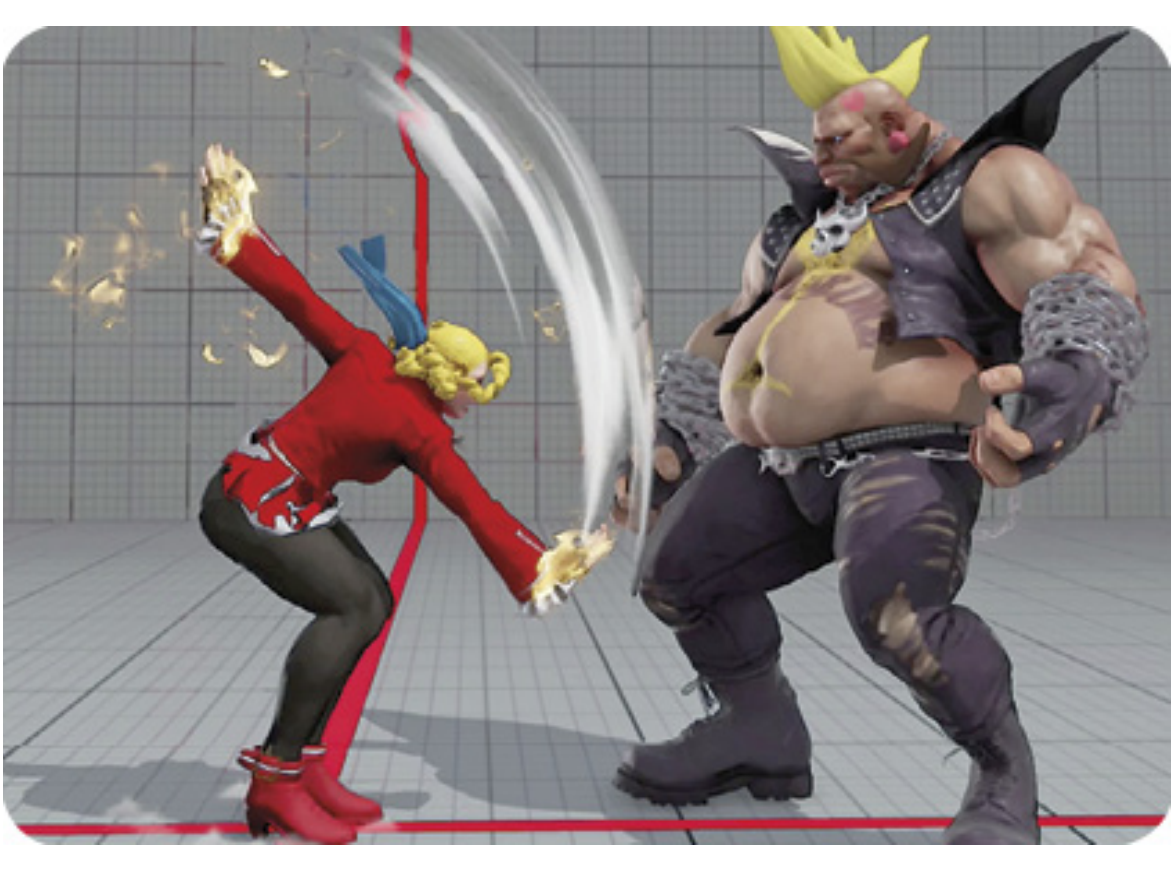


STARTUP	13
ACTIVE	4
RECOVERY	32
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	90
STUN	100
METER GAIN	5/50/25

Guren Hosho: This adds a third hit to the Guren Ken double-punch. It knocks down targets with an attack that looks just like Meioken but lacks the anti-projectile properties; this is just a normal strike hitbox here. On block, it's -9, so it's unsuitable for continued pressure when Guren Ken is guarded. For easy hit-confirm combos during Kanzuki-Ryu Guren No Kata, you can cancel into Guren Ken from starters like crouching MK, standing LK x2, or crouching MP xx standing MP, then input P for Guren Hosho if it's hitting, or ↓ + P for Guren Chochu if it's blocked. Guren Hosho also easily ends any juggle after Tenko launches.

GUREN SENHA ↑ + P DURING GUREN KEN

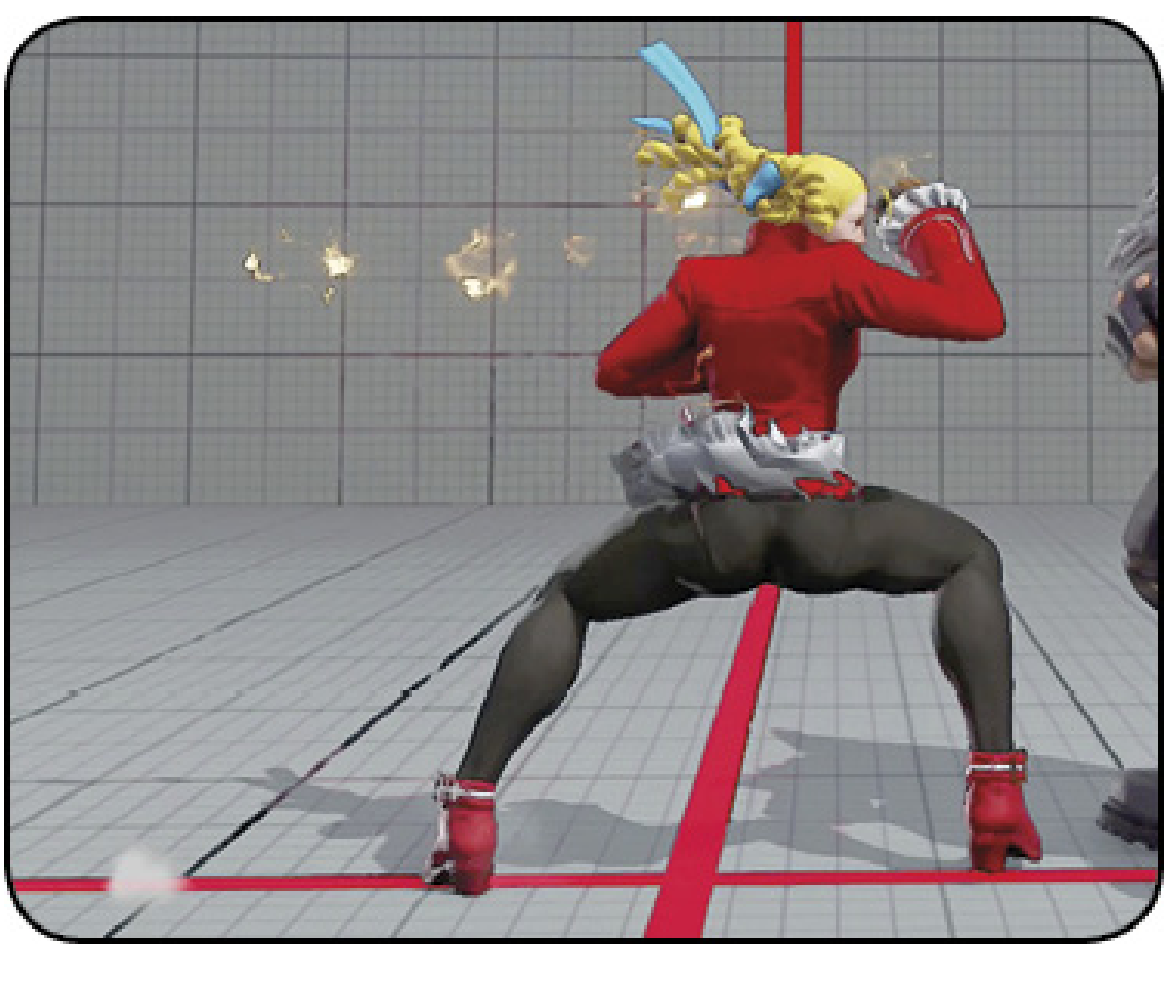




STARTUP	First: 16 Second: 26
ACTIVE	First: 2 Second: 3
RECOVERY	19
GUARD LEVEL	H
ON HIT	4
ON GUARD	-6
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	First: 30 Second: 70
STUN	First: 50 Second: 100
METER GAIN	5 + First: 20/10 Second: 40/20

Guren Senha: This attack greatly resembles Ressenha but is superior, with wheel punches that extend forward past Karin's vulnerable hurtbox and force the opponent to guard standing. If they eat Guren Senha, you can link afterward with four-frame attacks, giving Karin confirmable combos from a tricky overhead during V-Trigger (see **Combo 4**). Like most overheads, this is -6 when blocked, but it's still worth going for thanks to the payoff when you're successful. Since adversaries must respect Guren Senha as an overhead from Guren Ken, they can't just rely on crouching block like they can against Karin's normal mix-up between Senha Resshu high throw vs. Senha Kusabi low slide; they must think about being ready to guard high. Guren Resshu then becomes a real threat against foes who plan to just block standing against a potential overhead.

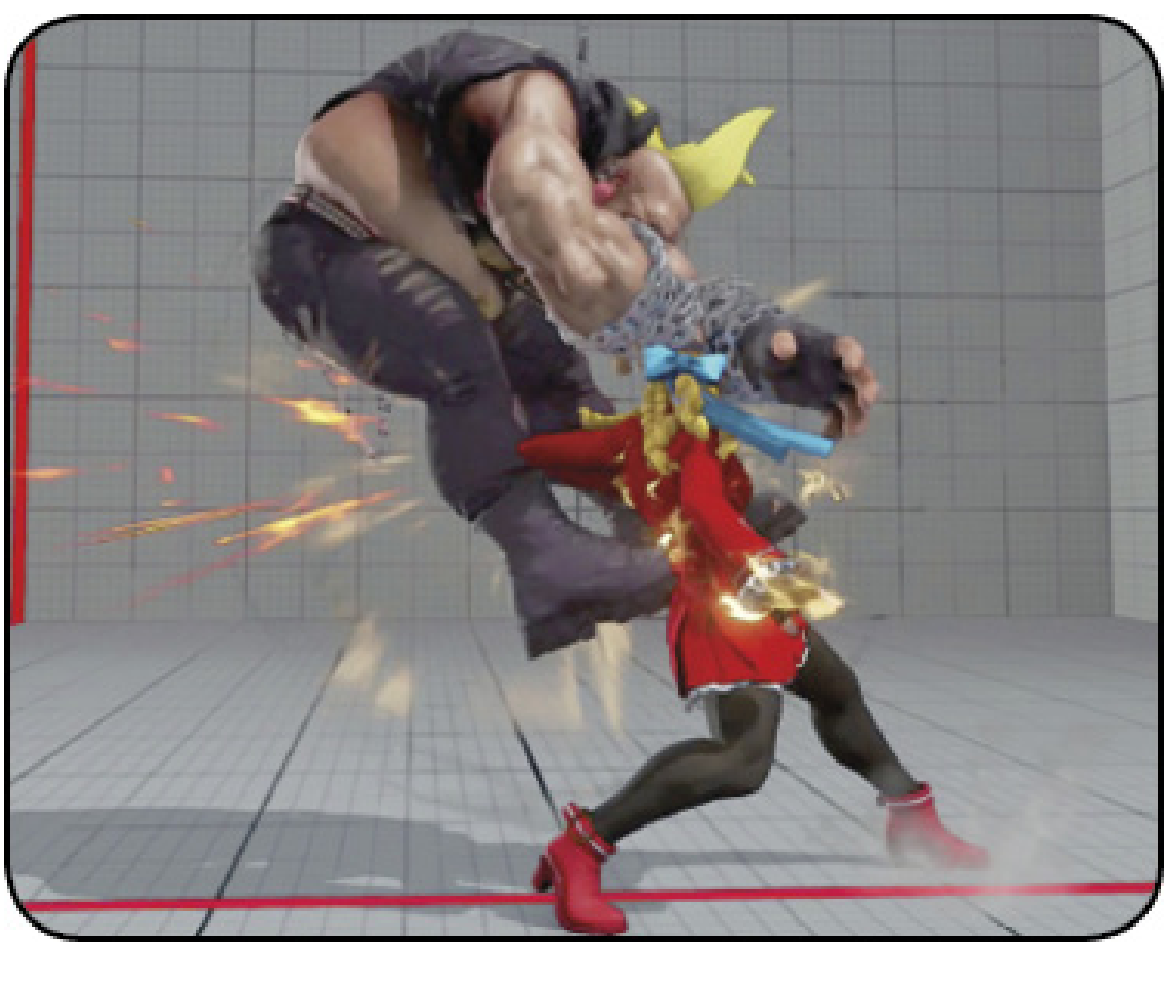
GUREN CHOCHU ↓ + P DURING GUREN KEN



STARTUP	16
ACTIVE	5
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	1
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	50
STUN	50
METER GAIN	5/30/15

Guren Chochu: This short-ranged elbow strike is mostly used to make Guren Ken safer on block after failed assaults because it leaves Karin at +1 instead of Guren Ken's -6. You can also use it in grounded hit-confirms as a kind of reset; instead of ending a combo with Guren Hosho or continuing from Guren Chochu to Guren Hochu (either of which causes a knockdown), simply stop at Guren Chochu (+2 on hit) and go for a walk-up normal throw, standing LK, crouching MK, or crouching HP. This can work when you've got the opponent preoccupied looking out for Karin's other mix-up tools.

GUREN HOCHU ↓ + P xx ↓ + P DURING GUREN KEN



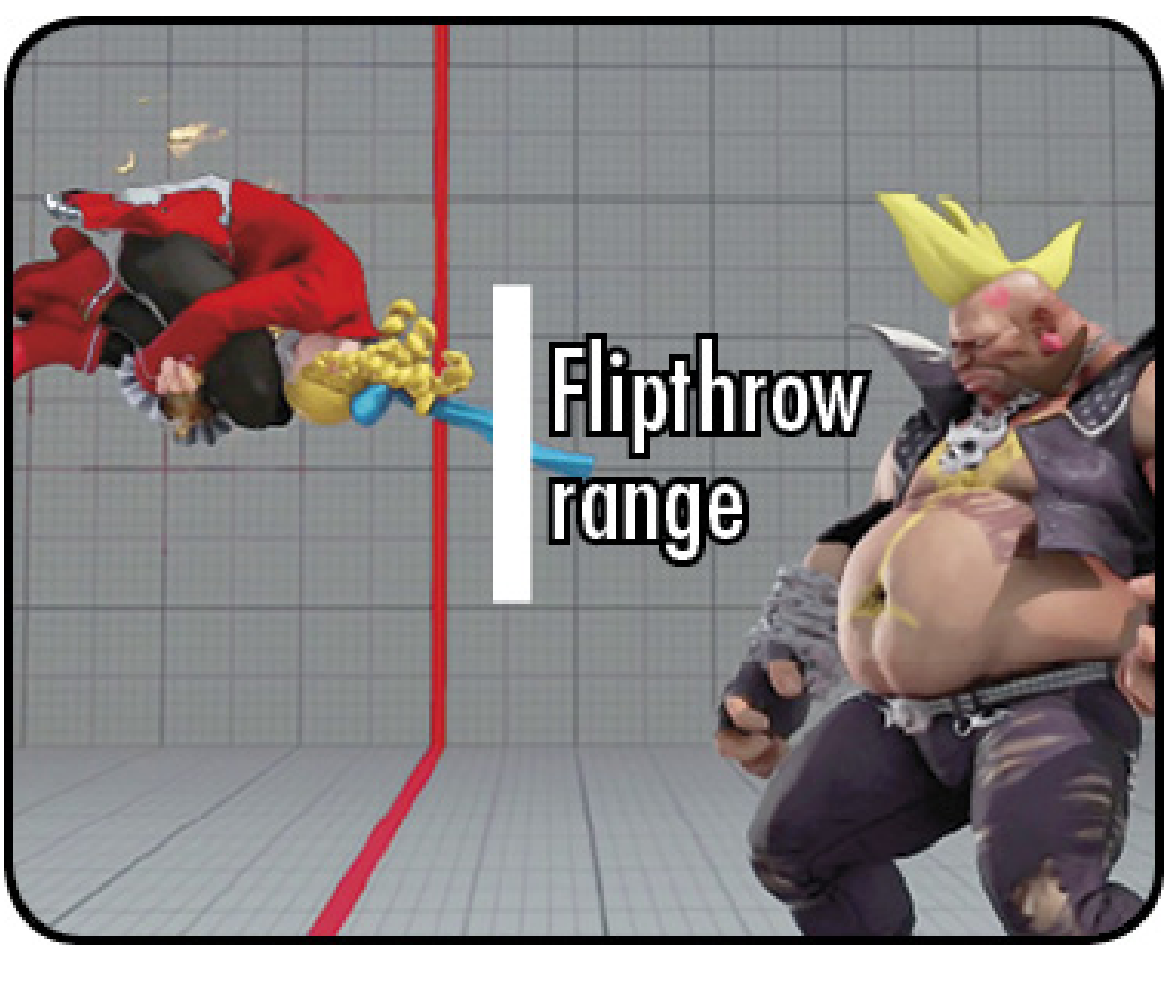
STARTUP	24
ACTIVE	3
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	50
METER GAIN	10/30/15

NOTES

Frames 1-19 completely invincible; Cross-up

Guren Hochu: A follow-up to Guren Chochu in which Karin passes through the enemy, completely invincible for a time, before hitting them from behind with an Orochi-like shoulder strike. While you've got the opponent worried about normal Guren Ken follow-ups from the front and Guren Chochu into walk-up throw/low, you can mix in an occasional Guren Hochu to transition into a cross-up knockdown. Like with using overheads, this is something you should do either sparingly or when you have a read on the challenger's poor defensive habits. It's -11 blocked, a far worse situation than if you'd simply stuck with traditional jumping MK cross-ups. When performing juggle combos during Kanzuki-Ryu Guren No Kata, Guren Ken xx Guren Chochu xx Guren Hochu is one of Karin's strongest enders, and you can cap it off with Hadorokushiki Critical Art for big damage, EX Gauge-permitting (remember that you have to input the Critical Art motion from the new direction). When juggling an enemy into a corner, you might still opt for Guren Ken xx Guren Hosho to finish juggles to avoid swapping sides and getting Karin cornered after Guren Hochu.

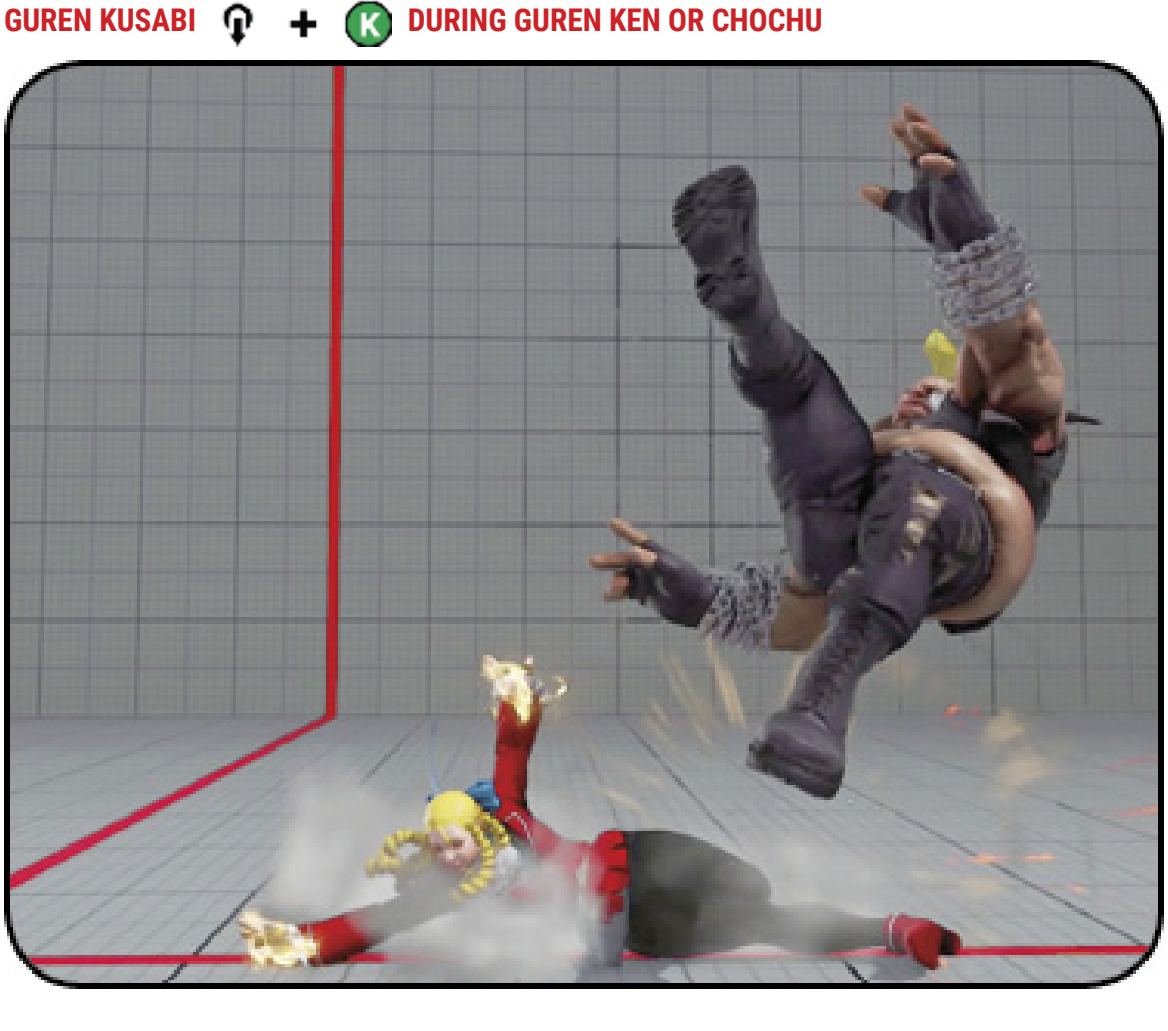
GUREN RESSHU ↑ + K DURING GUREN KEN OR CHOCHU



STARTUP	22
ACTIVE	6
RECOVERY	5 + 14 landing
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120
STUN	150
METER GAIN	5/50

Guren Resshu: The Guren Ken follow-up version of Karin's normal Ressenha throw option. This is much better after Guren Ken than it is after Ressenha because you can create a real guessing game between overhead Senha, low-hitting crouching MK, and anti-standing block Resshu. If you show someone you can confirm a Guren Senha hit into a combo, they'll be extra inclined to default to standing guard, allowing Resshu to grab them.

GUREN KUSABI ↓ + K DURING GUREN KEN OR CHOCHU



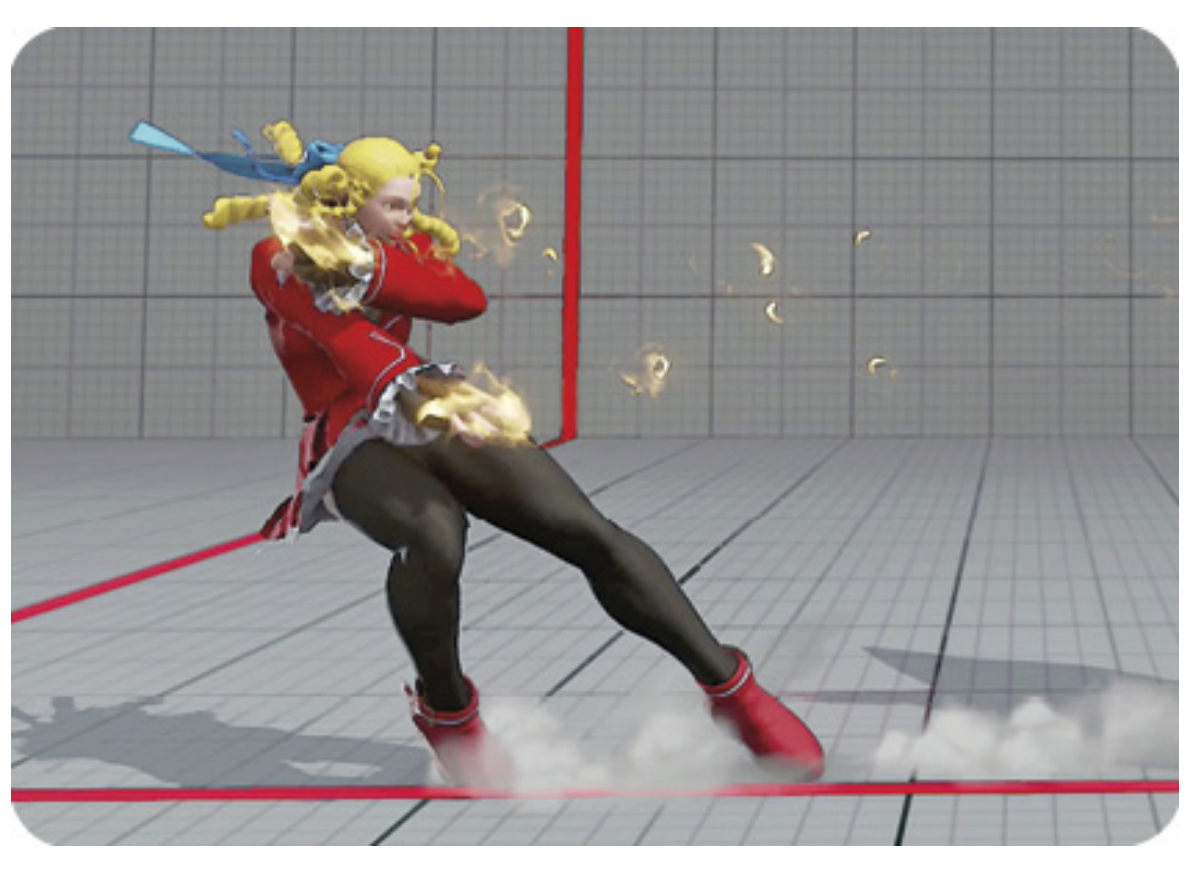
STARTUP	13
ACTIVE	8
RECOVERY	21
GUARD LEVEL	L
ON HIT	D
ON GUARD	-10
LK SAPPO HIT	—
LK SAPPO GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	5/50/25

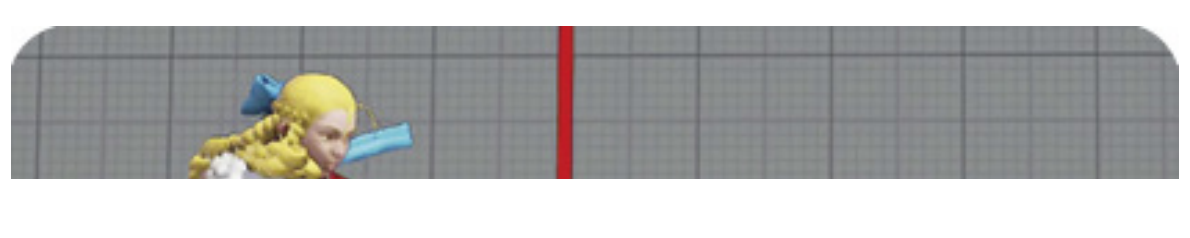
NOTES

Frames 1-25 projectile invincible; frames 6-25 low profile

Guren Kusabi: The V-Trigger version of Karin's post-Ressenha slide kick. The difference between this one and the normal version is that Guren Kusabi has projectile-invulnerable, low-profile frames. Normal Senha Kusabi can be counter-hit at standing height, even though it appears that Karin is low to the ground; Guren Kusabi actually ducks under high-hitting attacks and passes through incoming projectiles. It's still horribly unsafe if guarded early, like Senha Kusabi, though it has one fewer frame of recovery and is slightly easier to make safe by hitting from max distance with just the last active frame or two. Between the double-hitting projectile hitbox of Guren Ken and the projectile-dodging slide of Guren Kusabi, this can be a decent but gimmicky engagement from long range into close range against zoners who are throwing repeated projectiles. If what you want is a low mix-up after blocked Guren Ken, use crouching MK xx Guren Ken instead.

GUREN KYOHO K DURING GUREN KEN





STREET FIGHTER V

Karin

Overview

PROS

- Great pokes like standing LK, standing MK, crouching LP, and crouching MK allow Karin to dominate in close-range to mid-range footsies.
- Any combo starter can lead to a juggle combo that gives great knockdown advantage to Karin, allowing you to stage repeated mix-ups that can quickly dizzy the enemy.
- Orochi is an abusable, safe-on-block special that's good in block pressure, hit-checks, and tight juggles, with an even better V-Trigger version.
- V-Trigger adds increased poking and mix-up potential with the powerful Guren Ken special and its many follow-ups.
- With EX Gauge available, Karin has an excellent reversal in EX Ressenha.

CONS

- Karin has a solid but straightforward game; her ground game is linear, cross-ups will be expected, and overheads outside of V-Trigger tend to be telegraphed.
- Moving inside aggressively with Sappo command dash is usually very unsafe and will only work if your opponent is either knocked down or worried about mix-ups with Orochi/delayed Orochi/Mujinkyaku.
- Normal anti-airs can be difficult to apply; her consistent anti-air and reversal, EX Ressenha, is counter-hittable on recovery and requires EX Gauge.

Karin is one of the classic *Alpha 3* characters returning for the first time after a long hiatus. In *Street Fighter V,* she's designed as an aggressive close-range fighter who is somewhat difficult to play, requiring a little more precision and execution than most other characters. Investing time in training mode to get used to her strict anti-air timing and important Just Frame Tenko uppercut will pay off, with a character capable of quickly steamrolling opponents after two or three good reads in a row.

Your objective is to create close-range attack opportunities. Achieve this by:

- Moving in by dashing, jumping, or Sappo-dashing when the opponent is passive
- Passing through an enemy's projectiles with HP Ressenha and EX Sappo when they are zoning
- Converting successful close-range hits into Tenko/Mujinkyaku juggles, giving you repeated mix-ups even if your foe quick-rises

Karin

Strategy

LONG RANGE

Karin is primarily a close-range fighter and lacks anything that hits directly from far away. At full screen against fireball zoners, you can use Meioken to bat aside incoming single-hit fireballs, stalemating their attempt to chip away at you. But otherwise, you should just move Karin forward into mid range, where she'll have several ways to start threatening her foe. To gain ground against projectiles, just neutral jump over them, allowing Karin to land and walk forward a bit before the projectile actually leaves the screen. As an extremely risky gimmick to move in from afar all at once, you can perform HP Ressenha into Senha Kusabi to hit an enemy with a sweeping attack from the full length of the screen. This is not a constant tool to rely on outside of an occasional change-up or early read against a fireball throw.

Characters like Chun-Li, Ryu, Necalli, Vega, and M. Bison are likely to want to hold Karin at bay from mid range, limiting your shots at point-blank offense and keeping her where they have stronger tools. Several other characters don't have much full-screen offense, either, and will naturally meet you at close range eventually (like R. Mika, Zangief, Cammy, Laura, and so on), so worrying about the long-range game won't come up.

Dhalsim is an exception since he can supplement his anti-air Yoga Fires with standing MP / MK. His far-reaching limbs make it tough to just walk Karin into the range you want, and jumping forward can be difficult because of Yoga Fire and his anti-airs like jumping MP, crouching MP, and ← + HP. When you're hesitant, he can use the cover of Yoga Fire (or EX Yoga Fire) to transition into his own close-range offense, exploiting Karin's chancy anti-air options with "tiger knee" Yoga Teleports. If Karin's spaced correctly and not immediately pinned down by an incoming Yoga Fire, you can react to standing MP whiffed in front of her with Just Frame Tenko, potentially slapping Dhalsim into an awkward-looking long-range launch from almost all the way across the screen. This gives Karin time to dash forward into mid range, where Dhalsim can no longer safely try to pepper her with long-reaching pokes. Otherwise, wise play rules the day. Eyeball Dhalsim's pokes, and dash/jump forward just as they retract (absence of incoming Yoga Fire permitting). If you want to aggressively move in directly behind a retracted Dhalsim limb while also dodging a Yoga Fire that's about to hit Karin, go ahead and spend some EX Gauge on EX Sappo command dash, which is projectile-invincible starting on Frame 6. If Dhalsim jumps or uses Yoga Float to backpedal, continue walking in prudently while staying ready to block or anti-air late against a surprise air Yoga Teleport, Drill Kick, or falling HK.

F.A.N.G. will also likely try to keep Karin away from beyond mid range, using the arcing double-hit Nishikyu to pester and poison her, backed up with Ryobenda mines and Nishodoku V-Skill poison shots. Like Dhalsim's moves, the height of F.A.N.G.'s Nishikyu turns the anti-zoning plan into a game of knowing when to move in on the ground instead of trying to neutral jump/forward jump over incoming lateral threats. HP Ressenha, so powerful against other projectiles, also isn't much of a help against the arcing shots of F.A.N.G. or Dhalsim. Instead, Karin just has to walk forward/forward dash/Sappo dash under projectiles falling on her head or past her, or simply block if the projectiles are falling directly in front of her. Don't jump into Nishikyu, which just hands F.A.N.G. 20-40 damage, a poison effect on Karin, and a potential Sotoja juggle as Karin falls. If you're going to take the poison from something, it should be Nishodoku, his V-Skill, which takes him a while to put out and doesn't actually cause hitstun or damage when it hits Karin. If you see him start up the V-Skill throw without Nishikyu/Ryobenda covering the space in front of him, take the chance to just rush in, gaining a ton of ground. Yeah, Karin takes poison, but it disappears if you make the sudden close-range chance count by hitting F.A.N.G. It's possible to give too much respect to zoners sometimes, whereas if you're willing to play a mostly fundamental, patient style but sprinkle in the occasional bold/wild play (like dashing in directly through his V-Skill on purpose), you can turn matches in your favor quickly. If F.A.N.G. thinks he can cover lateral space with Sotoja, his sleeve swipe, make him think better of it by punishing his recovery whenever you block (from far, Karin should at least be able to hit him with standing MK; from closer in, she can pick up full combos off crouching MK or better). If he keeps Ryobenda mines out, you'll have to be a little more respectful. You won't be able to jump or Ressenha at a F.A.N.G. camped out behind Ryobenda and tossing up Nishikyu. You can try walking into EX Sappo range and then using it to blow past the land mine and poison balls into close range, potentially scoring a late EX Tenko launch or quick combo starting with standing LP ▷ standing LK, depending on spacing. Or, you'll have to briefly just respect F.A.N.G.'s low-damage poison wall and wait for a chance to advance or make a big move when he leaves an opening.

If the enemy is trying to attack with jump-ins from long ranges, Karin's Just Frame or EX Tenko will suffice to shoot them down; see **Combo 12** for more details. This is better as an anti-air the farther out that foes attack from. If you read a lengthy jump-in extremely early, so you have more time to prepare, you can also stick out early LK Mujinkyaku so the second hit nails the space your aggressor is entering, creating a potential juggle opening afterward.

MID RANGE

In mid range, as Karin's edging into range for jump-ins and HP Ressenha, you'll have many ways to test or engage your opponent. Most aggressively, you can simply use Sappo command dash to move all the way in. Of course, this isn't safe at all, but it's faster than a forward jump, so you can still get away with it sometimes if the enemy isn't focused on punishing it. You can discourage Sappo punish attempts by frequently ending Sappo dashes in Orochi, Karin's ↓ + P shoulder check. At only -2 blocked, Orochi is a very strong pressure tool in mid to close range, good whether you perform Sappo to Orochi cold or when canceled from pokes like crouching MK or standing MP. You technically give up tempo advantage whenever this is blocked, but at least you move inside and force a close-range sequence. Challengers with three and four-frame jabs can poke back immediately after blocking Orochi to put Karin in a disadvantaged close-range situation, but you can discourage this behavior by mixing in delayed Orochi shoulder checks, canceling into ↓ + P late during Sappo dash instead of immediately. This will leave a small gap so that if the adversary is trying to buffer a poke against blocked Orochi, they get counter-hit by delayed Orochi. A foe hesitant to respond to Orochi pressure opens the door for you to simply Sappo all the way in, transitioning to close-range options.

In matchups against challengers like Ryu or M. Bison, your opponent may attempt to control mid-range space with projectiles, especially if you're respecting their anti-air ability and refraining from jumping in excessively. Meioken can break fireballs but is a tad slow to react with from this range, and it will lose out if they use a two-hit EX fireball. Instead, with EX Gauge to burn, you can react to fireball throws from mid range with EX Sappo, projectile-invulnerable starting on Frame 6. When using EX Sappo this way to blow through projectiles, be sure you've passed through before transitioning to EX Tenko or EX Orochi if you planned on using the EX Sappo specials against your enemy's projectile toss recovery. EX Sappo's projectile invulnerability doesn't extend to its attack extensions, so canceling prematurely gets Karin hit. You can also just let EX Sappo recover and then begin close-range attacks.

Another option against lateral projectile users from just beyond jump-in range and closer is HP Ressenha. The whole middle portion of this half-screen traversing attack will pass cleanly over conventional fireballs, so you can consider this a long-range jump-in whenever you expect your enemy to toss a projectile. If you know that a hit will occur, you can cancel Ressenha on hit into Senha Kusabi for a knockdown and total close-range momentum. You can even cancel a confirmed Ressenha hit directly into Karin's Critical Art, with a full EX Gauge. Confirming Ressenha in this way is less about reacting to the actual hits and more about reacting to the situation, like confirming that you did indeed make a good read and will pass over their fireball to hit the foe before they recover fully.

The threat of Sappo and HP Ressenha from mid range may make foes hesitate, waiting for you to commit to an engagement tool. When you have time to charge it, lv.2 Meioken reaches forward on the ground from jump-in range, knocking down on hit and leaving Karin at a safe -1 disadvantage when blocked. You'll also build valuable V-Gauge, hit or guard. This is good to keep in mind as a long-reaching poke, but don't be predictable with it, as it's susceptible to being jumped over and punished.

A hesitant opponent also gives Karin a chance to walk forward into range of her standing and crouching MK pokes. Standing MK reaches quite far in seven frames and is ±0 when blocked, giving up nothing. You can use standing MK as a whiff-punisher and as a safe interruption move from the edge of its range, and it's Karin's baseline "jab" from mid range. When in doubt, standing MK is her go-to poke.

Crouching MK has a bit less range, but it hits one frame faster (six frames) and must be blocked crouching. Crouching MK should more or less always be canceled into a special move, whether on hit or block, as in **Combo 1**. Crouching MK intentionally whiffed just outside its range is actually good since you can buffer a special command that only occurs if the enemy sticks something into your crouching MK poke or dashes into it. Depending on range, the opponent's character, and whether you expect them to block or not, you must decide whether to buffer crouching MK pokes into LK/MK Mujinkyaku versions, Sappo ✕ Orochi/delayed Orochi, or Tenko launch to whatever juggle when you're certain a hit is coming. The scarier you can make Karin's crouching MK pokes, the more effective her → + MK, Ressenha, and Guren Senha (all overheads) will become.

The only problem with crouching MK and standing MK as pokes is that their hurtboxes are larger than their hitting area, meaning Karin will consistently lose to higher-priority or invincible attacks. As a safer change-up poke to crouching and standing MK, standing LK is crucial. It hits in four frames with a terrific hitbox that extends well in front of Karin's leg hurtbox; basically, her whole boot is invincible. This functions as a low crush as long as the opposing low poke doesn't extend to near her back leg. She's +4 on hit after this move and a whopping +3 on block, so following a blocked standing LK poke with an immediate crouching MK low-check leaves only a three-frame gap for opponents to act (with only a two-frame gap on hit and a potential link combo on counter-hit). Standing LK requires way less overall time commitment than her staple forward kick pokes, so you have more time to react to something like the enemy jumping in unexpectedly, and you're less vulnerable to whiff-punishing techniques and anti-poke reversals like LP Shoryuken.

The enemy may walk backward during footsie battles specifically to make standing MK and crouching MK pokes whiff. As a counter to this, keep in mind Karin's crouching HK sweep in mid-range footsies. It's her longest-reaching poke, knocking down in nine frames, which makes it usable for whiff-punishing normal moves the opponent sticks into the space between you. Like crouching MK, it can also be used to interfere with your adversary's ground movement, especially their backward walking and backdashes. You'll need good reflexes and a feel for your challenger's habits and preferred buttons to play this kind of game, but it pays off big if you do. Landing a counter-hit sweep (whether sweeping into their poke's startup or nailing their dash) will prevent them from using quick-recovery, giving you lots of time to prepare an extremely ambiguous cross-up against their slow wakeup. Beware of simply sticking out sweeps because it feels good, though, as Karin's very punishable when blocked (at -14).

With a sweep comes the usual caveat about safety: if it's blocked, you're in trouble. For a safer counter to backward walking, Karin can boldly walk an extra several steps forward before poking with crouching MK canceled into a special mix-up. Unfortunately, this isn't as effective against characters who walk truly quickly, like Vega, Cammy, and Chun-Li.

Your footsie game may give Karin openings to jump in from mid range. The opponent may be so focused on footsies that they're not ready to anti-air on short notice, or Karin might have jumped just when they stick out an anti-ground poke, leaving them wide open. Coming in from the front, jumping HP is the best attack, while jumping MK can work as an extremely ambiguous jump-in, hitting on either side depending on your attack timing on the way down.

Your defensive response to the opponent from mid range will depend on their angle of attack. Just Frame Tenko can work against attacks that pull up a little short, like Nash's Moonsault Slash or dive kicks aimed at Karin's toes, but it won't be good against jump-ins that hit closer/deeper in. Crouching HP can anti-air these jump-ins but is a little awkward to apply; Karin ducks forward slightly before the uppercut and then punches straight up, not immediately hitting at an anti-air height. The anti-air hitbox above her head is also very narrow. It can work, but the timing and positioning are strict; this is no Birdie or R. Mika crouching MP for ease of anti-air application. If your foe's actually using a far jump-in, like Rashid's V-Skill or a carefully spaced cross-up jump-in, standing HP can come into play, but it's also very specific. Only the first active frame is anti-air, and it hits directly above Karin's head. Only the seventh frame of standing HP can pop someone from the air. However, this frame is special-cancelable, so if you can time standing HP well for anti-airs above Karin's head, you can cancel right into Sappo command dash for a cross-under mix-up against your target's air recovery. If these ground-based anti-airs seem inadequate and you get an early read on their jump-in, you can also jump to meet them early air-to-air with jumping LP or MP, which have good hitboxes for this purpose.

CLOSE RANGE

You'll end up in a close-range skirmish after Karin's successfully pushed inside (whether through a jump-in, aggressive ground movement, Orochi, or Ressenha), after scoring certain knockdowns (like a footsie sweep, or any juggle ending in Tenko or LK Mujinkyaku, which leads to huge wakeup advantage for Karin), and after aggressive opponents put Karin on the defensive.

Standing LK is a terrific offensive opener up close. It hits in four frames and doesn't require a counter-hit to convert into a combo, as shown by **Combo 2**. Karin is well-off when blocked, at +3. The hit-check sequence of Combo 2 leaves only a one-frame gap after the first hit for opponents to potentially mash something that gets counter-hit. If the opener is blocked, step forward and attempt a secondary assault. When you detect that foes are passive, waiting to react to crouching LP or MP and their follow-ups, you can just walk all the way into point-blank range before using standing LK. Foes will often react to this type of tactic by tech-throwing late, which will also get them counter-hit if they try it as you stick out your quick poke. Standing LK as a tick can be followed with a throw attempt or crouching MP / HP, fishing for a counter-hit.

Karin's best defensive button at point-blank range is crouching LP, her only three-frame attack. It has good hitbox-to-hurtbox ratio, with the attack lacking a hurtbox from the elbow through her palm, and leaves Karin at +2 when guarded. It's an effective frame trap to follow up blocked crouching MP with a forward step into crouching LP, to another crouching MP. On hit, crouching LP only links into itself, but on counter-hit (as might occur if you stick out crouching jab that interrupts an enemy's throw-tech attempt, for example), crouching MP will link, giving you time to confirm and continue the combo (see **Combo 6**).

Crouching MP up close is Karin's best bread-and-butter combo starter when you feel confident you'll get a hit. Like with crouching LP, the hitting portion of the attack extends meaningfully ahead of Karin's vulnerable portion, giving this high priority against pokes in its way. On hit, crouching MP allows links into standing MP as in **Combo 3** (and, for a bit more reach, crouching MK). On block, Karin's still at +2 advantage after crouching MP, giving you a chance to walk up and throw/standing LK, bait a punishable reversal, or use crouching MK. Crouching MK canceled into a special is important to deter foes from just walking backward after blocking crouching MP. When the opponent blocks low, respecting crouching MK, you can follow up blocked crouching MP with LP Ressenha. More ambitiously, you can poke with crouching MP into standing HP, which is a six-frame gap blocked. This kind of delay will fail against people who buffer pokes during hit/blockstun to get reversal timing (or against mashers), but it's the kind of technique that can open up reactive opponents who hit buttons late. The whole sequence combos if crouching MP counter-hits (**Combo 7**), but you can also score a different counter-hit combo if they guard crouching MP, then take the bait and punch late into your standing HP (**Combo 8**). When V-Gauge is full, you can also easily use these links of crouching MP into standing MP / HP to confirm a hit, then slap HP + HK to activate V-Trigger, then link post-freeze into standing HP into your Guren Ken juggle of choice (as in **Combo 13**).

Karin will keep advantage on block off of many of her important hit-confirm tools, so you can usually follow up blocked assaults by naturally transitioning into a frame trap or throw attempt or intentional whiff-causing pause (typical stuff). However, she'll be at a disadvantage on block after having standing HP, crouching HP, or crouching MK blocked, so these are ideal normals to use whenever you're going to cancel into Sappo dash (then Orochi/delayed Orochi/nothing) or LK/MK Mujinkyaku. The importance of keeping the opponent worried about crouching MK canceled into specials probably can't be overstated, as this will make them hesitant to walk backward or block standing. Up-close standing/crouching HP ✕ LP Ressenha also has some use as a quick overhead strike, which happens to combo (leading naturally into Senha Kusabi finisher) if HP hits a standing foe. If it hits them crouching, they'll still have to deal with the quick overhead hit. Close LP Ressenha attempts are -6 guarded but are worth the risk to make your adversary exhaust mental resources worrying about overheads in addition to crouching MK.

At advantage at close to mid range, and after certain juggle knockdowns, Karin will be in position to jump on top of her foe with jumping MK. The hitbox on jumping MK means you can use it both as a frontal jump-in and an ambiguous cross-up attack, and depending on your jump-in timing, you can vary which it'll be from the same jump arc. Generally, press MK higher up to stay on the same side, and press it later to ensure cross-up MK. Front or back hits both lead to hit-confirm chances on landing, whether into a grounded **Combo 2** or **3** hit-check, or making the jump-in part of your confirmation, as in **Combo 5**. Be careful going for cross-up MK aggressively in the neutral game. Clever foes can just walk forward under it and cause it to whiff from certain angles since the kick's hitbox doesn't extend far under Karin.

If opponents block cross-ups, crouching MK, and Ressenha consistently, you might have trouble opening them up with clean hits. Although Karin's normal throws temporarily kill momentum, you may have to just walk in up-close and go for them sometimes instead of trying for a hit-check or frame trap. Once a turtle is reminded of throws after eating a couple, they might starting poking or teching late, opening them up to be counter-hit when you go back to attacking normally. Effectively mixing up your cancels off of crouching MK also goes a long way, varying between early-striking LK Mujinkyaku/Orochi, late-striking delayed Orochi, and overhead-hitting MK Mujinkyaku.

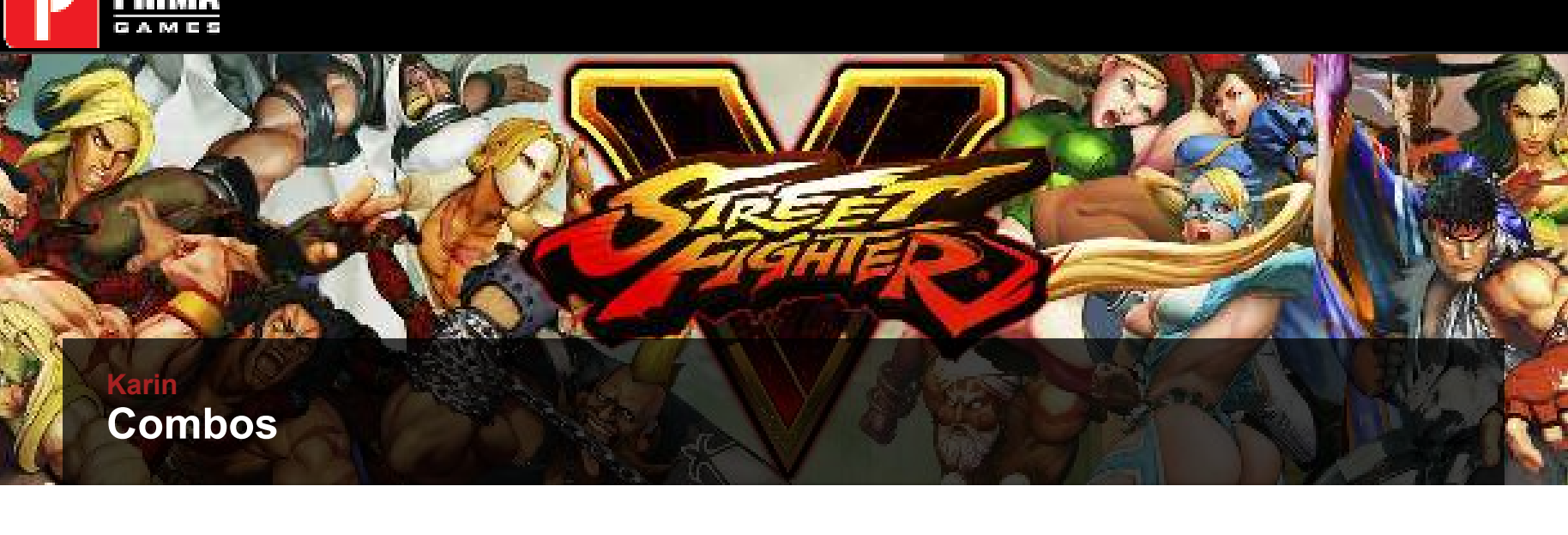
When forced into a defensive position, Karin can anti-air with standing HP and crouching HP depending on the opponent's angle of attack (as described in the Mid Range section). For threats that cut in close to Karin, you can assure victory by spending EX Gauge on EX Ressenha. This upward-shooting move is invincible for five frames and will beat out anything non-invincible in that timeframe, so it's a guaranteed way to blow up jump-ins, walk-up throws, meaties, frame traps, and cross-ups when you feel like you must win an exchange. Just be aware of the risk, as EX Ressenha is vulnerable to counter-hits during recovery.

WITH KANZUKI-RYU GUREN NO KATA ACTIVE

Once you have V-Gauge full, you gain a powerful hit-check tool. It might be ready as soon as you have around half stamina left, depending on whether you spend any gauge on a V-Reversal; you'll get it sooner poking with Meioken and scoring Crush Counters with standing/crouching HK and crouching HP. You can perform close-range standing HP or standing HK and cancel into V-Trigger for huge hit or guard advantage (a minimum of +8). These pokes can be performed just outside their effective range, complete with the HP + HK command as an option select. If they whiff, nothing happens, but if the opponent sticks something into the poke and loses (which they probably will, since these are heavy-strength attacks), the V-Trigger cancel will take place automatically. Karin then will have time to visually confirm and link after the "super freeze." You can cancel from a normal into a standard Tenko launcher, then juggle with Guren Ken into its follow-ups.

With Guren Ken active, you can use Guren Ken as a mid-range, projectile-bashing two-hit poke, or tack it on after cancelable blocked normals. Cancel into Guren Chochu for even safer pressure than with normal Orochi (and a possible combo on counter-hit; see **Combo 11**), or mix-up between Guren Senha (superior to Ressenha; see **Combo 4**), cross-up Guren Hochu, and high-grabbing Guren Resshu. Low-hitting Guren Kusabi might sound like a good change-up, but if you want to threaten low, it's better just to force foes to block Guren Chochu and then strike low with crouching MK ✕ Guren Ken.

These mix-ups are all stronger during V-Trigger for being available simultaneously, especially being able to vary between Karin's overhead (which leads to a link combo) and her high throw (which hits adversaries blocking high for the overhead). Against opponents with good reversals who can cut through all that with something like MP Shoryuken, you can opt to cancel Guren Ken into Guren Kyoho with K, spending a large chunk of remaining V-Timer on a backward dash. This is totally worth it if it coaxes out a laggy retaliation move that you can punish.



Karin

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING MK, THEN CANCEL TO:

INSIDE MAX POKE RANGE, ↓↙← + LK (XX ↓↘→ ↓↘→ + P)
113 damage, 190 stun (no knockdown; 376 with Critical Art, requires full EX Gauge)

FROM MAX RANGE, ↓↘→ + K ~ P, JUGGLE MP + MK (OR JUGGLE ↓↘→ ↓↘→ + P)
170 damage, 270 stun, +60 V-Gauge (386 damage, 190 stun with Critical Art, requires full EX Gauge)

AGAINST CORNERED FOE, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
227 damage, 333 stun (ender dangerous against foe who quick-rises)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
263 damage, 378 stun (requires one stock of EX Gauge; dangerous against foe who quick-rises)

↓↘→ + K ~ P, JUGGLE ↓↘→ + K K ~ P, ↓↙← + K K
313 damage, 450 stun (requires two stocks of EX Gauge)

WITHIN A JUMP'S DISTANCE OF CORNER BUT NOT FLUSH, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
346 damage, 495 stun (requires two stocks of EX Gauge)

Karin's main low threat is crouching MK, a solid low-hitting poke you'll deploy often to check the opponent's ground movement. You can cancel any crouching MK into Sappo dash into Orochi very quickly for a safe two-hit sequence. You can also cancel crouching MK into various versions of Mujinkyaku to stage a canned mix-up game: crouching MK XX LK Mujinkyaku is a decent low-hitting combo but is -5 when all three hits are guarded. (It's -10, even worse, if the second kick of Mujinkyaku whiffs, which it will if you cancel to Mujinkyaku from the very edge of crouching forward's range.) Thus, you really shouldn't do crouching MK XX LK Mujinkyaku unless you're fairly confident it will hit; using it requires an educated guess sometimes, but it's necessary to establish a low threat. On hit after LK Mujinkyaku, Karin's at +2, in great position to threaten with crouching MK again immediately. If you have success landing that poke sequence without getting Karin hurt for it, you can mix in the MK version sometimes for a three-hit combo into an immediate overhead follow-up.

If the Mujinkyaku variants are for situations where you're mostly hoping for a hit but taking a mild risk, the variants involving Sappo dash into Tenko uppercut are for assured hits, like whiff/reversal punishes. The last variant listed requires a specific distance from the corner, about a jump away. This distance is necessary so EX Tenko in the juggle won't pass under the foe's floating body. It's actually possible to catch this flush against the corner, but it requires frame-perfect timing on the EX Tenko juggle.

NORMAL HIT-CHECKS

COMBO 2

STANDING LK ▷ STANDING LK, THEN CANCEL TO:

↓↙← + LK (XX ↓↘→ ↓↘→ + P)
128 damage, 189 stun (326 with Critical Art, requires full EX Gauge)

↓↙← + HK
124 damage, 245 stun

↓↘→ + K ~ P, JUGGLE MP + MK (OR JUGGLE ↓↘→ ↓↘→ + P)
171 damage, 249 stun, +60 V-Gauge (333 damage, 189 stun with Critical Art, requires full EX Gauge)

AGAINST CORNERED FOE, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
212 damage, 294 stun (ender dangerous against foes who quick-rise)

AGAINST CORNERED FOE, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↙← + P P
247 damage, 349 stun (requires one stock of EX Gauge)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
240 damage, 329 stun (requires one stock of EX Gauge; ender dangerous against foes who quick-rise)

↓↘→ + K ~ P, JUGGLE ↓↘→ + K K ~ P, ↓↙← + K K
275 damage, 379 stun (requires two stocks of EX Gauge)

A two-hit light attack hit-check off an excellent poke that gives you time to confirm point-blank hits on the ground and to stage harassing, layered blockstrings against turtling opponents. Standing LK hits in four frames and leaves Karin at +3 on guard, so doing it again on block creates a natural frame trap that's only beatable by invincible attacks. Karin's also in good position to step forward after standing LK is blocked and attempt to throw, to poke low with crouching MK, or to fake a throw attempt and go for standing LK again. Depending on your foe's (lack of) reactions, you might even go for walk-up standing/crouching HP or jumping cross-up MK.

When this two-poke sequence hits, in order to cancel the final linked standing LK into Just Frame Tenko, practice performing ↓↘→ + K ~ P as quickly as possible. Practice not just the K ~ P part but the actual motion, too, then perform the actual cancel from standing LK as late as possible. It's helpful to perform Just Frame Tenko in any combo this way, but it's especially helpful here to ensure that you get standing LK at the end.

COMBO 3

CROUCHING MP ▷ STANDING MP, THEN CANCEL TO:

ON STANDING FOE, ↓↙← + LP XX →↓↘ + K
228 damage, 340 stun

↓↘→ + K ~ P, JUGGLE MP + MK (OR JUGGLE ↓↘→ ↓↘→ + P)
220 damage, 340 stun (408 damage, 270 stun with Critical Art, requires full EX Gauge)

↓↘→ + K ~ P, JUGGLE ↓↙← + LK (THEN JUGGLE ↓↘→ ↓↘→ + P)
227 damage, 340 stun (425 damage with Critical Art, requires full EX Gauge)

AGAINST CORNERED FOE, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
269 damage, 394 stun (ender dangerous against foe who quick-rises)

AGAINST CORNERED FOE, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↙← + P P
307 damage, 460 stun (requires one stock of EX Gauge)

WITHIN A JUMP'S DISTANCE OF CORNER BUT NOT FLUSH, ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
369 damage, 530 stun (requires two stocks of EX Gauge)

↓↘→ + K K ~ →↓↘ + P, ↓↙← + HK
279 damage, 476 stun (requires one stock of EX Gauge)

Karin's standard grounded hit-check is crouching MP ▷ standing MP. Both strong punches have five-frame startup and leave Karin with a tiny advantage if guarded (+2 for crouching MP, +1 for standing). This opening gives you time to see the result of the punches, canceling into an appropriate follow-up on hit. Her basic bread-and-butter for an ideal mix of damage and follow-up potential is to cancel into Just Frame Tenko to launch, then juggle with immediate LK Mujinkyaku for two hits. At this point, perform HK Sappo command dash to close distance aggressively as your adversary falls to Earth. If the opponent quick-rises in place, Karin's in position to keep up pressure with a meaty attack, low hit, or throw. If they use backward quick-recovery, you can walk forward a bit with them and attack. If they don't quick-recover from the LK Mujinkyaku juggle knockdown, backdash after HK Sappo recovers, take a step forward, and Karin's ready to jump just past them with a deep cross-up jumping MK against their normal-speed wakeup. On a successful cross-up (or meaty) anti-wakeup hit, you can simply go back into the same combo. Getting a couple of close-range exchanges immediately in a row with a stray extra hit in there somewhere leads to a dizzied foe, so Karin matches can snowball in your favor quickly. This setup works after any combo where you end with a two-hit LK Mujinkyaku juggle for the knockdown. Forsaking extra guaranteed juggle damage for a juggle ender that gives you guaranteed momentum is almost always worth it. Normally, unless you can K.O. someone by maxing out damage on a single combo, it's better to keep positional and tempo advantage rather than dump resources into a combo that puts Karin back in a neutral position.

You can sacrifice positioning but pick up damage or corner carry in several ways. Any Tenko launch can end with Meioken for ease of knockdown, corner push, and a bit of V-Gauge gained. After an EX Tenko launch, you can juggle immediate LK Mujinkyaku to HK Mujinkyaku, no corner needed (though the follow-up portion of HK Mujinkyaku makes Karin a sitting duck if the opponent quick-rises after this juggle, so use it cautiously). And after an EX Orochi crumple, HK Mujinkyaku adds lots of damage and corner carry for no extra meter spent.

COMBO 4

DURING GUREN KEN (V-TRIGGER ↓↘→ + P), →↓↘ + P ▷ STANDING LK, THEN CANCEL TO:

↓↘→ + K ~ P, JUGGLE ↓↙← + LK (THEN JUGGLE ↓↘→ ↓↘→ + P)
249 damage, 363 stun (447 damage with Critical Art, requires full EX Gauge)

↓↘→ + P XX P (XX ↓↘→ ↓↘→ + P)
263 damage, 347 stun (461 damage with Critical Art, requires full EX Gauge)

↓↘→ + K ~ P, JUGGLE ↓↘→ + P XX →↓↘ + P XX →↓↘ + P (XX ↓↘→ ↓↘→ + P)
316 damage, 404 stun (482 damage with Critical Art, requires full EX Gauge)

Guren Senha is +4 on hit and an overhead attack, giving Karin an extra hit-confirm opening during V-Trigger. Standing LK has plenty of range to link after the whirling overhead and cancels for consistent effect into Just Frame Tenko, as in Combo 2. You can also easily cancel standing LK immediately back into Guren Ken to combo into the two-hit starter punch if V-Timer remains. Cancel Guren Ken into your follow-up of choice, even right back into Guren Senha to reset into another Combo 4 attempt.

JUMP-INS

COMBO 5

CROSS-UP JUMPING MK OR FRONTAL JUMPING HP / HK, STANDING HP, THEN CANCEL TO:

ON STANDING FOE, ↓↙← + LP XX →↓↘ + K
246/276 damage, 385/435 stun

↓↘→ + K ~ P, JUGGLE ↓↙← + LK (THEN JUGGLE ↓↘→ ↓↘→ + P)
245/275 damage, 385/435 stun (443/473 damage with Critical Art, requires full EX Gauge)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
319/349 damage, 479/529 stun (requires one stock of EX Gauge; dangerous if foe quick-rises)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P
349/379 damage, 515/565 stun (requires two stocks of EX Gauge)

STARTING FROM ABOUT A JUMP AWAY FROM CORNER, ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
419/449 damage, 615/665 stun (requires full EX Gauge)

↓↘→ + K K ~ →↓↘ + P, ↓↙← + HK
297/327 damage, 521/571 stun (requires one stock of EX Gauge)

When your frontal jump-in HP or deep cross-up MK into standing HP is blocked, cancel into Sappo XX Orochi for safe pressure, or Sappo XX delayed Orochi to discourage immediate counterattack button presses. When the opponent has been conditioned not to immediately hit buttons by your blocked Orochi/delayed Orochi mix-up, you can simply cancel standing HP to LK Sappo, then go for a throw or close-range hit-check.

As a change-up against a particularly defensive adversary, you can jump in as normal, expecting your jump-in to be blocked, then land and perform delayed standing HP XX EX Sappo (fishing for Combo 8), standing HK (fishing for Combo 9), or crouching HP XX LK Sappo (Combo 10). The brief gap after the jump-in where Karin's not immediately hitting with a blockstring can trick foes into thinking that a throw is coming, so they try to tech throw or jab late. Attacking like this (at off timings or by faking a throw) is one way to open up players who rely on solid defense and don't poke aggressively or mash into the input buffer while blocking.

GROUNDED COUNTER-HITS

COMBO 6

COUNTER-HIT CROUCHING LP ▷ CROUCHING MP ▷ CROUCHING MK, THEN CANCEL TO:

↓↘→ + K ~ P, JUGGLE ↓↙← + LK (THEN JUGGLE ↓↘→ ↓↘→ + P)
216 damage, 384 stun (382 damage with Critical Art, requires full EX Gauge)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
279 damage, 464 stun (requires one stock of EX Gauge; ender dangerous if foe quick-rises)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P
304 damage, 494 stun (requires two stocks of EX Gauge)

NEAR CORNER, ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + P P
314 damage, 519 stun (requires two stocks of EX Gauge)

STARTING FROM ABOUT A JUMP AWAY FROM CORNER, ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
360 damage, 574 stun (requires full EX Gauge)

Crouching LP ▷ crouching MP can be used automatically in close-range situations where Karin might either beat the opponent's poke or throw attempt to the punch. Crouching LP is her fastest attack, hitting in three frames and leaving Karin at +2 advantage when blocked. This makes a three-frame gap before crouching MP on block, which also leaves her at +2 blocked, and a four-frame gap before crouching MK if the whole sequence is blocked. On block, cancel either crouching MP or MK to Sappo, then immediate Orochi for pressure and chip damage, delayed Orochi to discourage errant buttons, or just let the dash ride and restart close-range offense. On counter-hit, the normals all automatically combo, giving you time to verify and link crouching MK canceled into special. Crouching MK is best here because standing MP sometimes won't reach at this range.

COMBO 7

COUNTER-HIT CROUCHING MP ▷ STANDING HP, THEN CANCEL TO:

↓↘→ + K ~ P, JUGGLE MP + MK (OR JUGGLE ↓↘→ ↓↘→ + P)
250 damage, 405 stun, +60 V-Gauge (439 damage, 335 stun with Critical Art, requires full EX Gauge)

↓↘→ + K ~ P, JUGGLE ↓↙← + LK (THEN JUGGLE ↓↘→ ↓↘→ + P)
257 damage, 405 stun (455 with Critical Art, requires full EX Gauge)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
331 damage, 499 stun (requires one stock of EX Gauge; ender dangerous if foe quick-rises)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P
361 damage, 535 stun (requires two stocks of EX Gauge)

NEAR CORNER, ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + P P
373 damage, 565 stun (requires two stocks of EX Gauge)

STARTING FROM ABOUT A JUMP AWAY FROM CORNER, ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
431 damage, 635 stun (requires full EX Gauge)

↓↘→ + K K ~ P, ↓↙← + HK
309 damage, 541 stun (requires one stock of EX Gauge)

Crouching MP can be linked on counter-hit into standing HP for a fat combo starter. You can learn to do this on reaction by focusing your attention for the "COUNTER" system message when you poke with point-blank crouching strong. If the system message pops up, simply hit HP for the link and cancel into your follow-up of choice. If your initial crouching strong is blocked, you can organically step forward and either throw or go fishing again with standing HP XX EX Sappo (Combo 8) or crouching HP XX LK Sappo (Combo 10).

COMBO 8

COUNTER-HIT STANDING HP XX ↓↘→ + K K, THEN:

LINK STANDING LP ▷ STANDING LK XX ↓↘→ + K ~ P, JUGGLE ↓↙← + LK
253 damage, 429 stun (requires one stock of EX Gauge)

LINK STANDING LP ▷ STANDING LK XX ↓↘→ + K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P
313 damage, 504 stun (requires two stocks of EX Gauge)

LINK STANDING LP ▷ STANDING LK XX ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + K K
342 damage, 564 stun (requires full EX Gauge)

P FOR LATE EX TENKO, THEN JUGGLE ↓↙← + LK, ↓↙← + HK
309 damage, 458 stun (requires one stock of EX Gauge; ender dangerous if foe quick-rises)

P FOR LATE EX TENKO, THEN JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P
344 damage, 500 stun (requires two stocks of EX Gauge)

NEAR CORNER, P FOR LATE EX TENKO, THEN JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
428 damage, 620 stun (requires full EX Gauge)

An edgy hit-check from standing HP into EX Sappo command dash. If blocked, Karin's technically at a disadvantage if you let the command dash recover, and an attentive enemy can punish her. To counter this, you can perform late EX Tenko from the EX Sappo dash, potentially counter-hitting the startup of your foe's punish attempt and launching them into a jugglable state. EX Tenko is also punishable, but at least this tactic will blow away their counter-attacks when they jump the gun. Also, showing the enemy that you'll do it means you'll get away with "empty" EX Sappo more often. When standing HP XX EX Sappo counter-hits, you'll have a couple of choices to link afterward, all leading to heavy damage. You can either let the EX Sappo dash recover and then link standing LP, or you can tap P late during EX Sappo for a late EX Tenko, which links and launches.

COMBO 9

FROM POINT-BLANK COUNTER-HIT STANDING HK, STEP FORWARD SLIGHTLY, THEN LINK STANDING HP, THEN CANCEL INTO:

↓↙← + LP XX →↓↘ + K
282 damage, 465 stun

↓↘→ + K ~ P, JUGGLE ↓↙← + LK (THEN JUGGLE ↓↘→ ↓↘→ + P)
281 damage, 465 stun (479 with Critical Art, requires full EX Gauge)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↙← + HK
355 damage, 559 stun (requires one stock of EX Gauge; ender dangerous if foe quick-rises)

↓↘→ + K K ~ →↓↘ + P, ↓↙← + HK
333 damage, 601 stun (requires one stock of EX Gauge)

↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P
385 damage, 595 stun (requires two stocks of EX Gauge)

STARTING FROM ABOUT A JUMP AWAY FROM CORNER, ↓↘→ + K K ~ P, JUGGLE ↓↙← + LK, ↓↘→ + K K ~ P, ↓↙← + P P
455 damage, 695 stun (requires full EX Gauge)

This is primarily good for reversal punish counter-hits, like after Ryu or Ken whiffs MP Shoryuken in front of Karin. You won't really be poking with point-blank standing HK otherwise in situations where it might counter-hit, since it's -4 when blocked and not that fast to hit in the first place (at 10-frame startup). It gains power as a close-range poke when you're going to V-Trigger cancel anyway. When you're within a half-stock of a full V-Gauge, you can also poke with it into a basic option select by tapping HP + HK on contact. If it counter-hits, you'll gain enough meter for a full V-Gauge and automatically cancel into Kanzuki-Ryu Guren No Kata, and the screen freeze will give you time to see this and get ready to link after (most simply, with standing HP into Guren Ken). Another option select for V-Trigger activation is to poke with standing HK and press HP + HK later than for a normal cancel on hit; properly timed, your late input will only work thanks to the extended hitstop caused when standing HK actually triggers a Crush Counter. Otherwise, use these combos if you happen to land counter-hit standing HK up close, like as a change-up after a deep jump-in.

COMBO 10

COUNTER-HIT CROUCHING HP (FIRST ACTIVE FRAME ONLY), THEN CANCEL INTO EITHER:

↓↘→ + LK (SIDES SWAPPED), JUGGLE ↓↙← + LK, JUGGLE ↓↙← + LK (XX ↓↘→ ↓↘→ + P)
227 damage, 350 stun (465 with Critical Art, requires full EX Gauge; against cornered foe, omit Sappo)

WHILE BACKED INTO CORNER, ↓↘→ + LK (SIDES SWAPPED), JUGGLE ↓↙← + LK, JUGGLE ↓↙← + LK, JUGGLE ↓↘→ + K K ~ P, JUGGLE ↓↙← + P P
395 damage, 575 stun (requires two stocks of EX Gauge)

Karin's other Crush Counter attack besides standing HK is crouching HP, a seven-frame gut punch into uppercut. Only the gut punch portion will Crush Counter; the anti-air portion of crouching HP has no special properties. If you counter-hit with the first active frame, crouching HP will launch the victim into a flipping backward knockdown like off of Ken's counter-hit crouching HP. From here, if you catch them in time, you can juggle for good damage. Since Crush Counter crouching HP puts them into a free juggle state, anything will juggle (even stuff that normally has no juggle potential), and you can juggle with something that normally increases the juggle limit (like LK Mujinkyaku) without limiting the juggle right after. That's why LK Mujinkyaku juggles into itself in some of these examples; that only works because of crouching HP.

Crouching HP XX LK Sappo is a good potential combo starter to use whenever you think you might get away with it. This is technically a disadvantaged situation but one that can work, depending on how conditioned your foe is. It allows you to immediately stage a secondary throw/low hit/frame trap mix-up. If the opponent is worried about your usual poke canceled into Orochi/delayed Orochi pressure, they're less likely to punish you for trying. When crouching HP counter-hits, Sappo dash will make Karin pass under the opponent, so your juggle will have to be from the other side. Heading into a corner, if you have a situation where you know you can land counter-hit crouching HP (like the challenger whiffed a counter-hittable reversal), omit the Sappo dash and just launch them before juggling with LK Mujinkyaku. The corner will keep them close enough without Sappo, and Karin won't cross under them and give up the position you worked hard to earn.

COMBO 11

DURING GUREN KEN (V-TRIGGER ↓↘→ + P), COUNTER-HIT →↓↘ + P ▷ CROUCHING LP XX CROUCHING LP XX ↓↘→ + LK ~ P, JUGGLE ↓↘→ + P XX →↓↘ + P XX →↓↘ + P (XX ↓↘→ ↓↘→ + P)

283 damage, 378 stun (340 damage with Critical Art, requires full EX Gauge)

This combo stems from counter-hit Guren Chochu, Karin's safest V-Trigger special. On normal hit, she's at +2, so on counter-hit, she's afforded enough frame advantage to link light attacks. Depending on the timing, Guren Chochu after Guren Ken may counter-hit opponents sticking out counter-pokes late, wary of your Guren Ken mix-ups. This works hand-in-hand with Guren Senha (Combo 4) to keep enemies on their toes when your V-Trigger is going.

ANTI-AIR COMBOS

COMBO 12A

ANTI-AIR ↓↘→ + K ~ P, JUGGLE ↓↘→ + K K XX P

188 damage, 235 stun (requires one stock of EX Gauge)

COMBO 12B

NEAR CORNER, ANTI-AIR ↓↘→ + K ~ P, JUGGLE ↓↘→ + K K XX P, ↓↙← + P P

300 damage, 395 stun (requires two stocks of EX Gauge)

COMBO 12C

ANTI-AIR ↓↘→ + K ~ P, JUGGLE ↓↘→ ↓↘→ + P

377 damage, 100 stun (requires full EX Gauge)

Just Frame Tenko and EX Tenko actually have decent anti-air properties, with active hitboxes that extend well above Karin's vulnerable lower body. The only issue is that most frontal jumps don't come from an angle that Tenko counters. Against jumps coming in deeper or directly atop Karin (almost at cross-up angles), Tenko ducks too far forward to work. Here, you'll have to rely on the single active anti-air frame of standing HP, the late active anti-air frames of crouching HP, or EX Ressenha. But against optimistic jumps from farther out, Tenko can launch into a potential juggle follow-up. Most characters certainly can't anti-air with a clean hit and then juggle a loaded Critical Art.

V-TRIGGER AND SITUATIONAL COMBOS

COMBO 13A

CROUCHING MP ▷ STANDING MP XX HP + HK ▷ STANDING HP XX ↓↘→ + K ~ P, JUGGLE ↓↘→ + P XX →↓↘ + P XX →↓↘ + P (XX ↓↘→ ↓↘→ + P)

308 damage, 450 stun (requires full V-Gauge; 474 with Critical Art, requires full EX Gauge)

COMBO 13B

CROUCHING MP ▷ STANDING MP XX HP + HK ▷ STANDING HP XX ↓↘→ + K K ~ →↓↘ + P, ↓↘→ + K K ~ P, JUGGLE ↓↘→ + P XX P

361 damage, 572 stun (requires full V-Gauge and two stocks of EX Gauge)

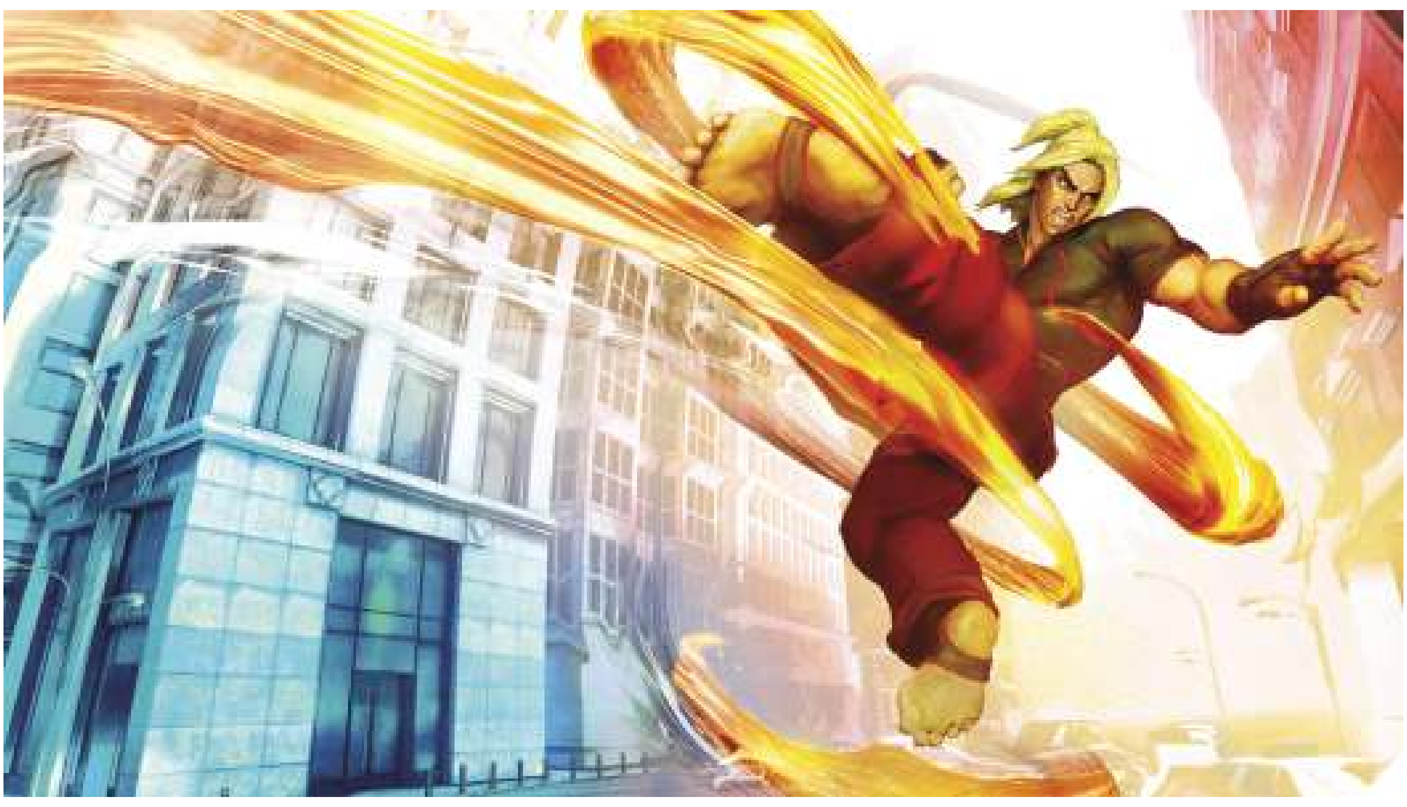
COMBO 13C

COUNTER-HIT CROUCHING HP XX XX HP + HK, JUGGLE ↓↘→ + P XX →↓↘ + P XX →↓↘ + P (XX ↓↘→ ↓↘→ + P)

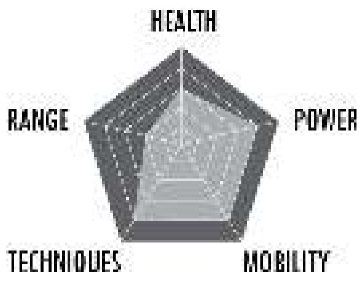
262 damage, 309 stun (requires full V-Gauge; 414 with Critical Art, requires full EX Gauge)

With V-Gauge locked and loaded for Kanzuki-Ryu Guren No Kata, you can add bite to virtually any combo while transitioning into Karin's fully powered-up state. Immediately after canceling a poke into HP + HK, link standing HP and then cancel into your desired follow-up option. With V-Trigger activated, virtually any Tenko juggle can be capped with Guren Ken XX Guren Hosho to keep going in the same direction, or Guren Ken XX Guren Chochu XX Guren Hochu to switch sides. Pre-Tenko launch, you can also use V-Trigger hit-checks to go for a reset: confirm your starter and cancel with HP + HK, link standing HP XX Guren Ken after the screen freeze, and then cancel into Guren Senha overhead, which leads to Combo 4.

THE FIRE-BREATHING FIST



CHARACTER ATTRIBUTES



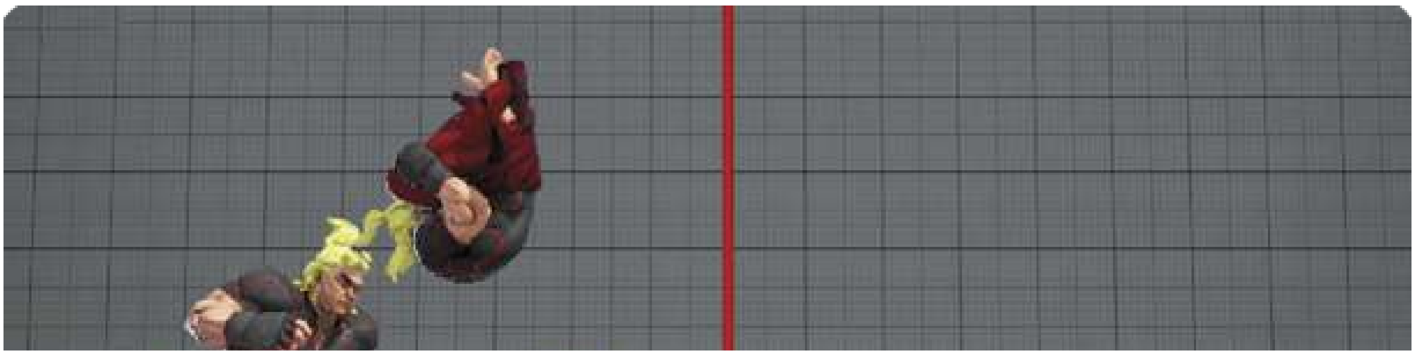
APPEARANCES
Street Fighter (1987)
Street Fighter II (1991)
Street Fighter: The Movie (1995)
Street Fighter Alpha (1995)
X-Men vs. Street Fighter (1996)
Street Fighter Alpha 2 (1996)
Super Puzzle Fighter II Turbo (1996)
Street Fighter EX (1996)
Marvel Super Heroes vs. Street Fighter (1997)
Super Gem Fighter Mini Mix (1997)
Street Fighter III (1997)
Street Fighter Alpha 3 (1998)
Street Fighter EX2 (1998)
SNK vs. Capcom: The Match of the Millennium (1999)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
SNK vs. Capcom: SVC Chaos (2003)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

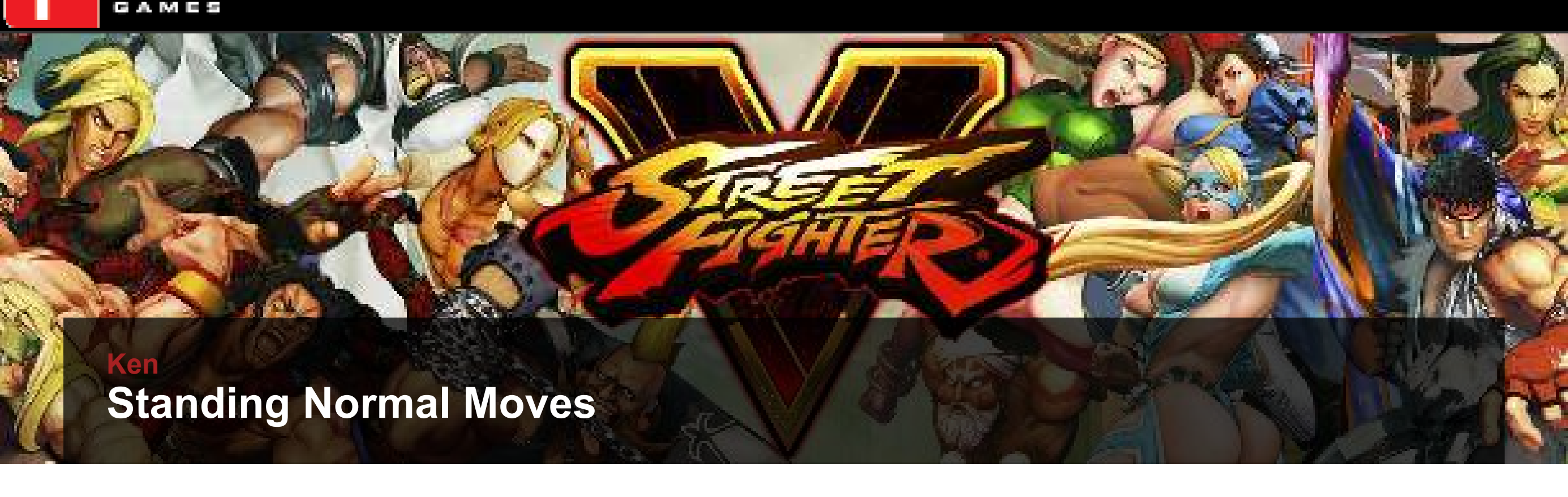
COSTUMES

Street Fighter V

Ken

Data

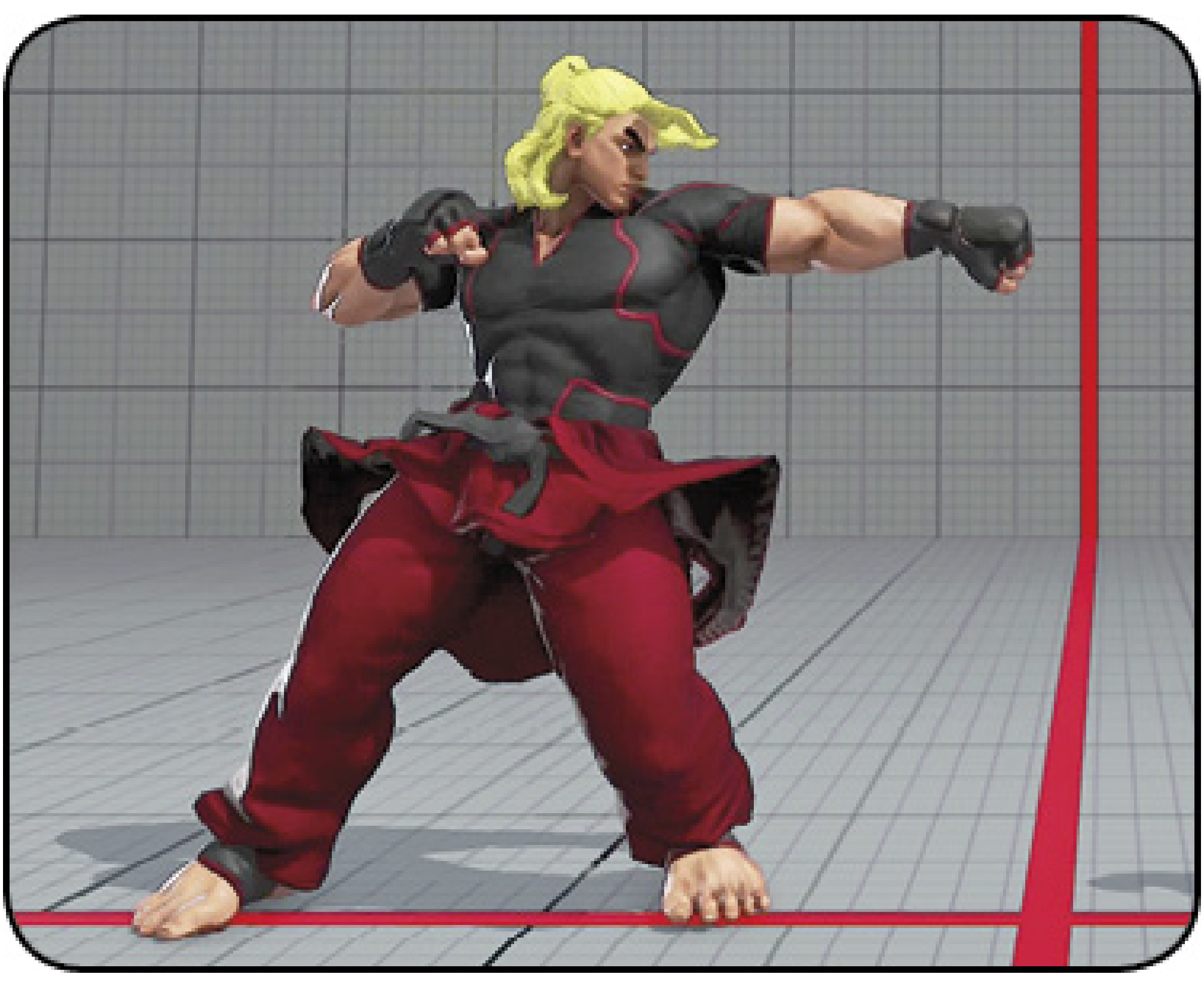




Ken

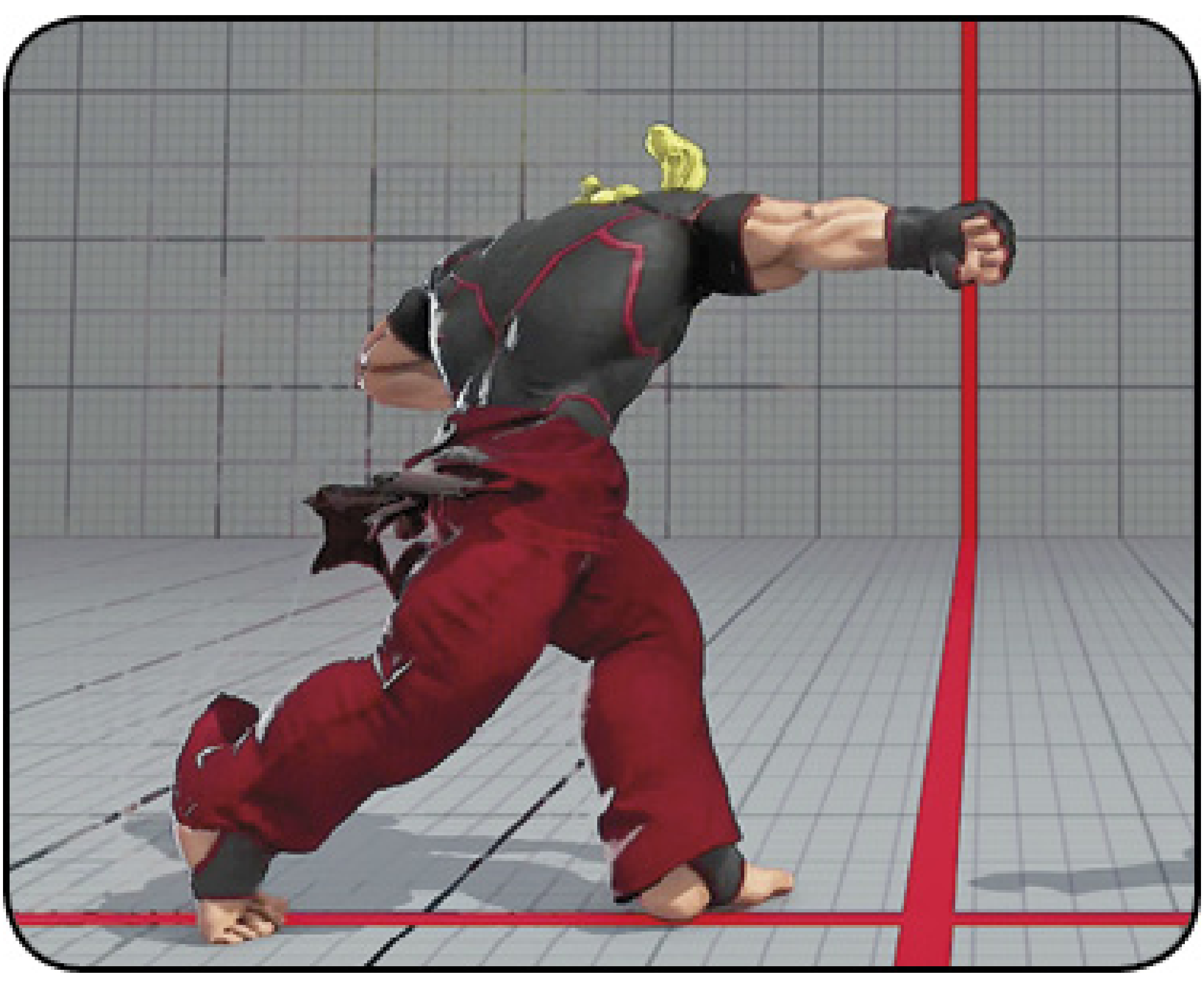
Standing Normal Moves

STANDING JAB LP



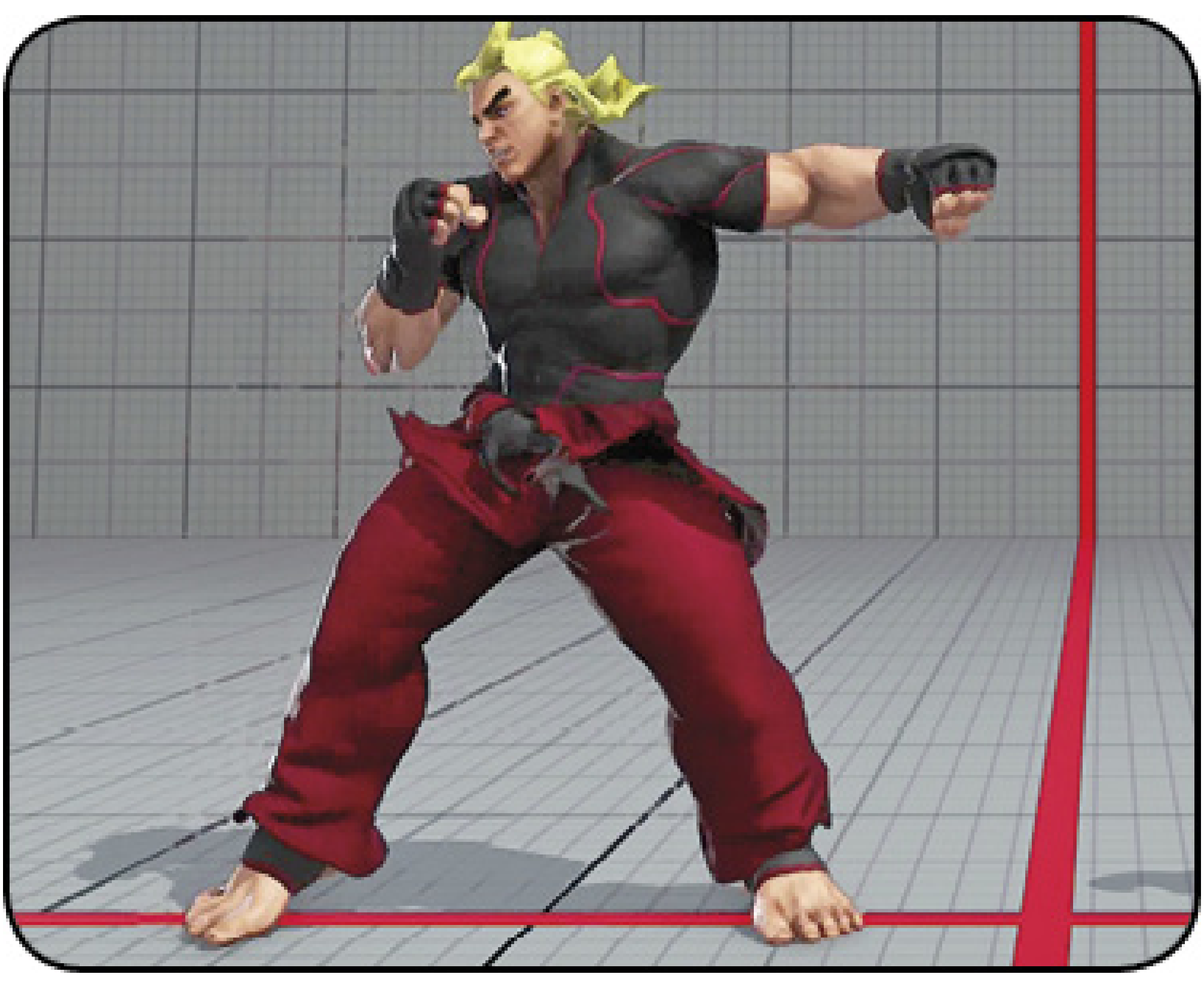
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VSX HIT	-10
VSX GUARD	-12
VTX HIT	-1
VTX GUARD	-3
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	7
ACTIVE	2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	±0
VSX HIT	-4
VSX GUARD	-6
VTX HIT	5
VTX GUARD	3
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

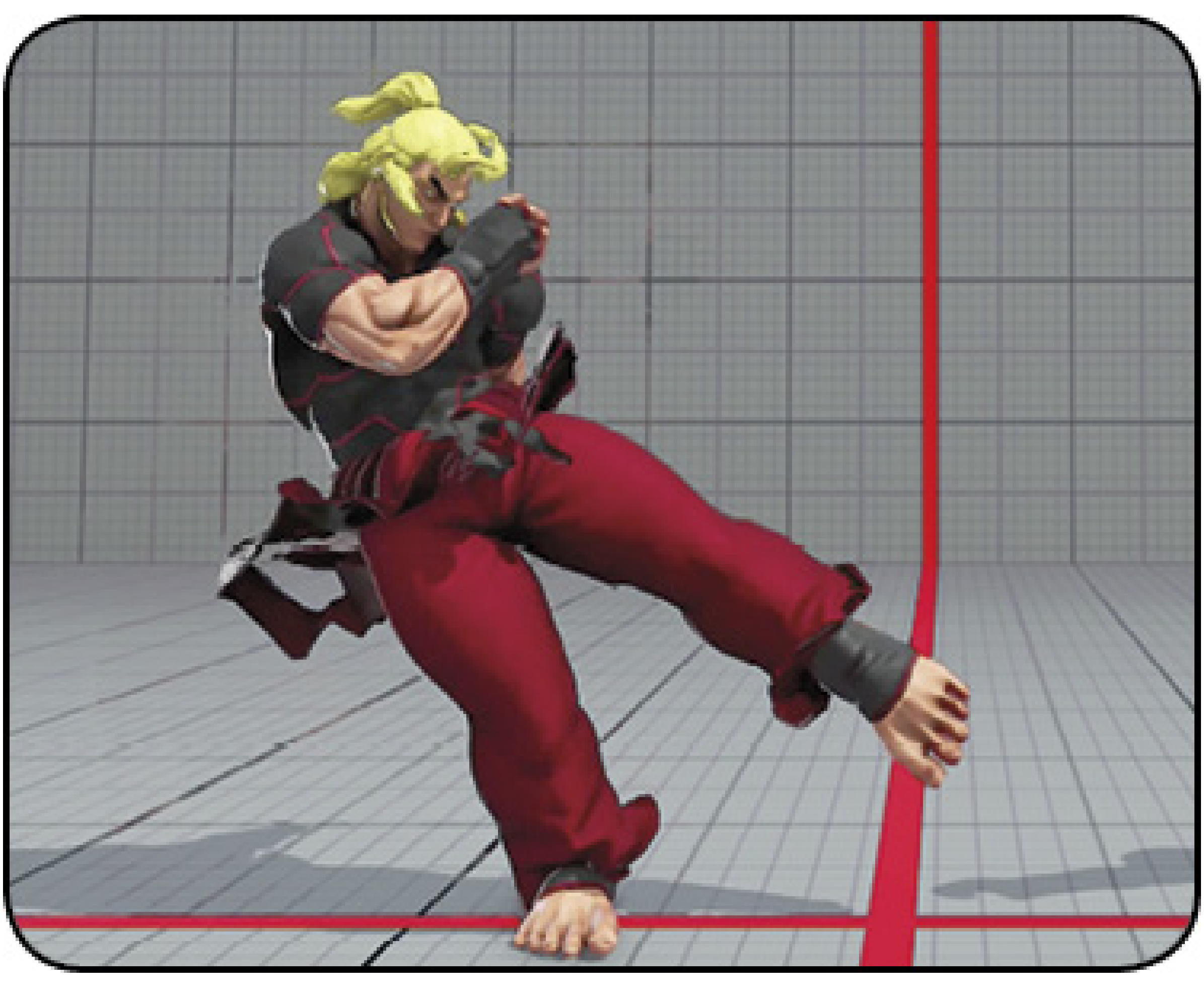


STARTUP	9
ACTIVE	2
RECOVERY	20
GUARD LEVEL	HL
ON HIT	5
ON GUARD	-3
VSX HIT	3
VSX GUARD	-5
VTX HIT	13
VTX GUARD	4
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: causes Crush Counter (stagger); +6 advantage; +150 V meter gain

STANDING SHORT LK

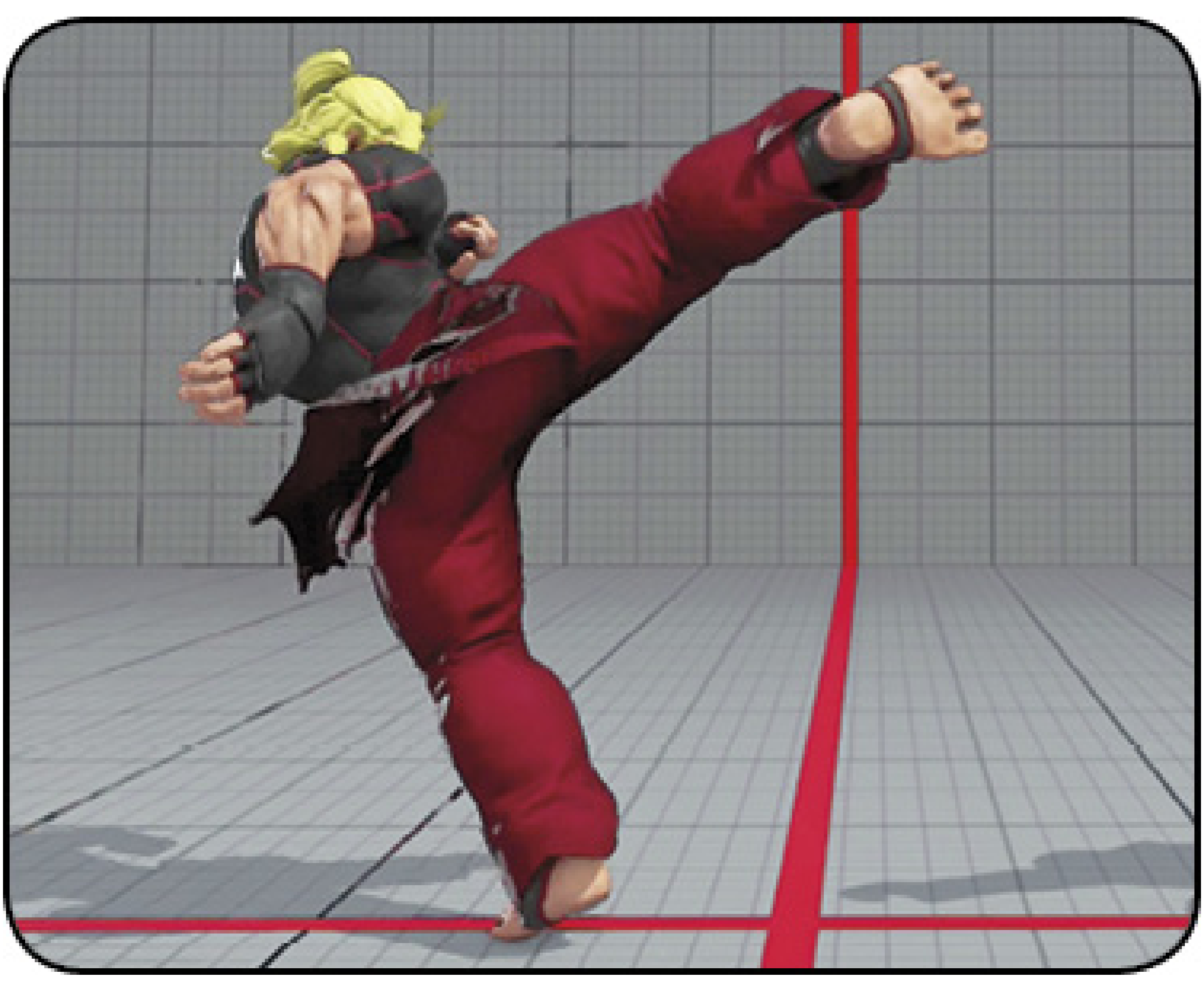


STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
VSX HIT	-9
VSX GUARD	-13
VTX HIT	±0
VTX GUARD	-4
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

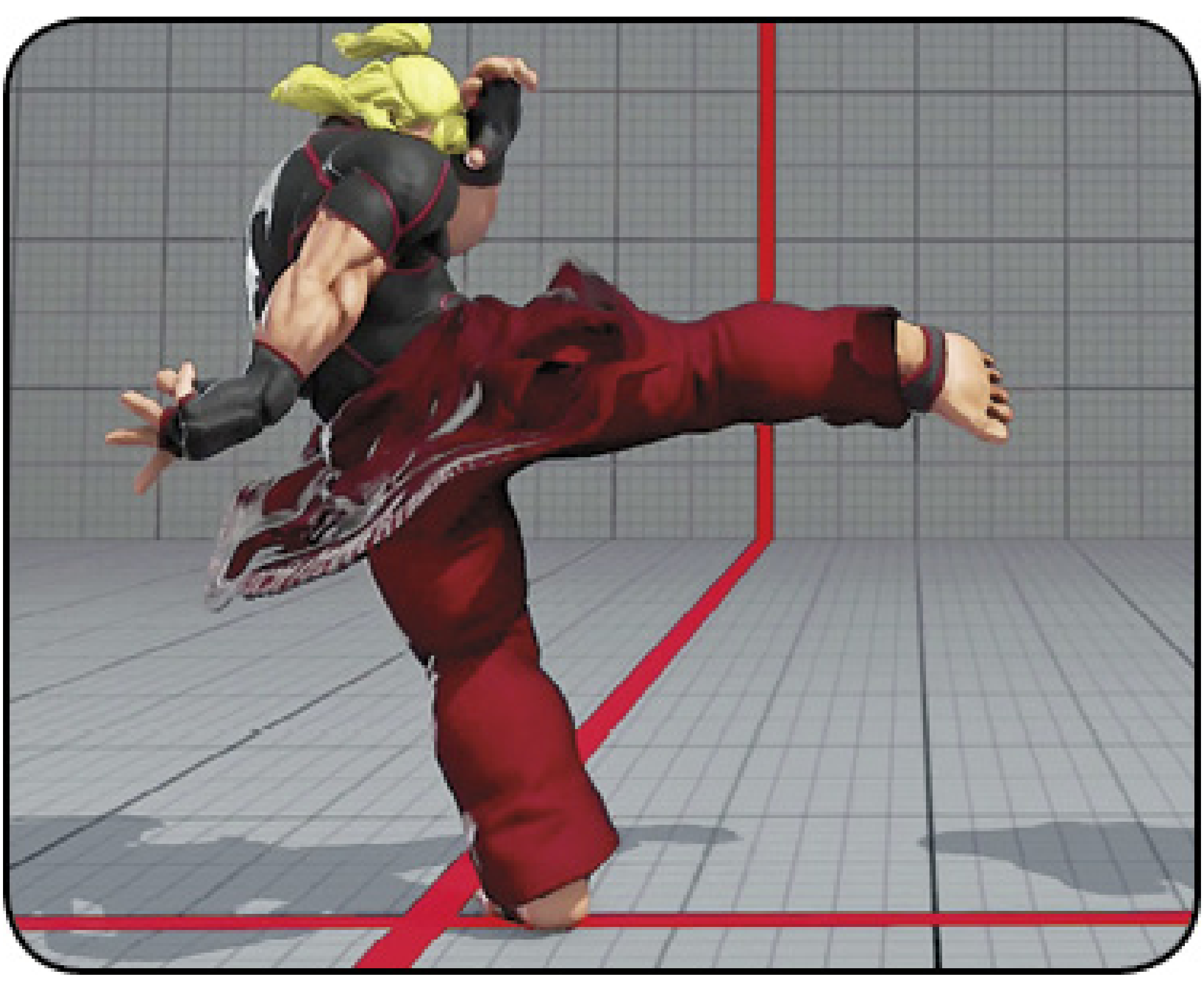
Can be chained into from standing LP, crouching LP, and crouching LK

STANDING FORWARD MK



STARTUP	8
ACTIVE	3
RECOVERY	17
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VSX HIT	-6
VSX GUARD	-9
VTX HIT	7
VTX GUARD	4
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

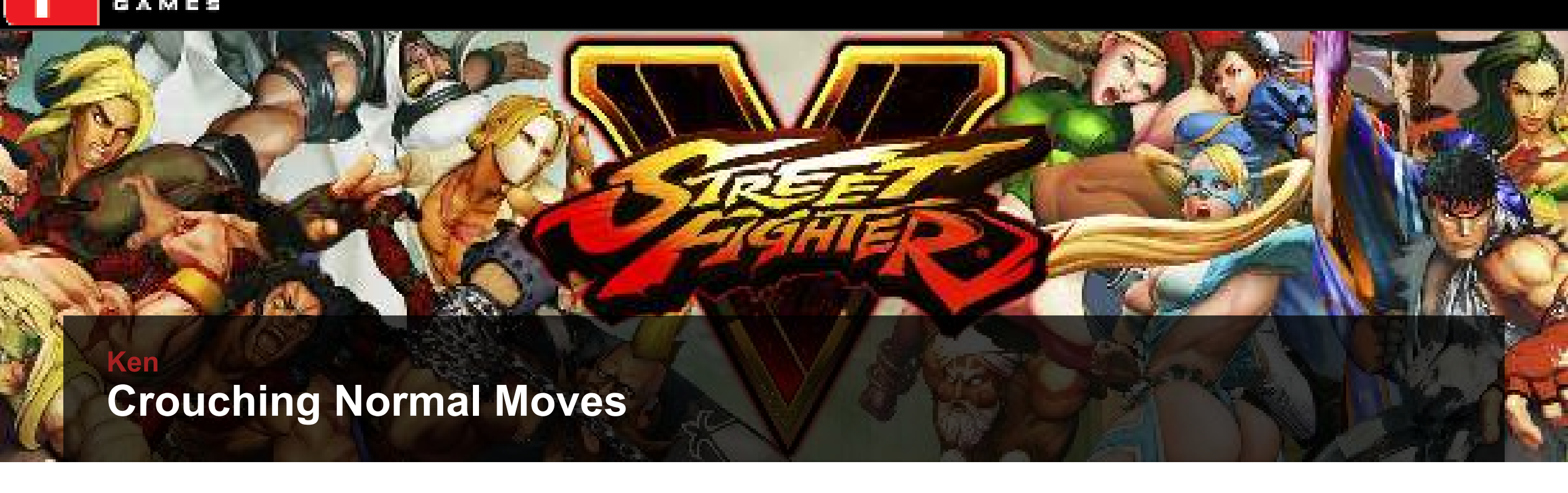
STANDING ROUNDHOUSE HK



STARTUP	13
ACTIVE	2
RECOVERY	25
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-4
VSX HIT	-2
VSX GUARD	-9
VTX HIT	9
VTX GUARD	2
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

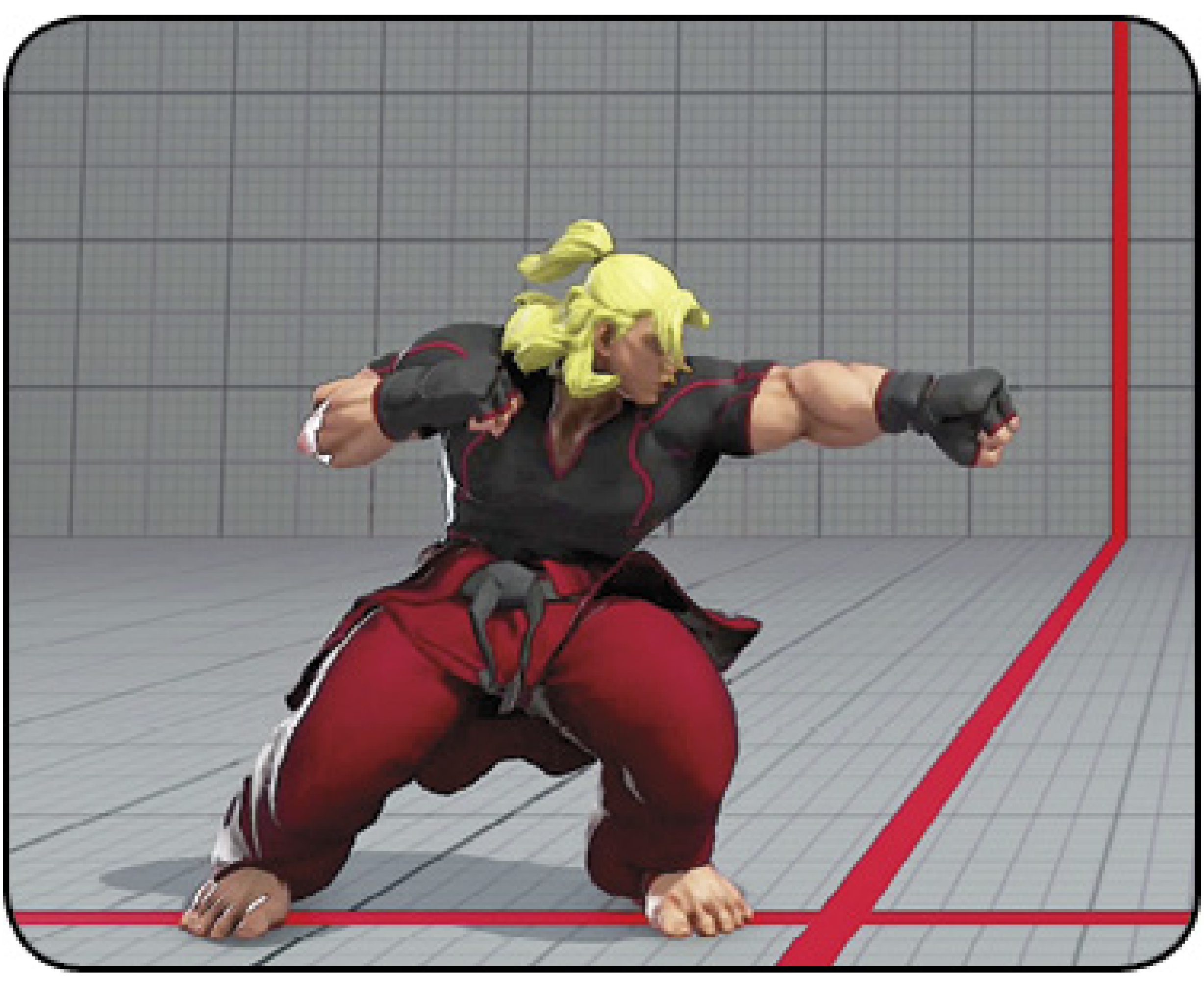
On counter-hit: causes Crush Counter (spinning knockdown) and +150 V meter gain



Ken

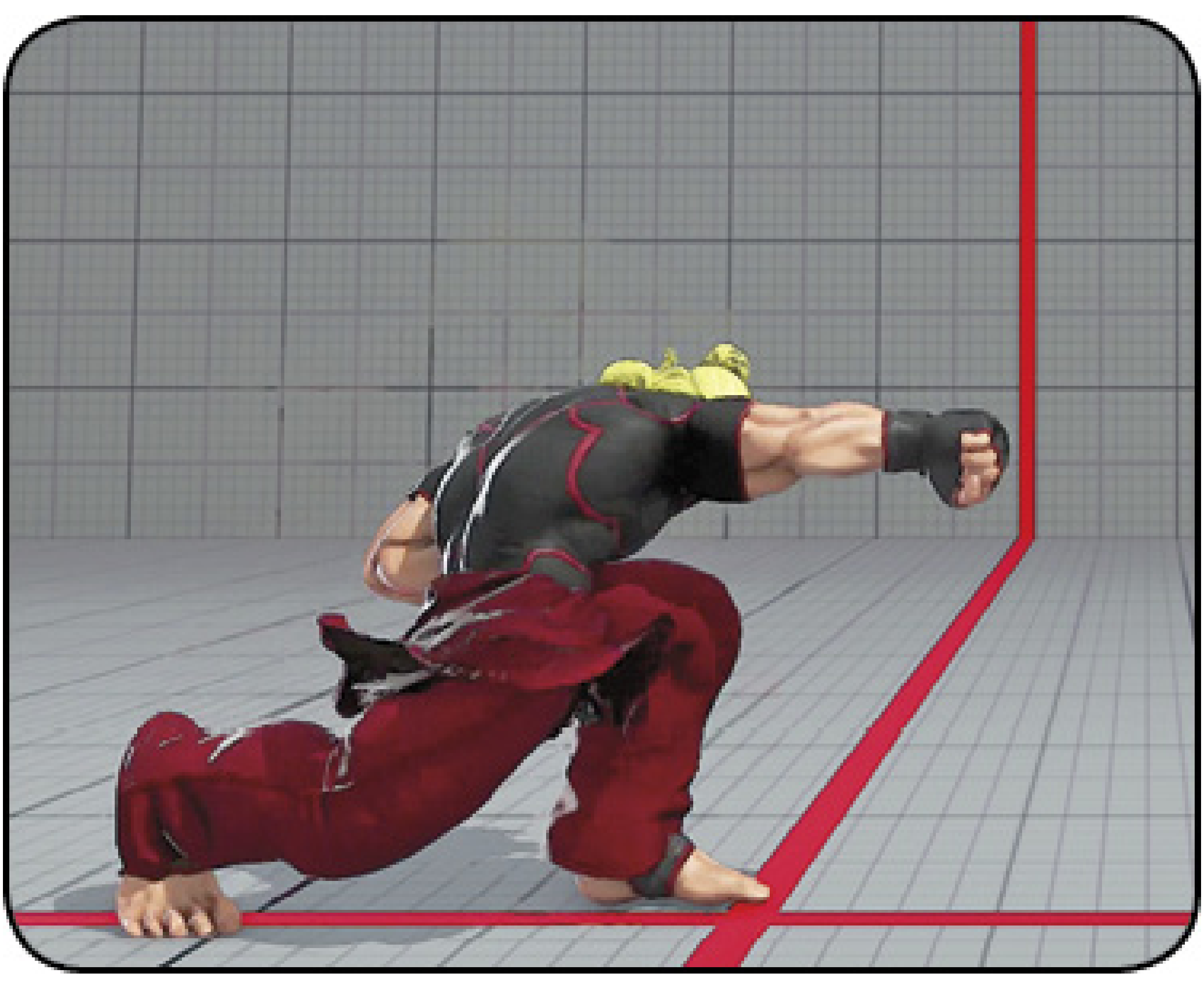
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



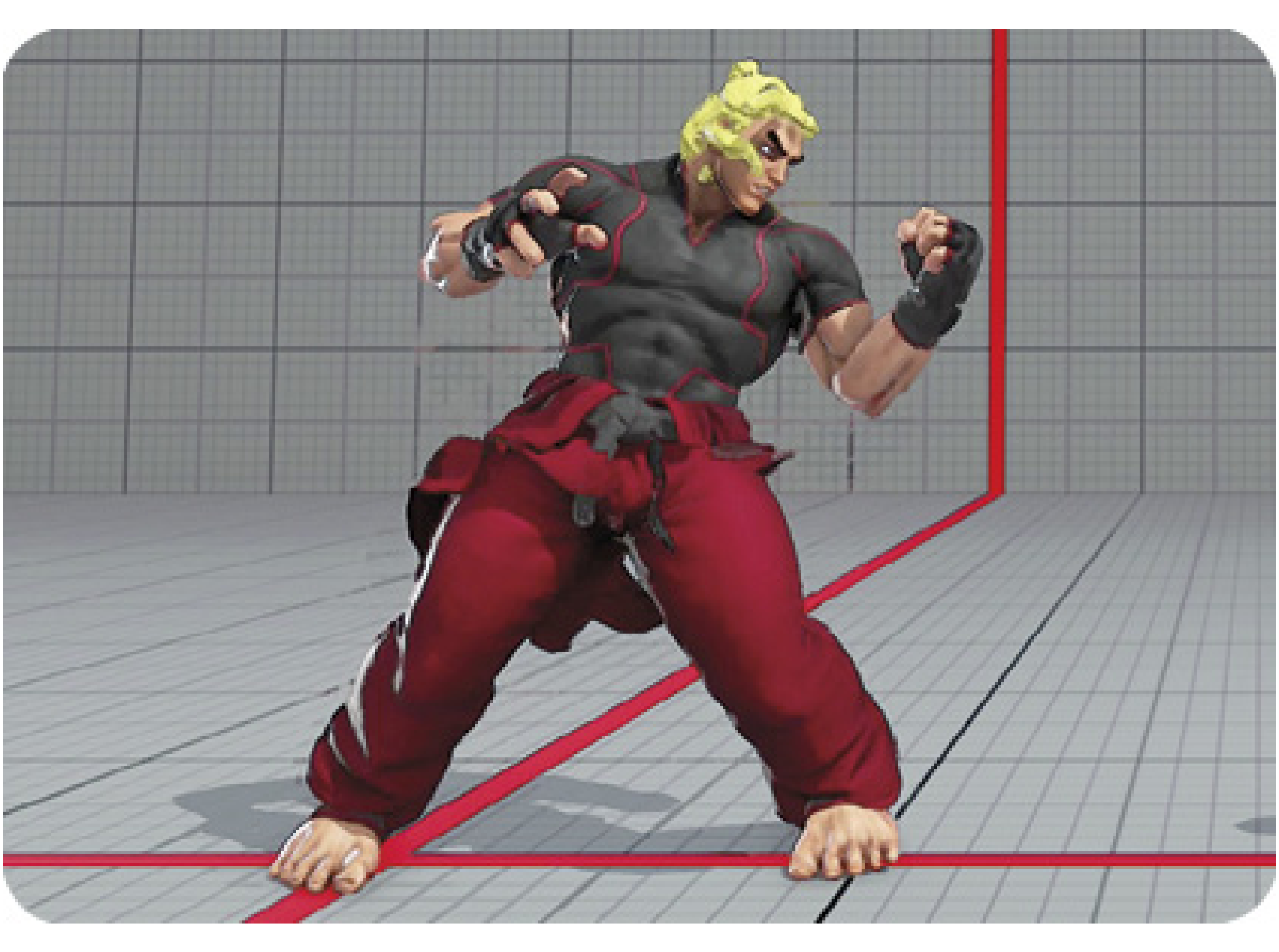
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
VSX HIT	-10
VSX GUARD	-11
VTX HIT	-1
VTX GUARD	-2
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

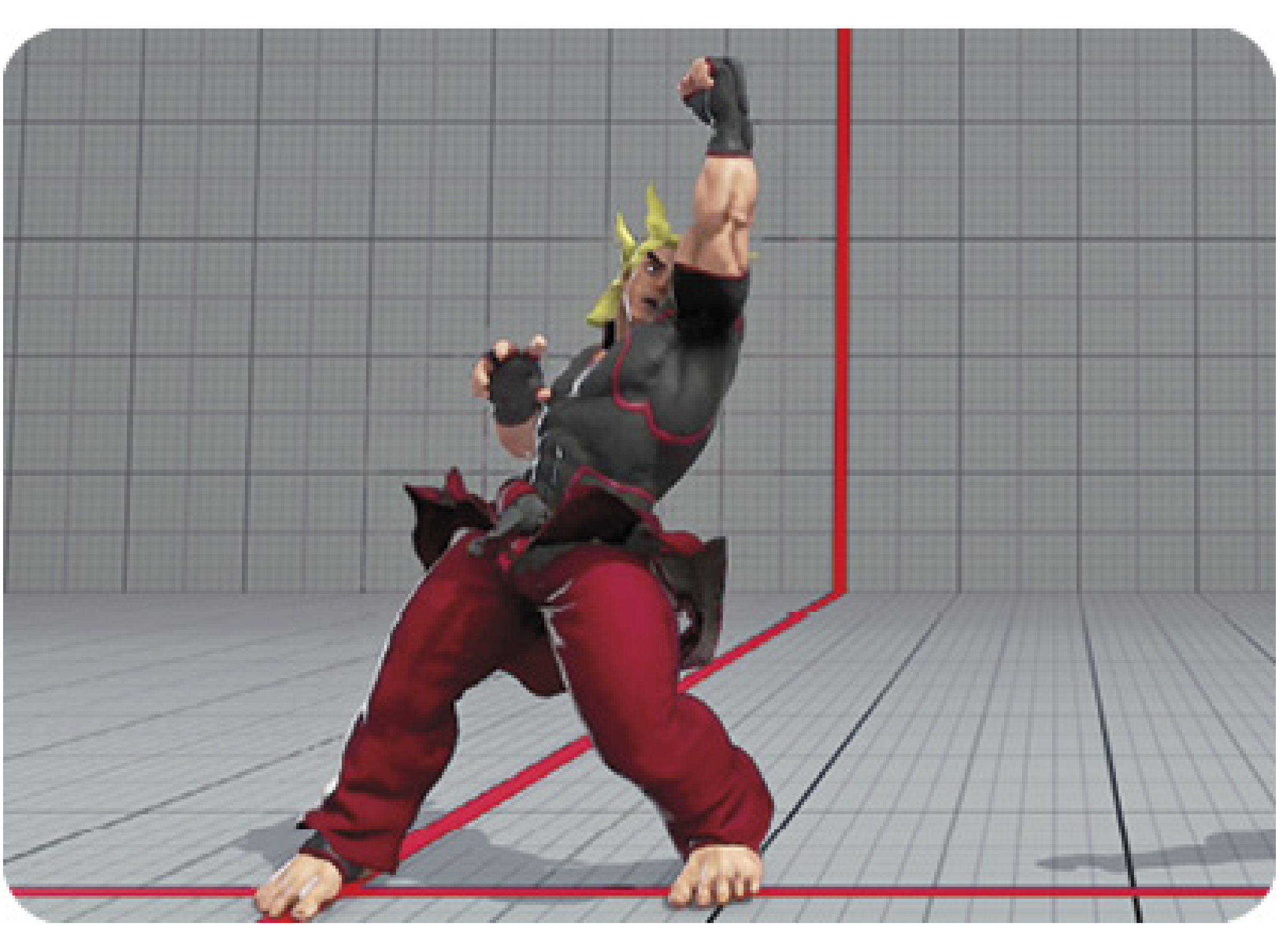
CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
VSX HIT	-3
VSX GUARD	-6
VTX HIT	5
VTX GUARD	3
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



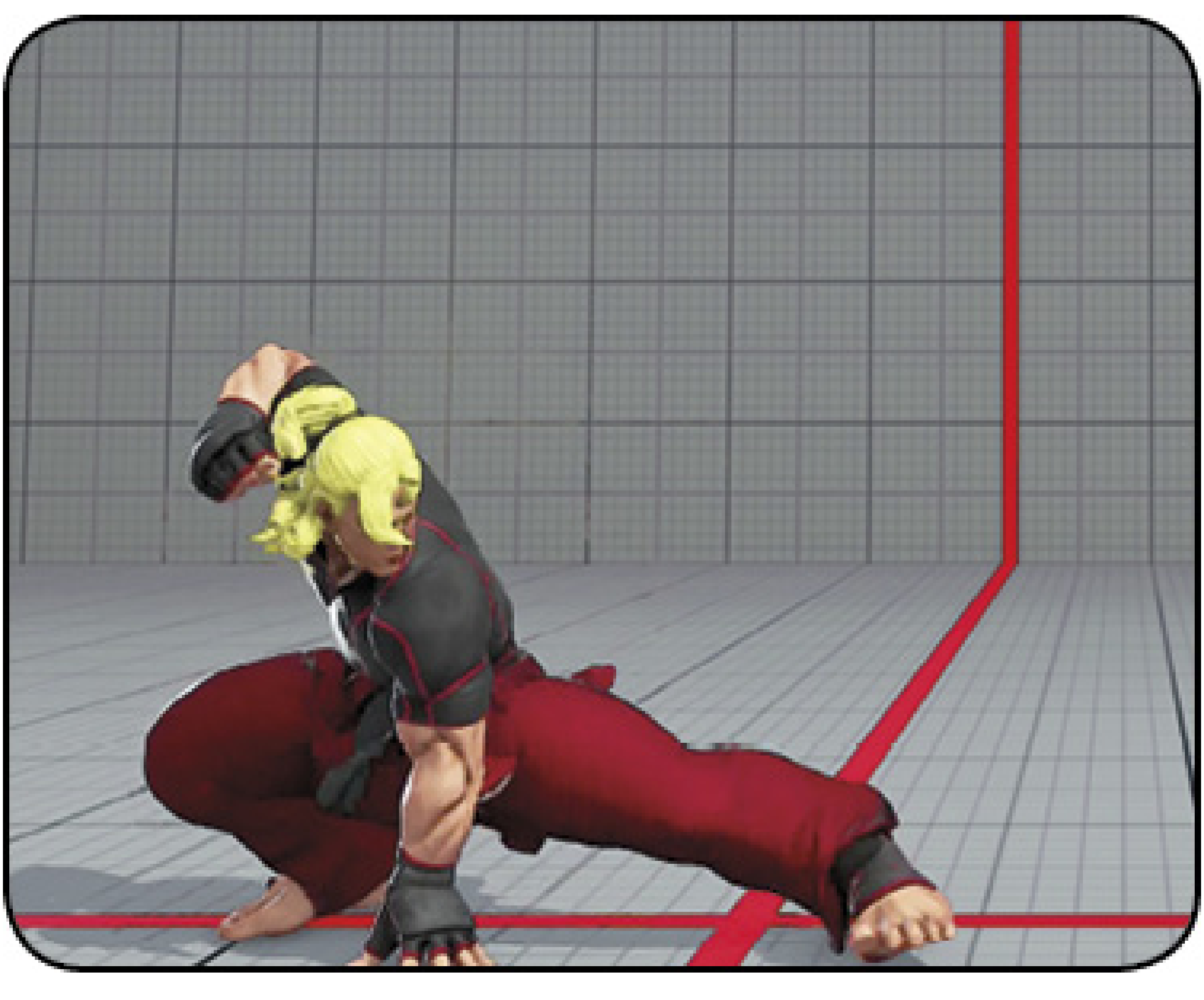


STARTUP	6
ACTIVE	5
RECOVERY	22
GUARD LEVEL	HL
ON HIT	-4
ON GUARD	-9
VSX HIT	-5
VSX GUARD	-10
VTX HIT	8
VTX GUARD	3
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

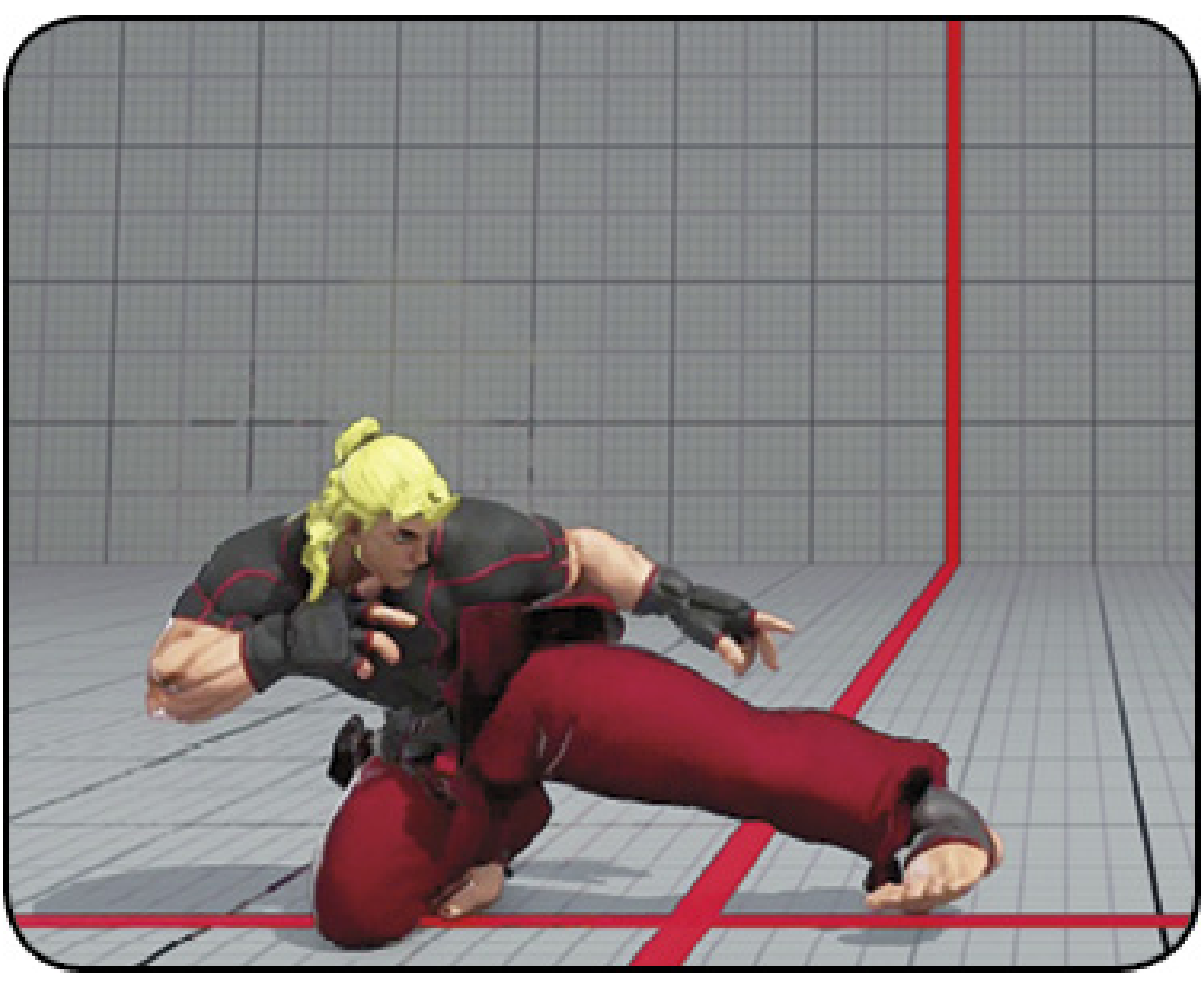
First active frame: causes Crush Counter (free juggle) on counter-hit and rewards +150 V meter; after first active frame: damage 70, causes normal counter-hit instead of Crush Counter; forces standing on hit

CROUCHING SHORT LK WHILE CROUCHING



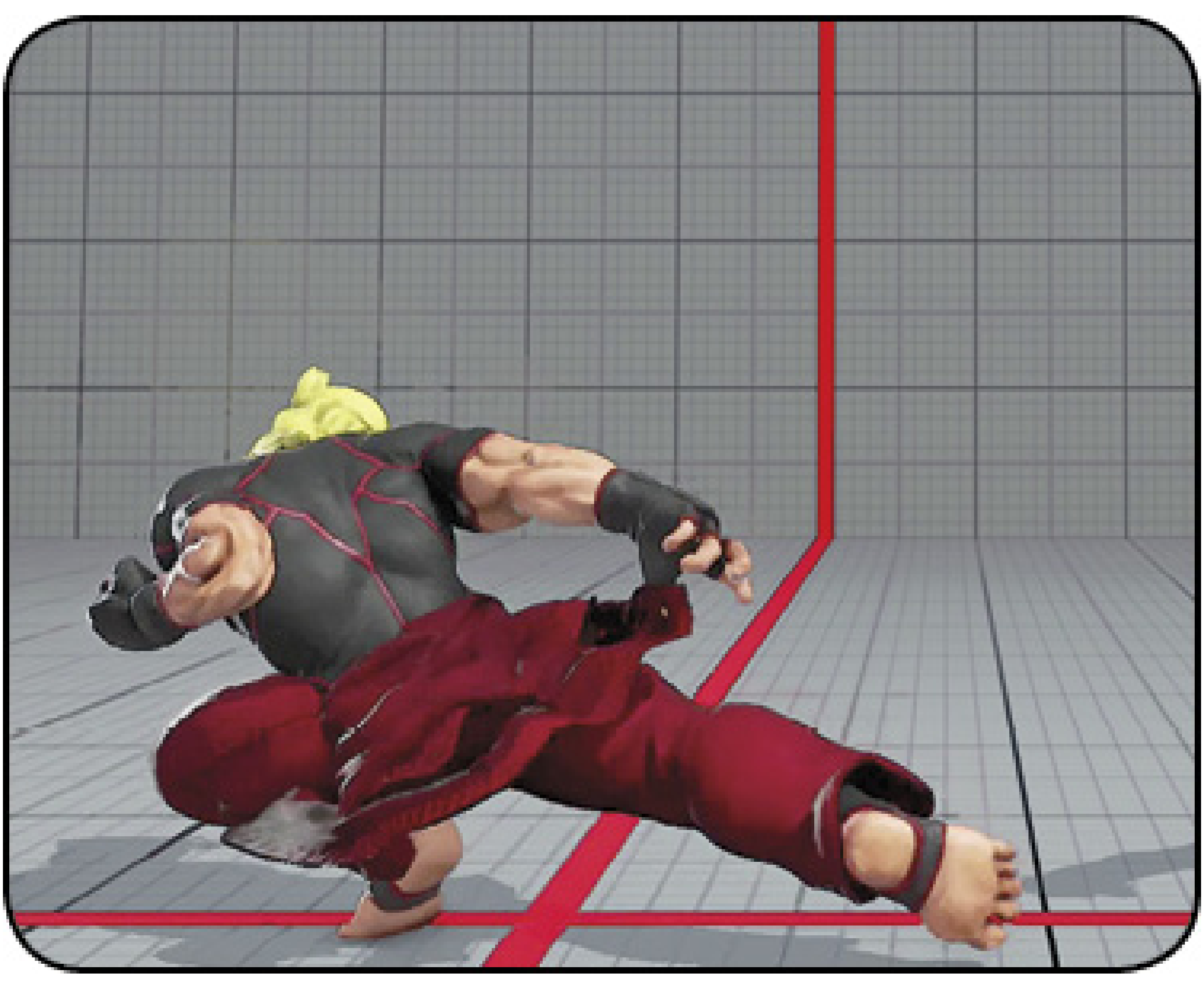
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	L
ON HIT	3
ON GUARD	1
VSX HIT	-11
VSX GUARD	-13
VTX HIT	-2
VTX GUARD	-4
CANCEL	CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING

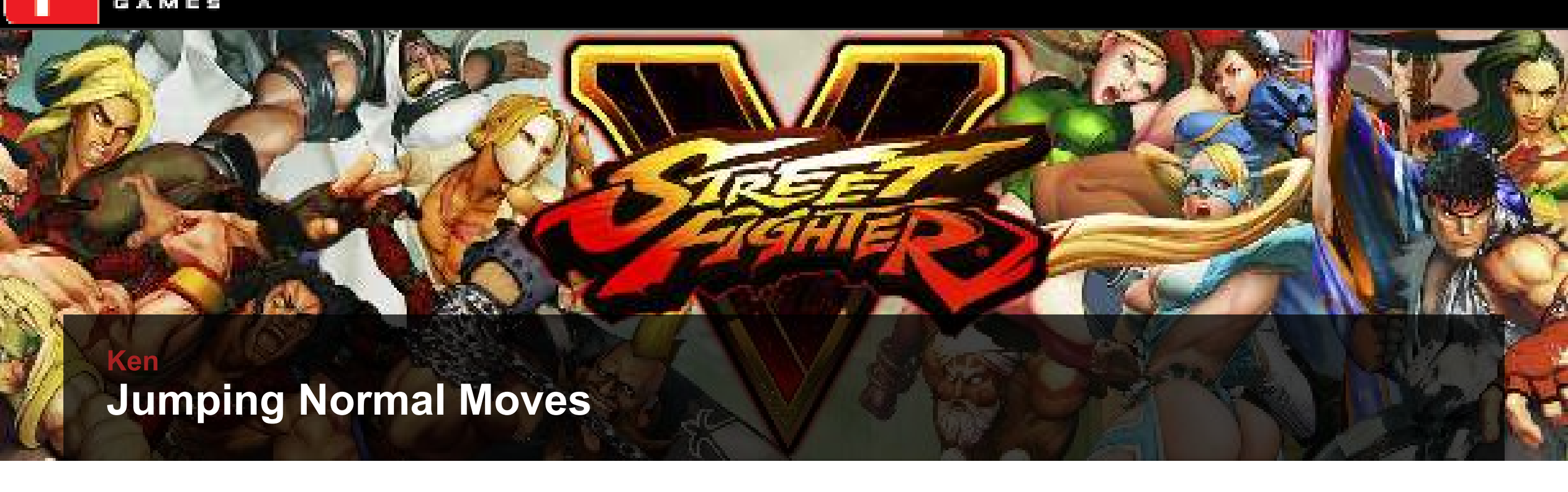


STARTUP	6
ACTIVE	2
RECOVERY	14
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-4
VSX HIT	-7
VSX GUARD	-11
VTX HIT	1
VTX GUARD	-3
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



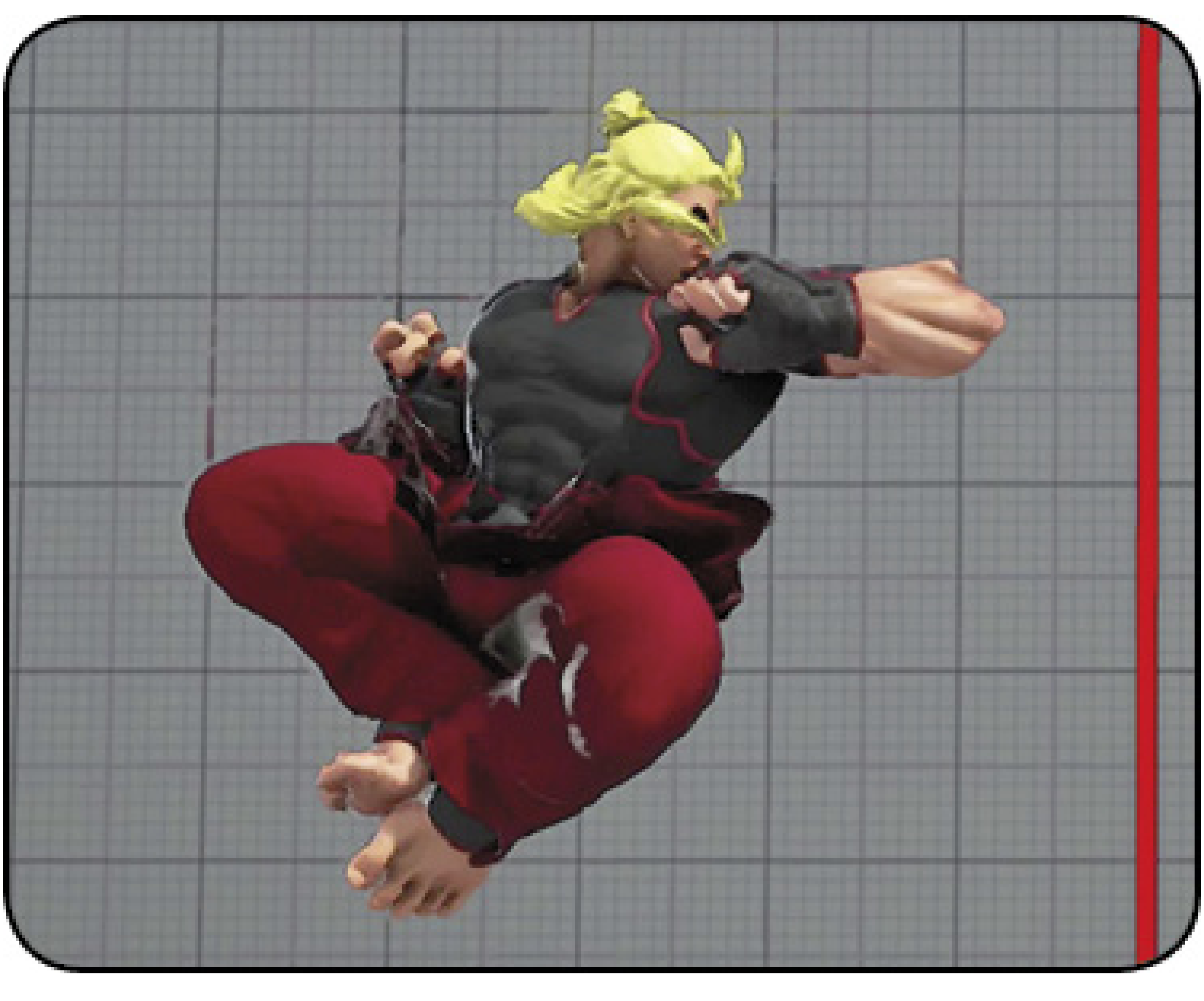
STARTUP	7
ACTIVE	3
RECOVERY	23
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
VSX HIT	D
VSX GUARD	-11
VTX HIT	D
VTX GUARD	±0
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25



Ken

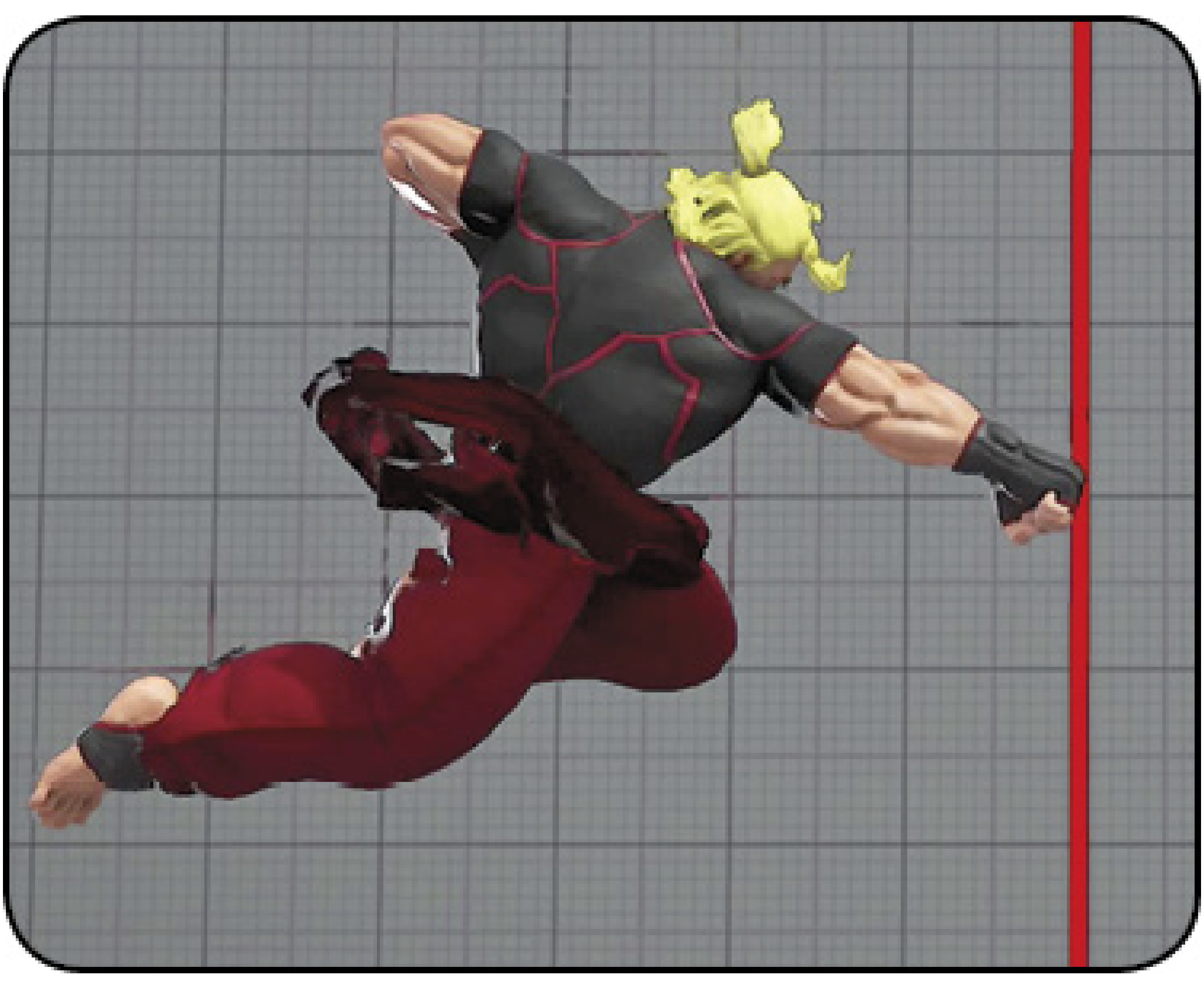
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



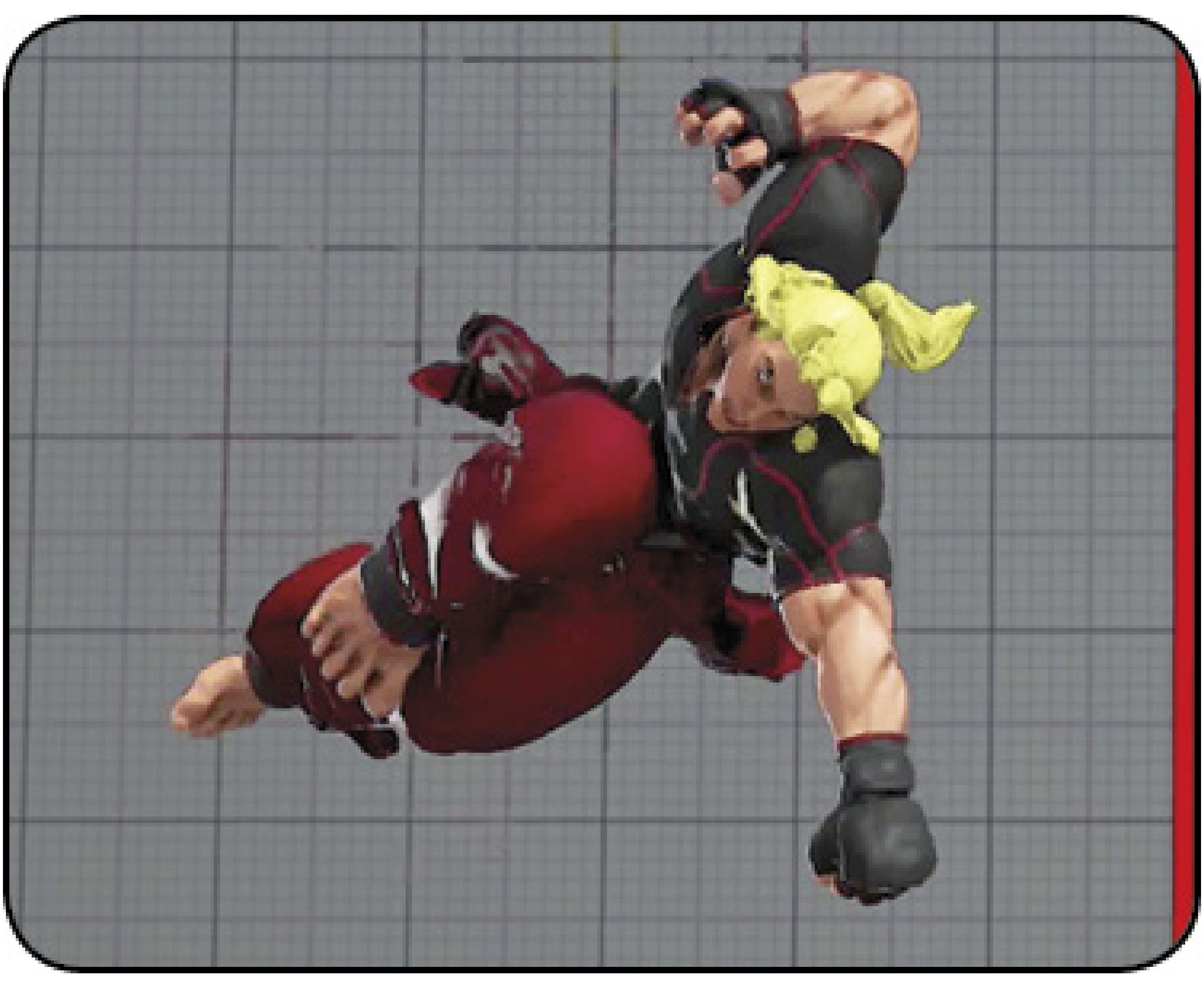
STARTUP	3
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



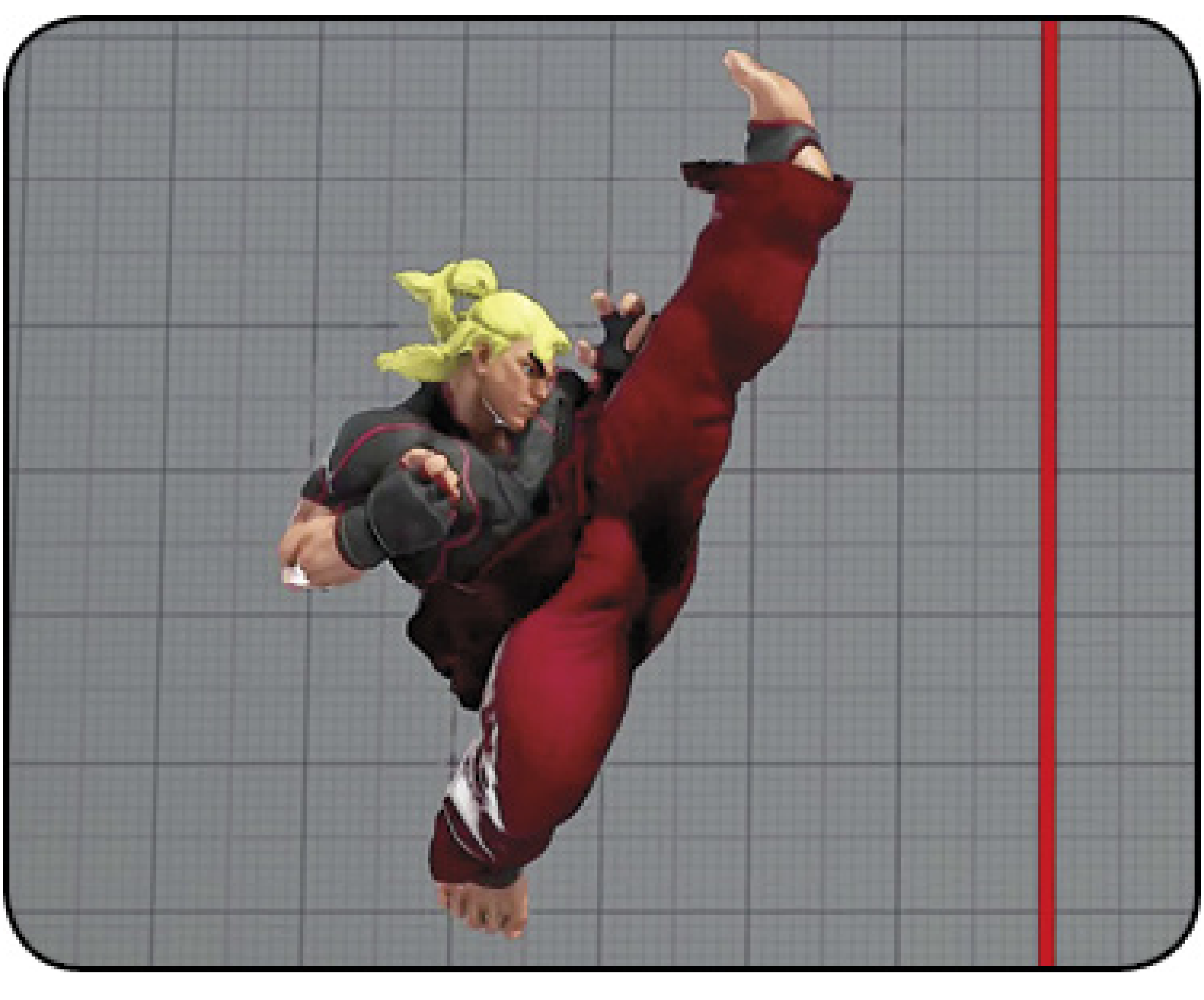
STARTUP	5
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



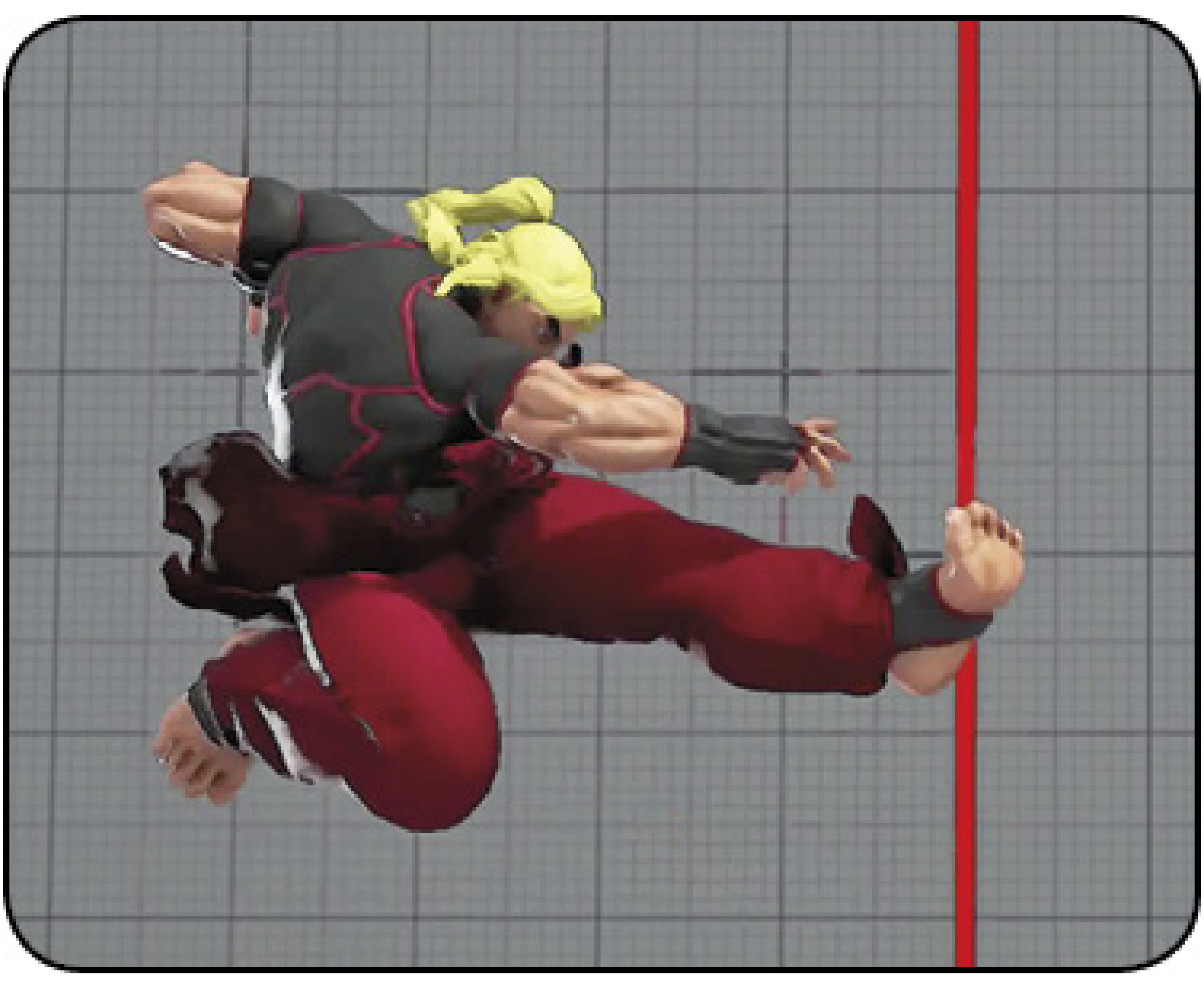
STARTUP	8
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

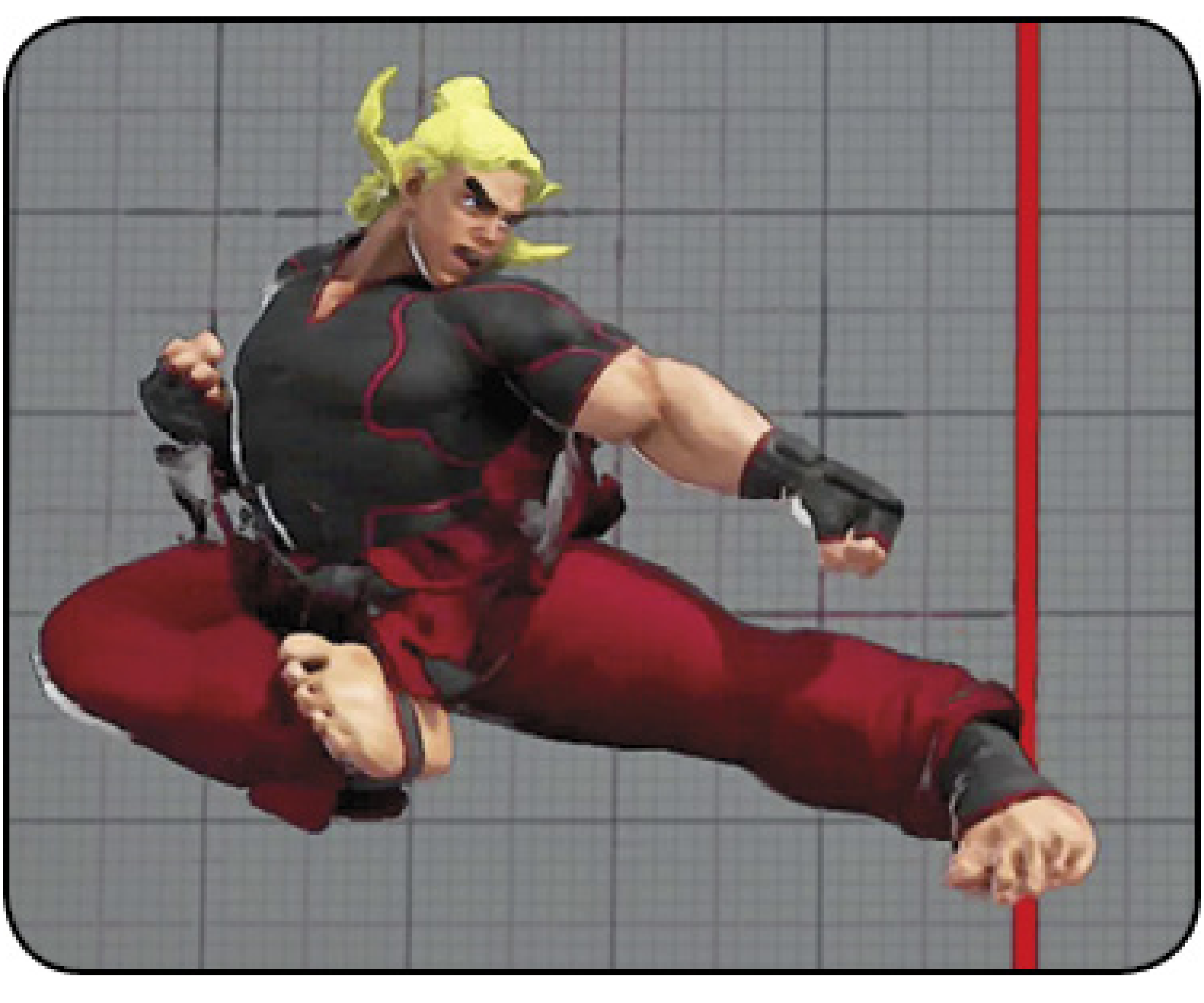


STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

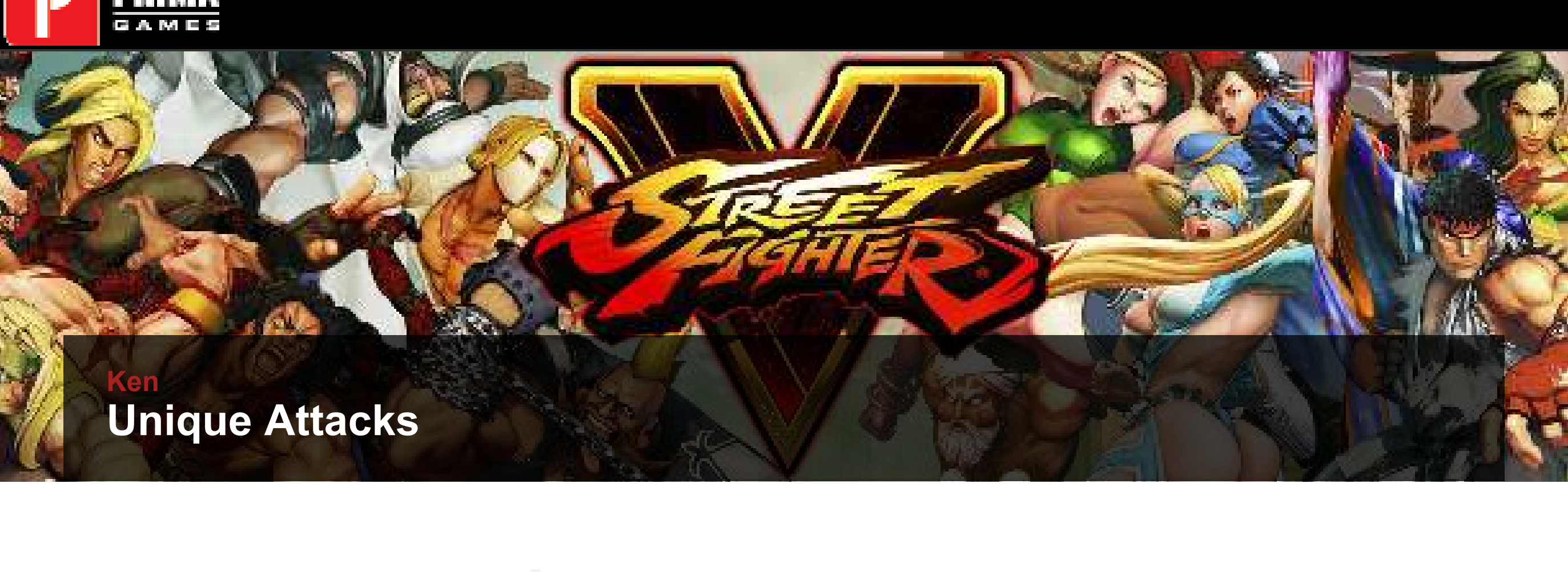
NOTES

Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING



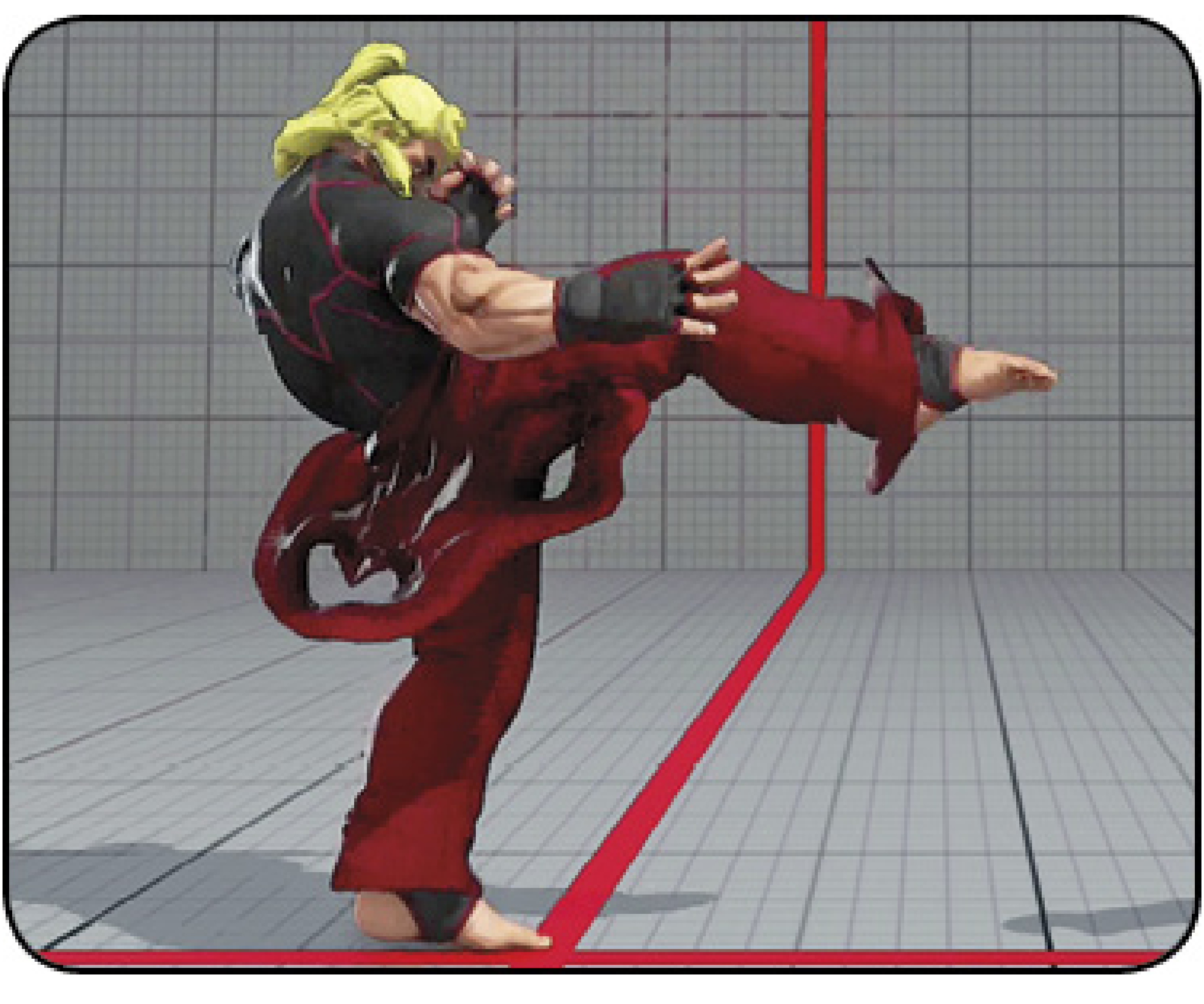
STARTUP	8
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25



Ken

Unique Attacks

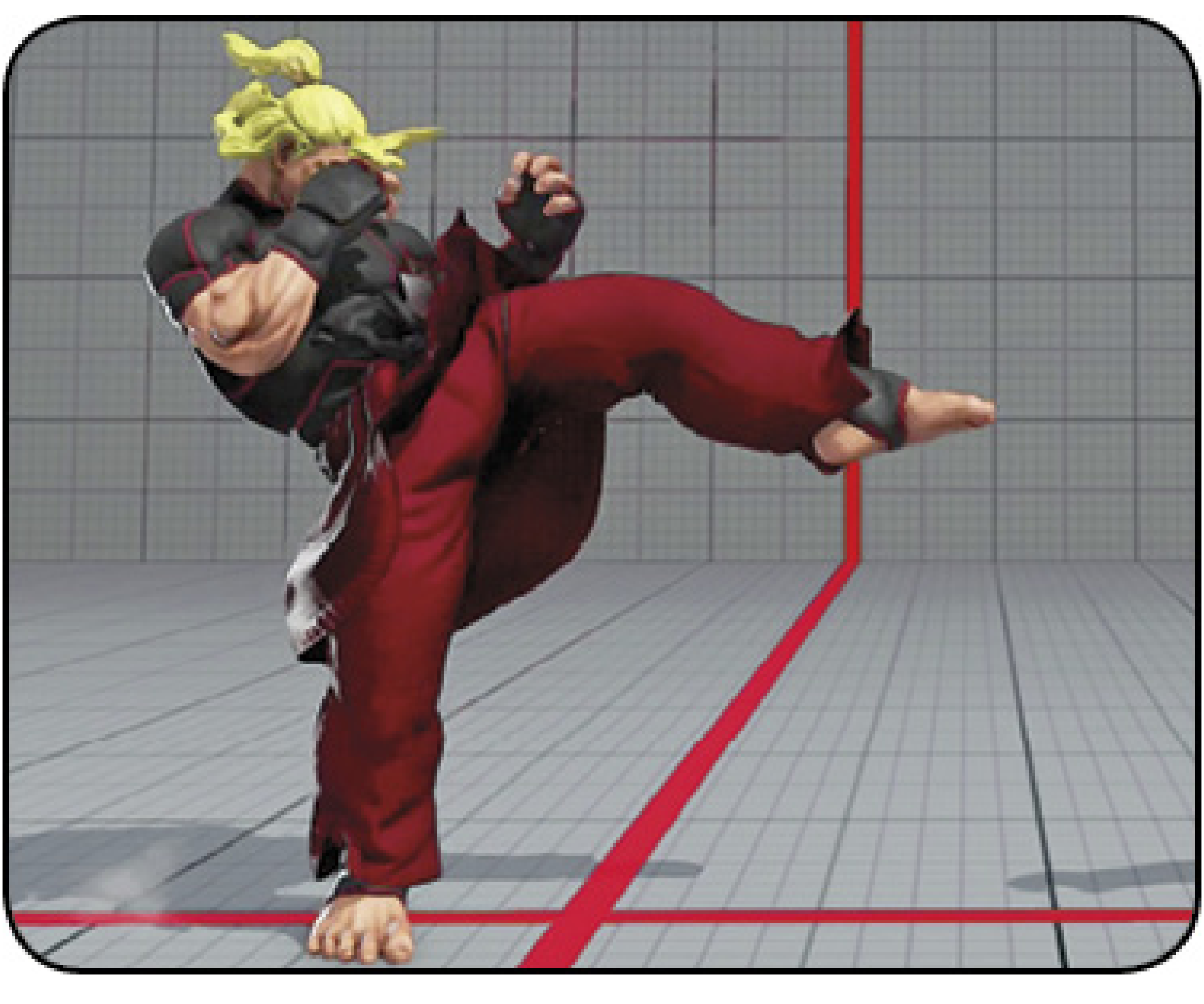
INAZUMA KICK ← + MK



STARTUP	21
ACTIVE	3
RECOVERY	19
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-4
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

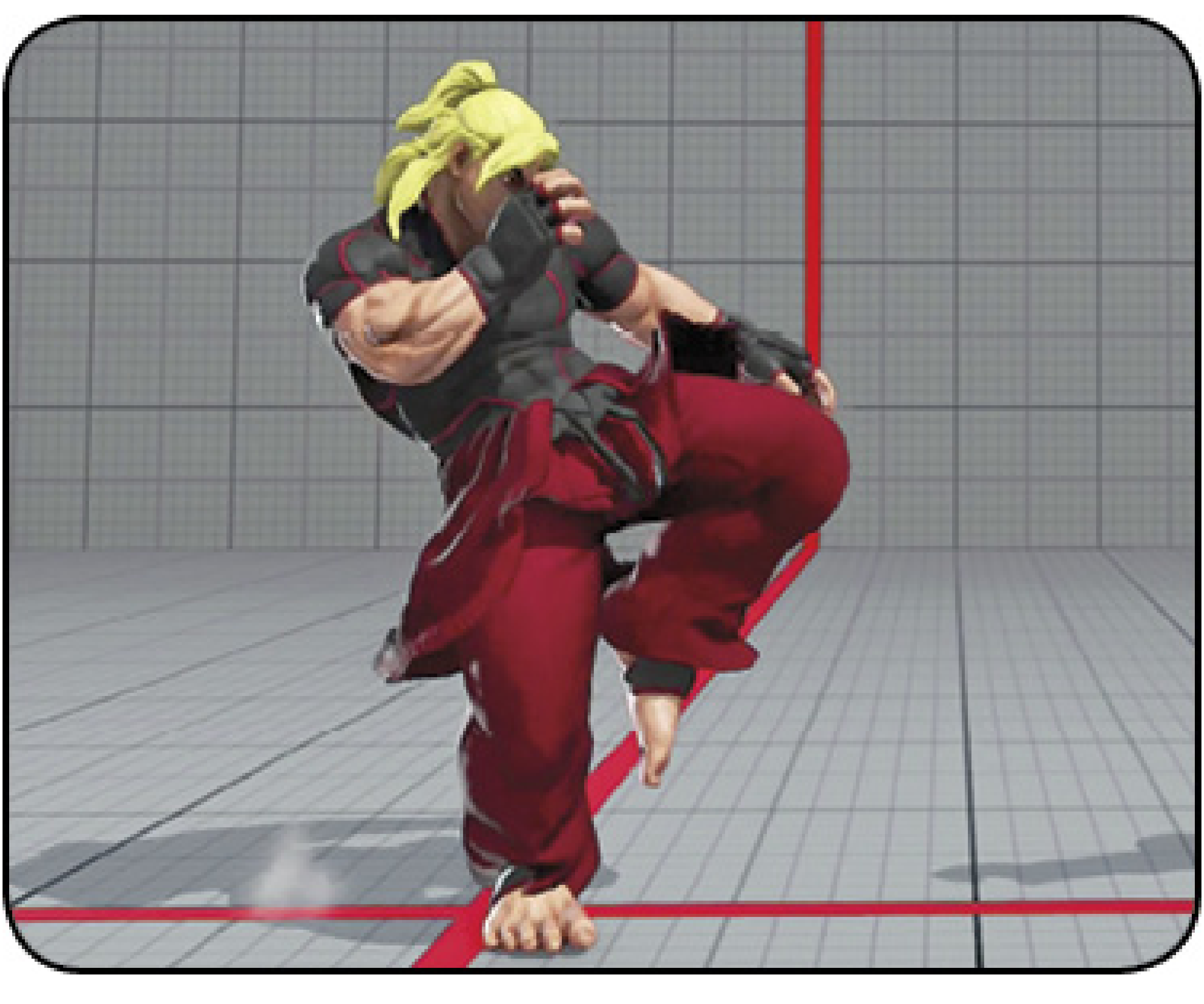
Inazuma Kick: An overhead axe kick attack that must be blocked high. As with most overhead attacks, it's -4 on block, making it slightly risky if sniffed out (it's punishable by most light attacks if the opponent is in range). Fortunately, it has a decent range where it complements crouching MK. Use Inazuma Kick to either finish off a low-stamina opponent or punish an overly defensive player.

THUNDER KICK → + HK (HOLD)



STARTUP	23
ACTIVE	3
RECOVERY	22
GUARD LEVEL	H
ON HIT	1
ON GUARD	-4
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

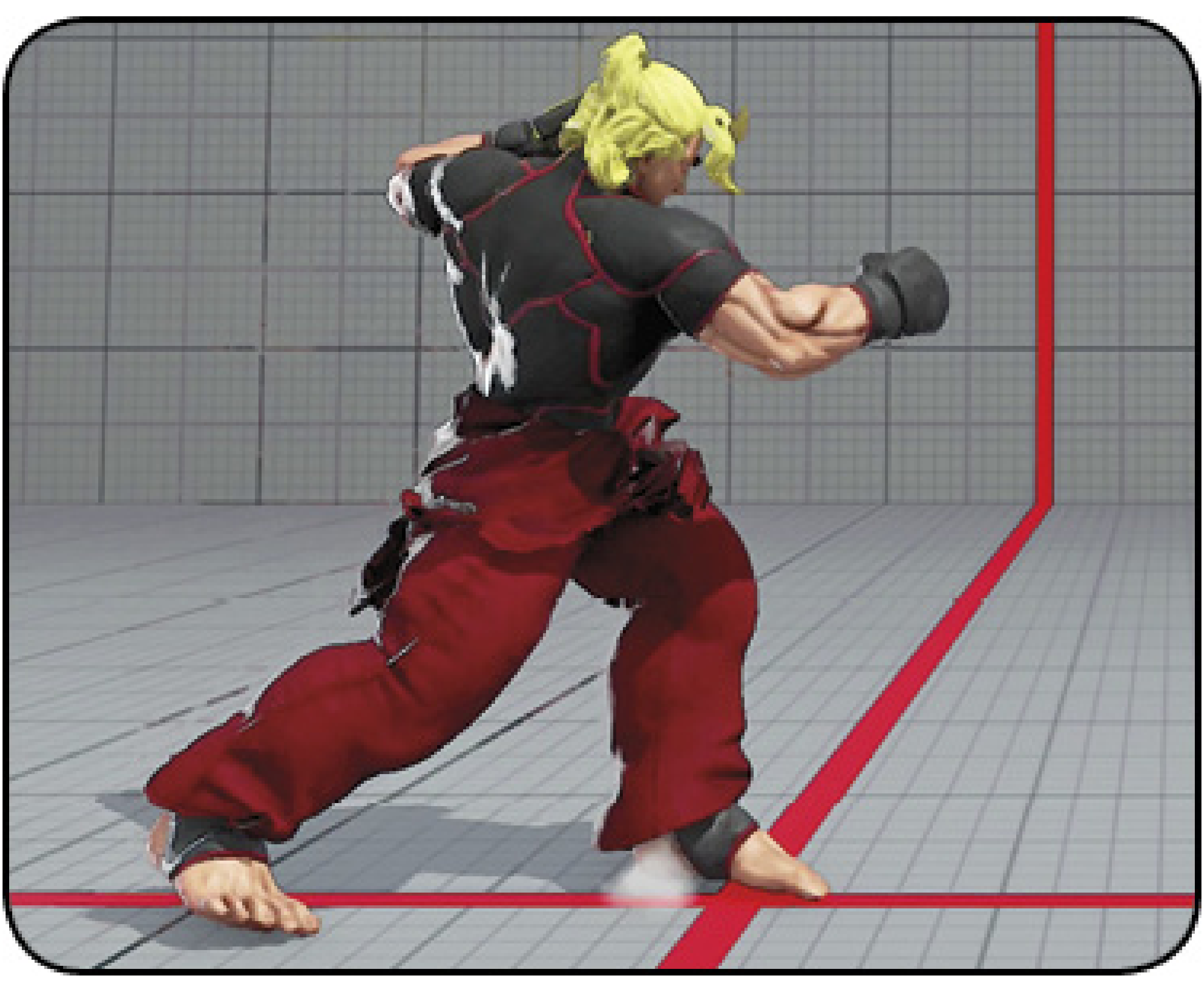
THUNDER KICK (FEINT) → + HK



STARTUP	—
ACTIVE	—
RECOVERY	31 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

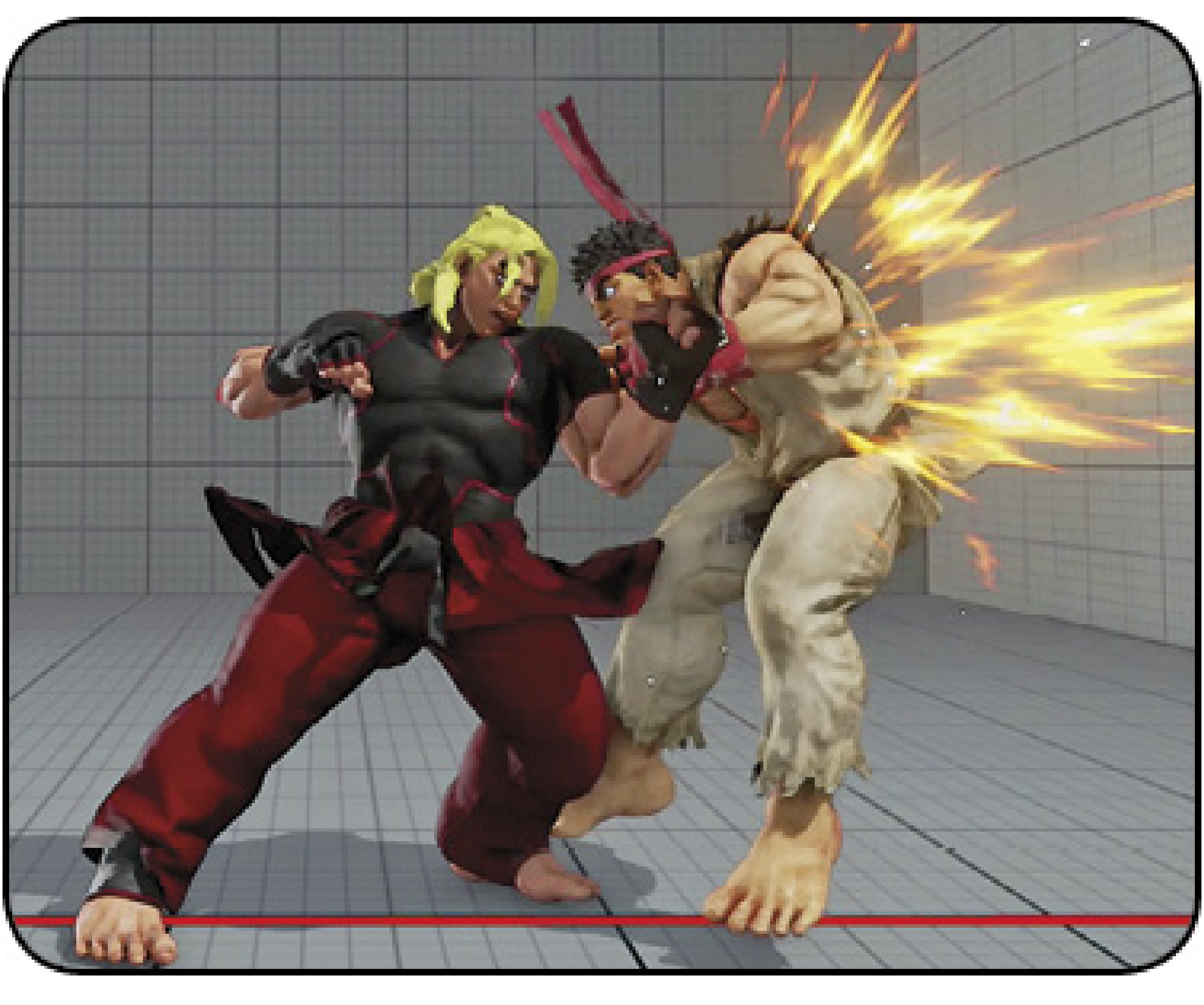
Thunder Kick/Thunder Kick Feint: Thunder Kick is a heavy axe kick overhead that is preceded by a mini dash. It's slightly safer to use than Inazuma Kick, but it's also telegraphed by the forward step that Ken takes. You can also use this move to fake out opponents by only tapping → + HK instead of holding HK for a feint. A common tactic is to tap → + HK to prompt a high block from the enemy, then immediately go for crouching LK hit-check. On block, it leaves you at -4, making it punishable by most light attacks at close range. However, it's generally safe from farther out, since most quick attacks won't reach Ken.

CHIN BUSTER ← + MP



STARTUP	4
ACTIVE	2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-2
VSX HIT	—
VSX GUARD	—
VTX HIT	3
VTX GUARD	1
CANCEL	SP, V
DAMAGE	50
STUN	80
METER GAIN	30/15

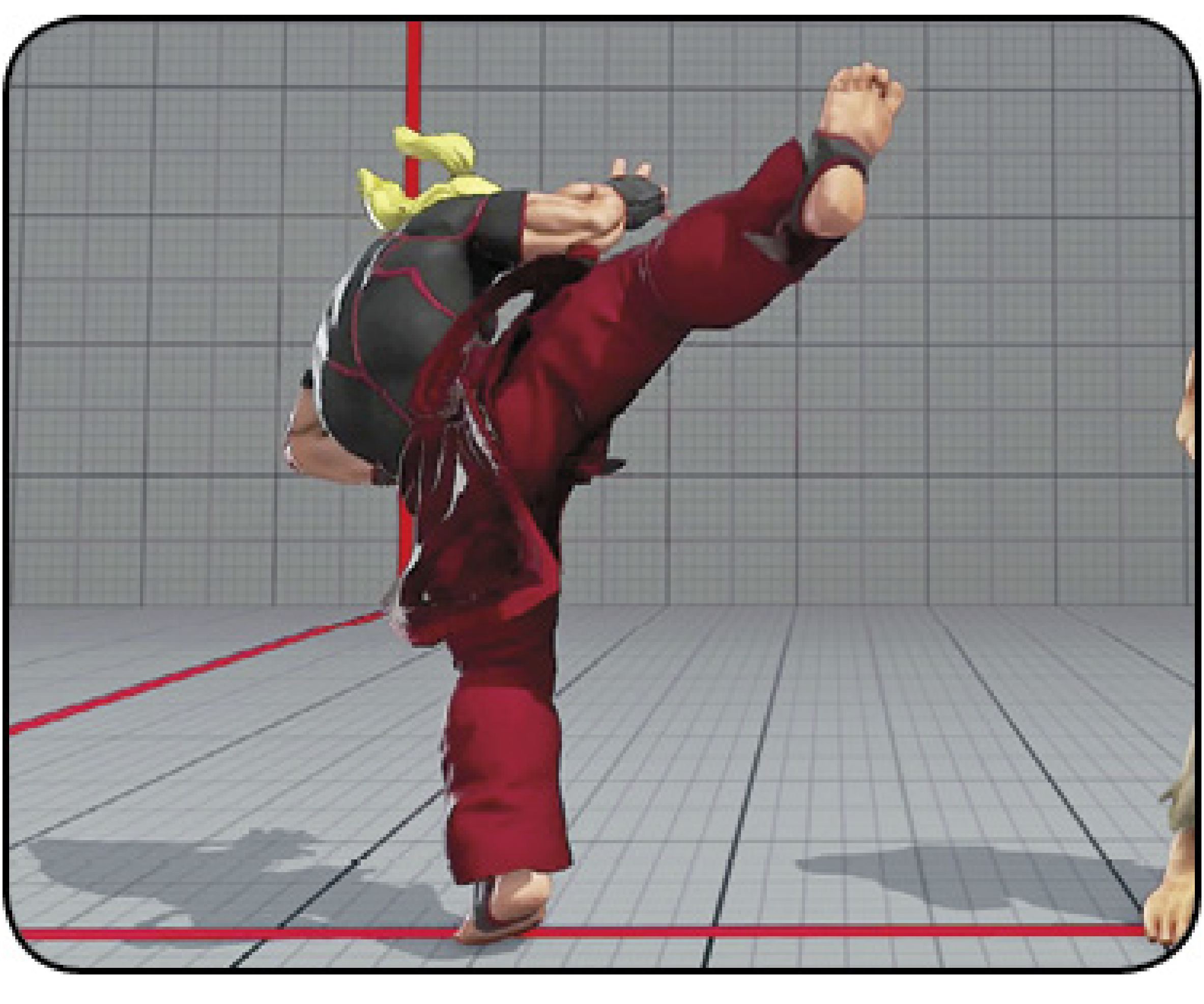
CHIN BUSTER 2ND ← + MP ▷ HP



STARTUP	6
ACTIVE	3
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
VSX HIT	—
VSX GUARD	-7
VTX HIT	D
VTX GUARD	9
CANCEL	SP, V
DAMAGE	60
STUN	80
METER GAIN	60/30

Chin Buster: Ken's target combo makes another appearance in the *Street Fighter* series, with an input of ← + MP ▷ HP, and it's now more useful than ever. You'll be using Chin Buster as part of your bread-and-butter hit-confirm off of either a jumping attack or crouching MP. Like most target combos, it's highly punishable on block (-13). You can make it safer by canceling it into Hadoken from a distance and while midscreen, or you can make it completely safe by canceling into EX Hadoken. Chin Buster can also be canceled into Quick Step, leaving Ken at -7 if blocked; on hit, canceling from Chin Buster to Step Kick is a small, simple combo.

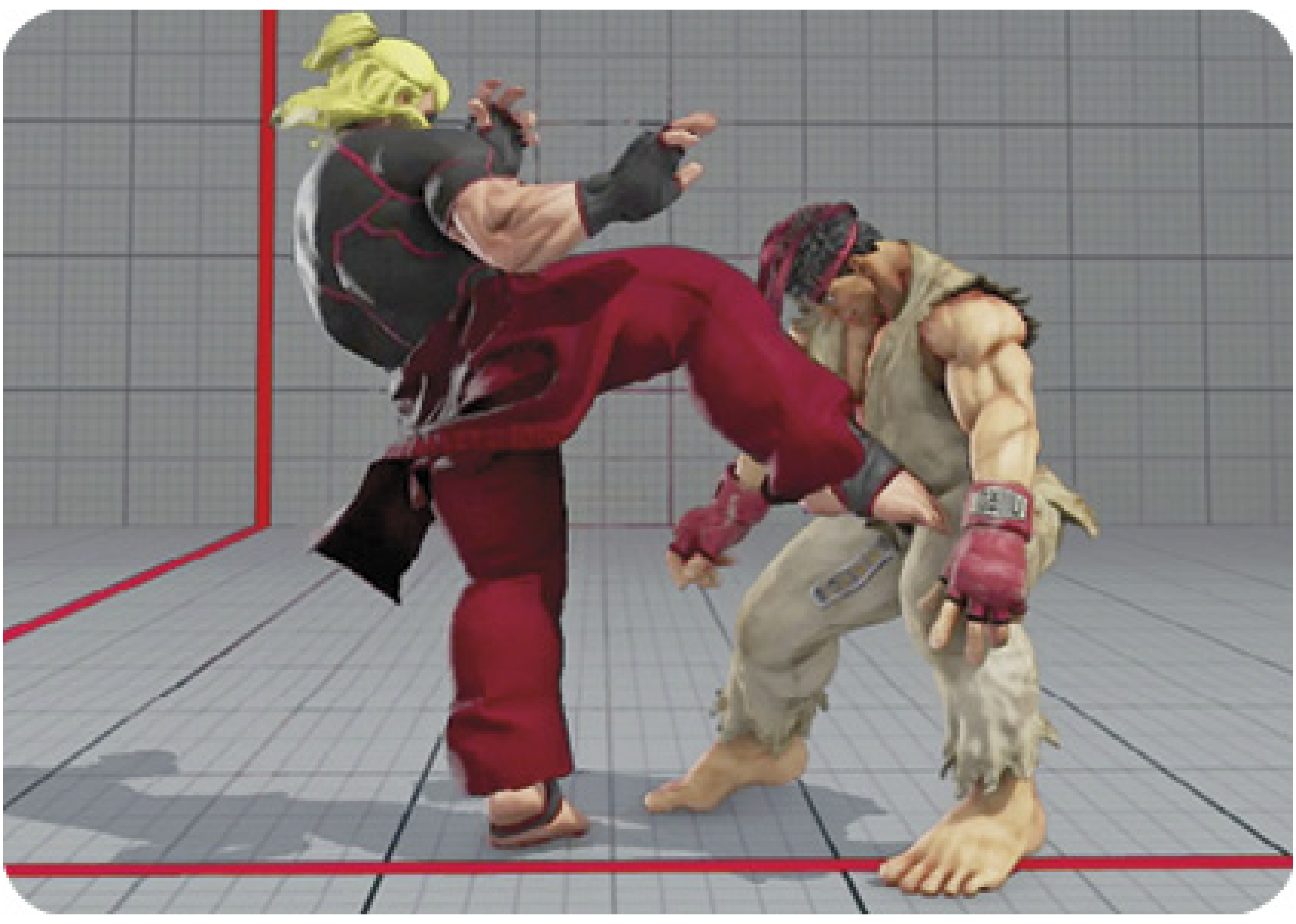
LION BREAKER MK ▷ HK

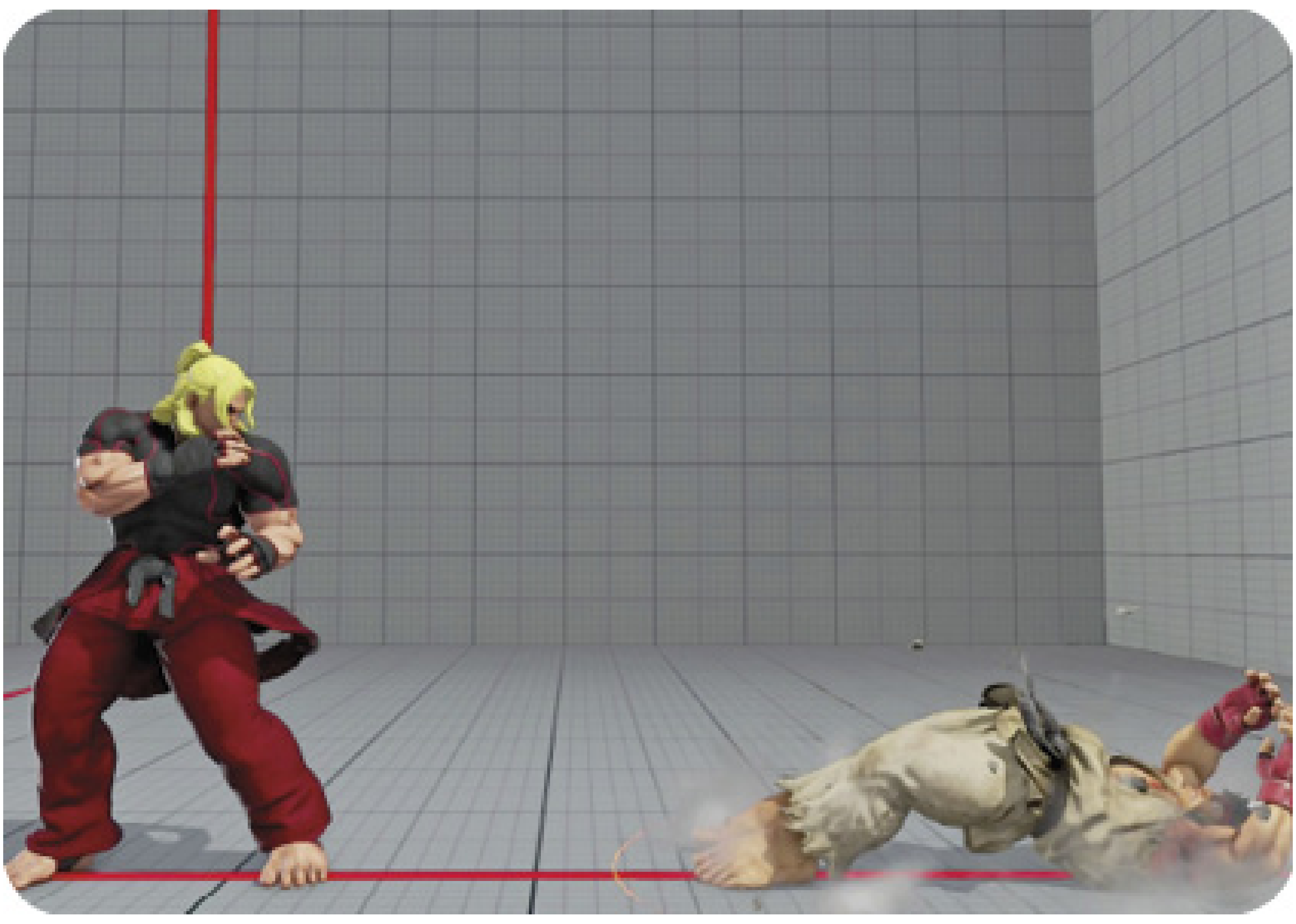


STARTUP	10
ACTIVE	4
RECOVERY	20
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VSX HIT	—
VSX GUARD	—
VTX HIT	D
VTX GUARD	2
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	60/30

Lion Breaker: Ken's kick target combo initiates from standing MK and cancels into another high roundhouse kick. This target combo doesn't have too many uses because the second roundhouse kick misses against crouchers on whiff and block. Consequently, it's not very useful as a frame trap tool at close and mid range. Standing MK does hit crouching characters, but not at max distance. This relegates Lion Breaker to being a situational follow-up to a confirmed jumping attack hit (for instance, off of forward jumping HK over a projectile). It deals a decent amount of damage for its range and ease of execution (see the Combos section for more details).

KNEE BASH (LP) + (LK)

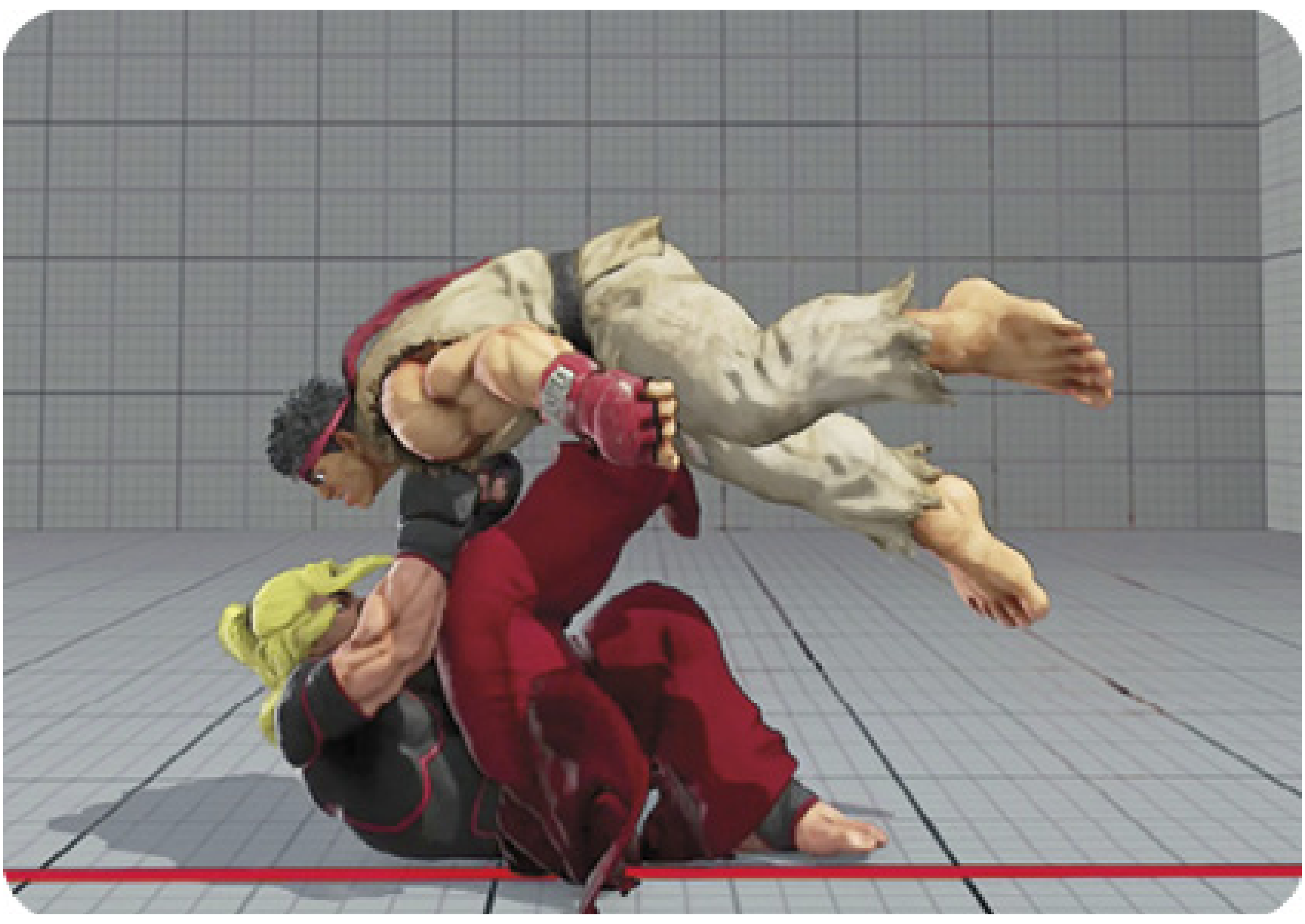




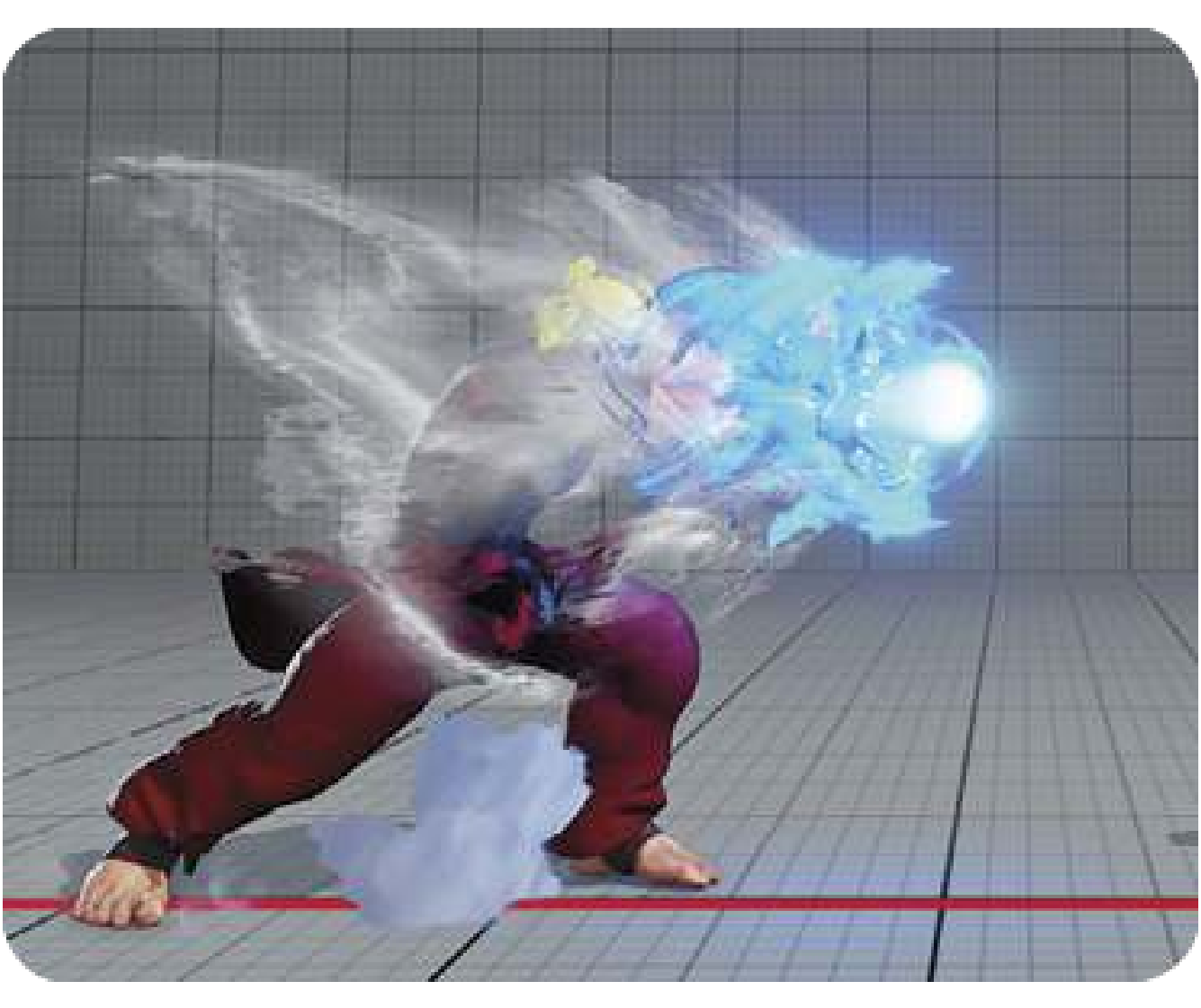
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	110
STUN	170
METER GAIN	80

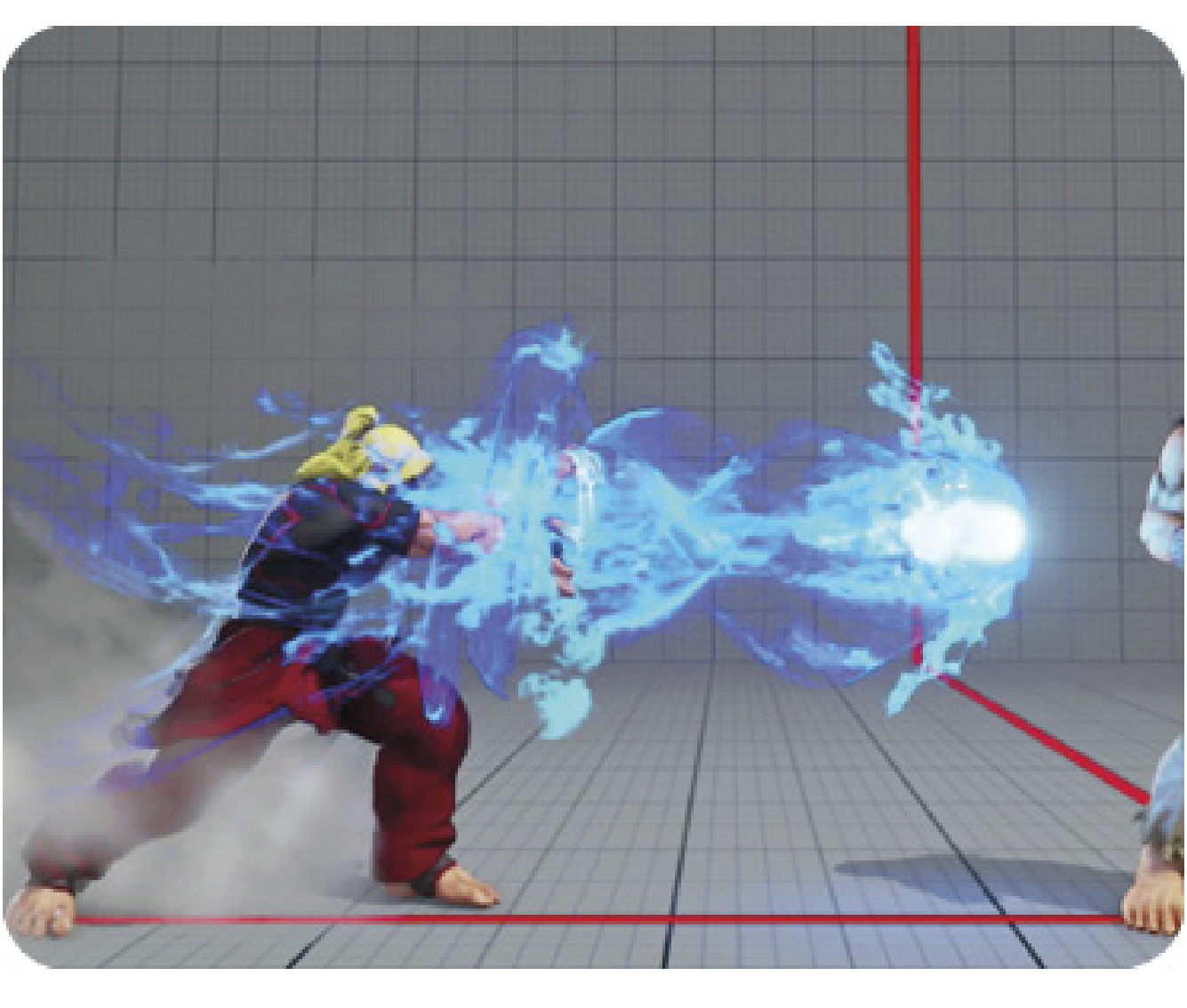
Knee Bash: Ken delivers two knees to his opponent's face and concludes with a final punt, launching them about a half screen away. If the downed enemy quick-rises, you're still at a slight advantage—enough to dash in for a crouching (MK) or ← + (MP) attack. Knee Bash deals 10 damage less than Hell Wheel, but it rewards more knockdown advantage. This makes Knee Bash generally more useful for tempo, especially if you're on offense. For a solid high-low mix-up, dash in and either hit overhead with ← + (MK), or strike low with crouching (MK) XX LP Hadoken.

HELL WHEEL ← + (LP) + (LK)



HADOKEN ↓↘→ + P



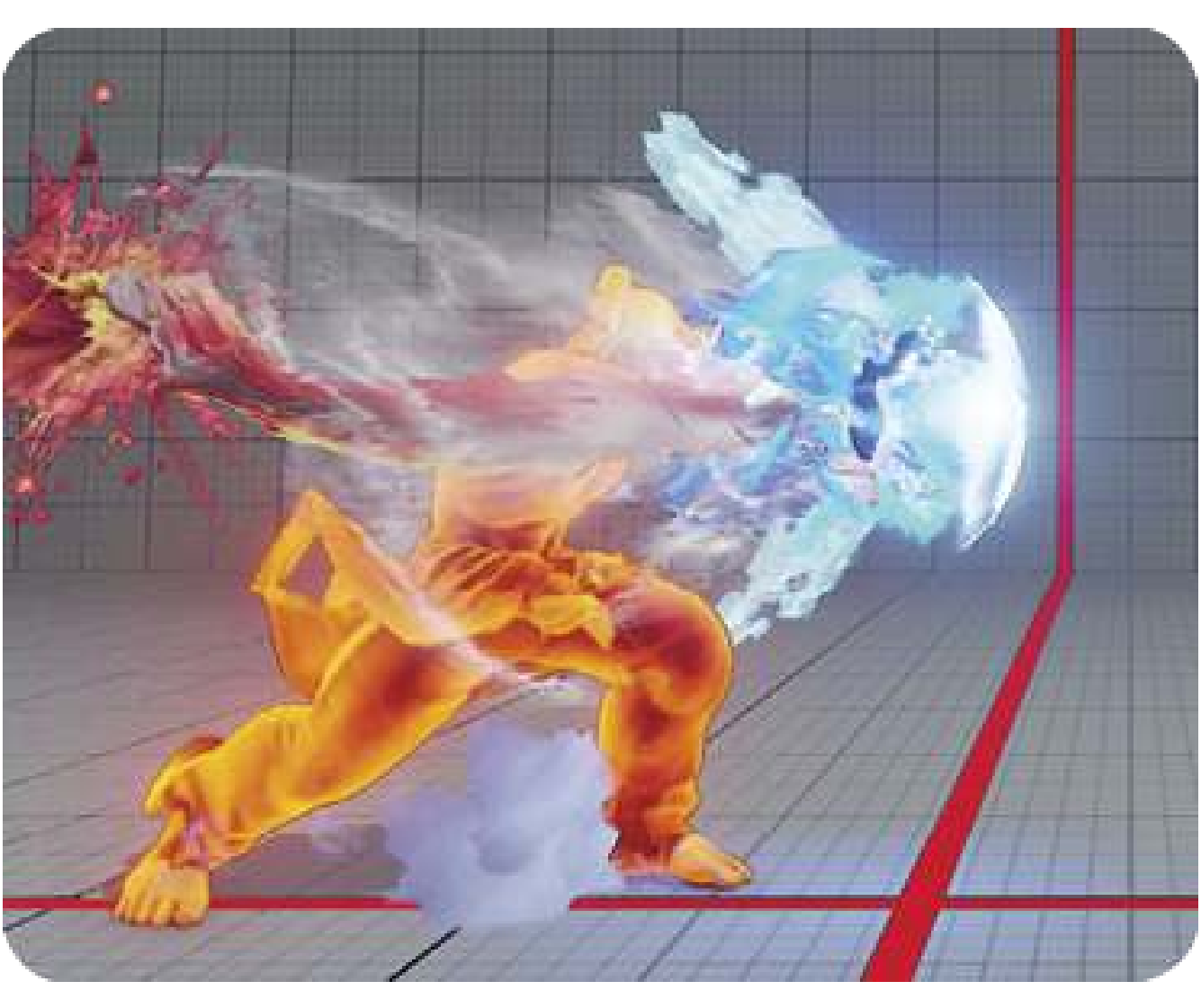


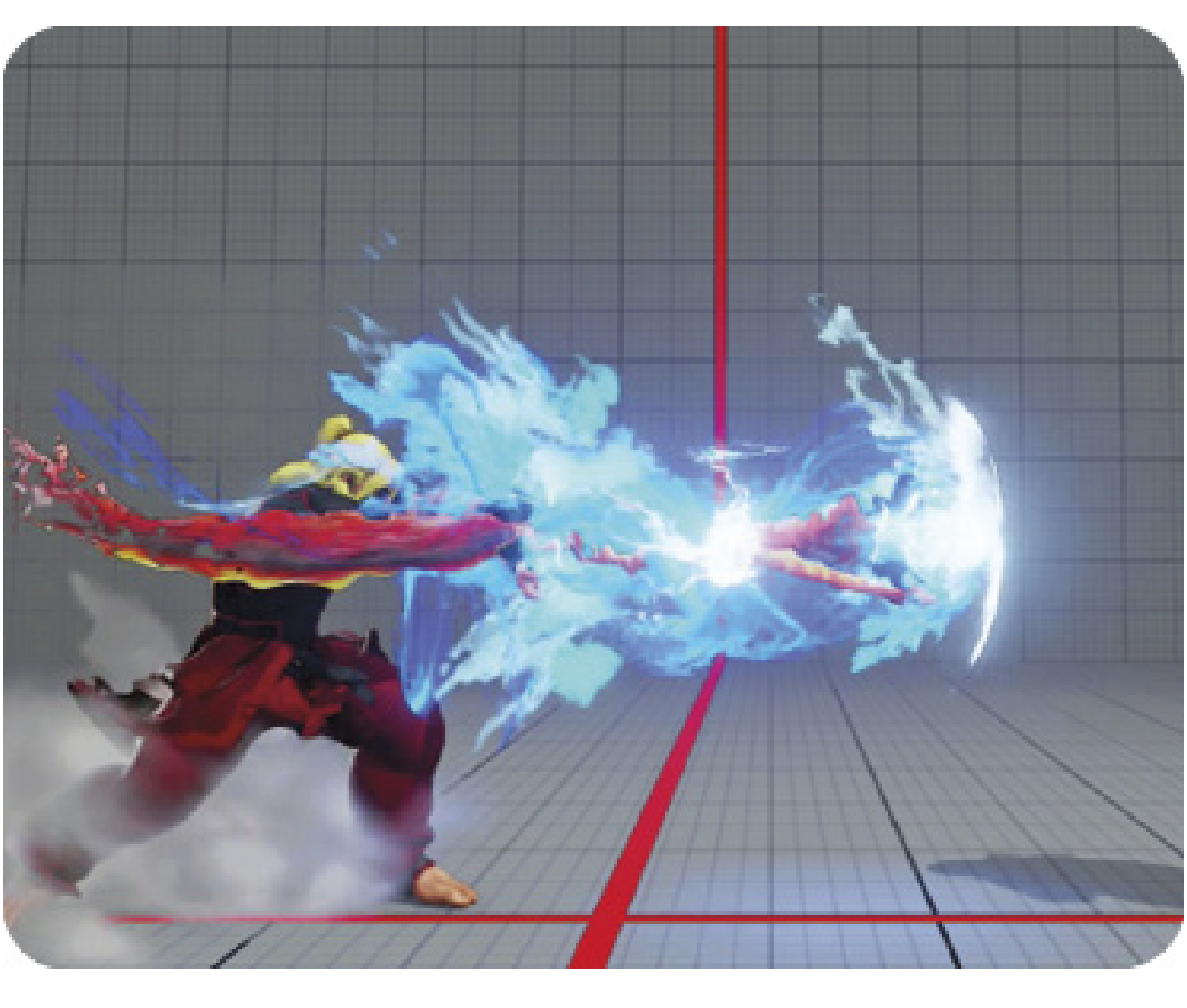
STARTUP	14
ACTIVE	Notes
RECOVERY	34
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-10
VSX HIT	—
VSX GUARD	—
VTX HIT	18
VTX GUARD	13
CANCEL	CA, V
DAMAGE	50
STUN	100
METER GAIN	10/10/5

NOTES

Frames duration on screen: LP 57, MP 48, HP 42; V-Trigger cancelable only on first few active frames of projectile

EX HADOKEN ↓↘→ + P P

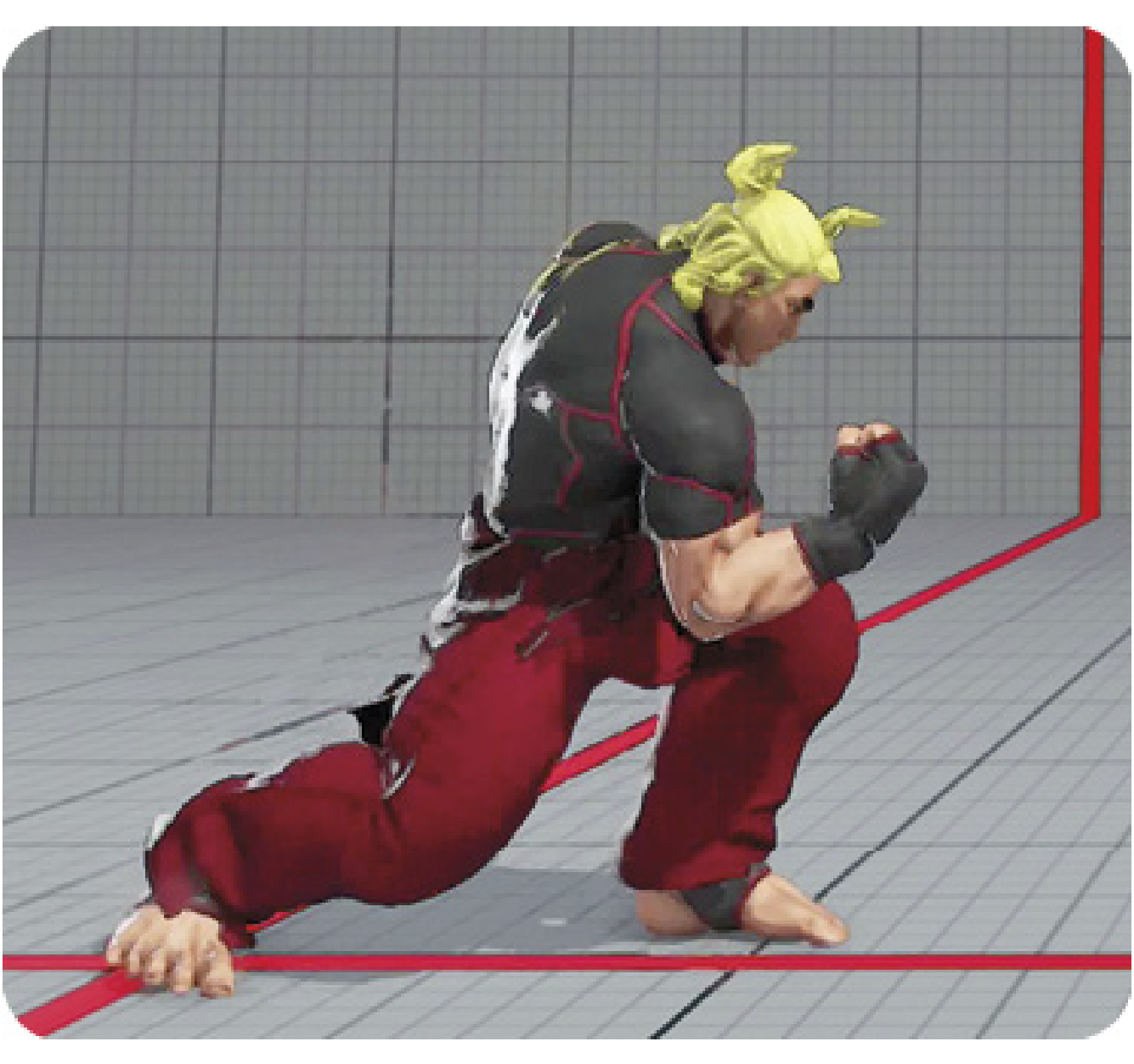


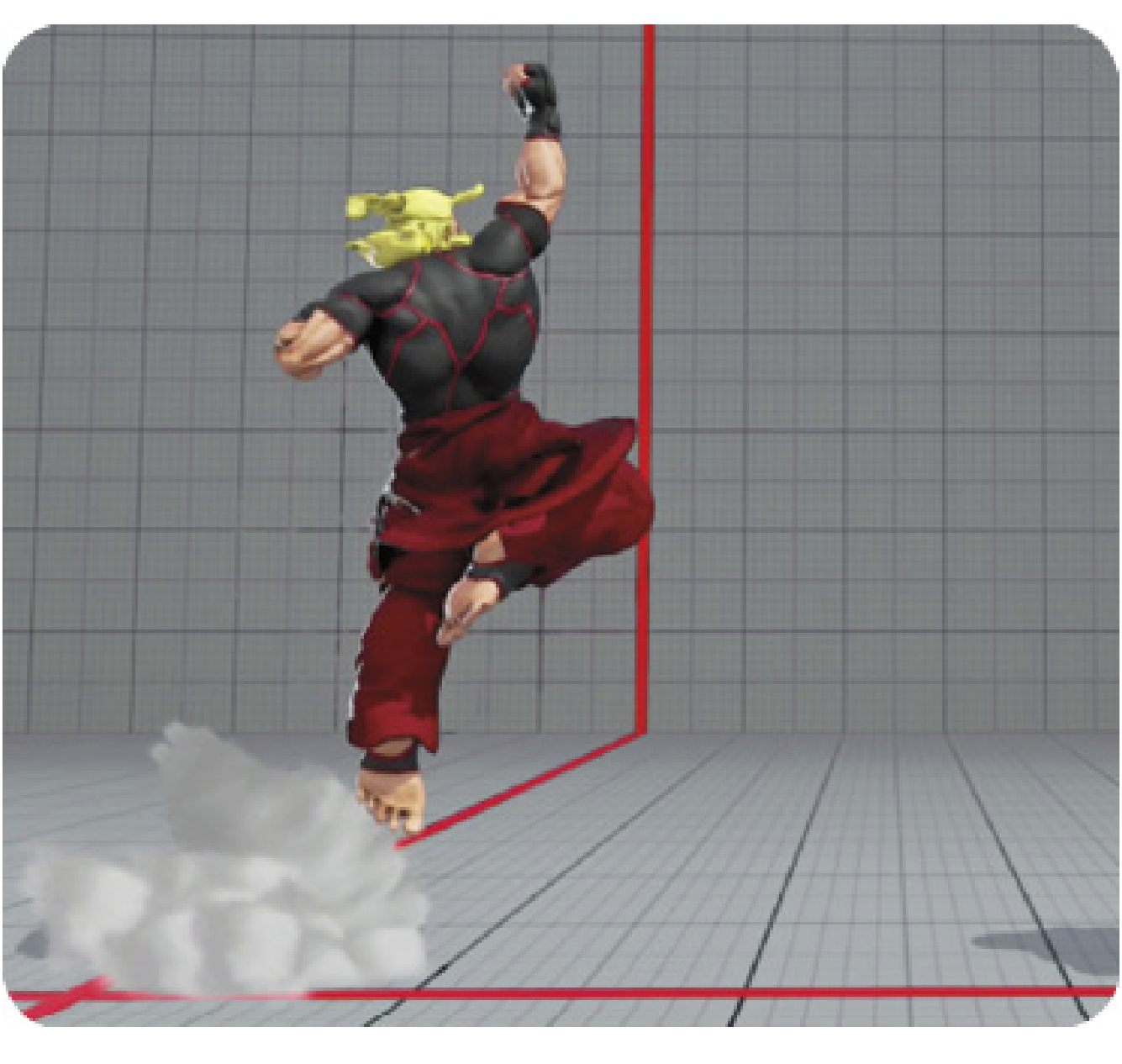


STARTUP	12
ACTIVE	—
RECOVERY	33
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
VSX HIT	—
VSX GUARD	—
VTX HIT	23
VTX GUARD	21
CANCEL	V
DAMAGE	90(40+50)
STUN	150
METER GAIN	-300

Hadoken: Ken's version of the Hadoken has always been the weaker between the two flagship shoto characters, and in *Street Fighter V*, it's no different. That's not to say it's useless, since it does give him a tool to help him get in from long range. It's significantly more dangerous to use in closer ranges, especially in a blockstring, as it's -10 on block with little pushback; this gives your opponent an easy time to punish your recovery. Unlike Ryu's Hadoken, all of Ken's non-EX Hadoken versions leave Ken at -10 when blocked up close. In these situations, you can cancel into EX Hadoken instead for a slight frame advantage, which comes at the cost of a stock of EX Gauge. You should use regular Hadokens sparingly and only at mid to long range when you need a slow-moving projectile on screen to clear the way for your offense.

LP SHORYUKEN →↓↘ + LP





STARTUP	3
ACTIVE	11
RECOVERY	21 + 9 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-18
VSX HIT	—
VSX GUARD	—
VTX HIT	D
VTX GUARD	-5
CANCEL	CA, V
DAMAGE	100/70
STUN	150/100
METER GAIN	20/40/20

NOTES

Frames 1-5 lower body and throw invincible; airborne on 6th frame; rewards counter-hit to opponent if hit during recovery

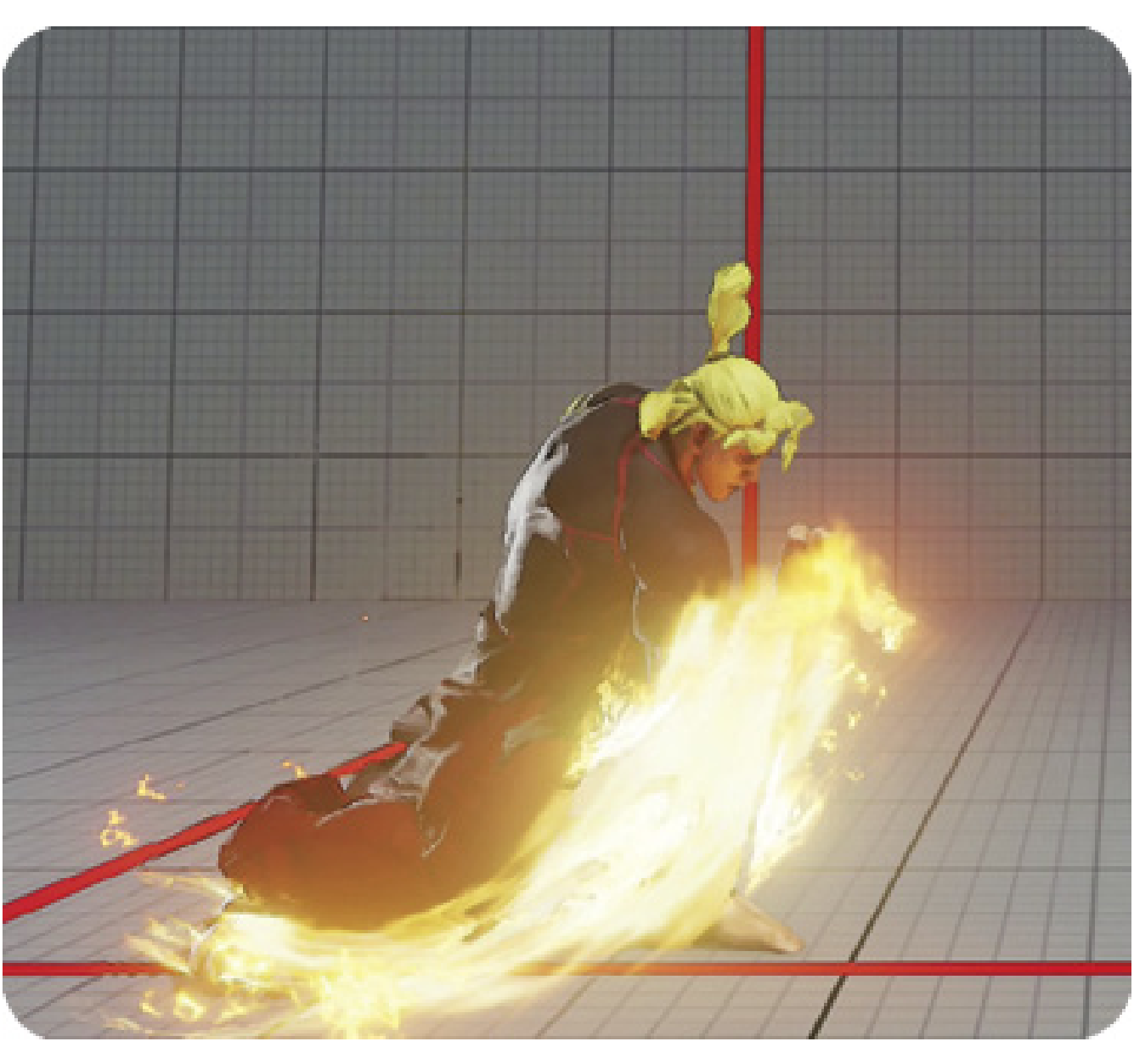
MP SHORYUKEN →↓↘ + MP

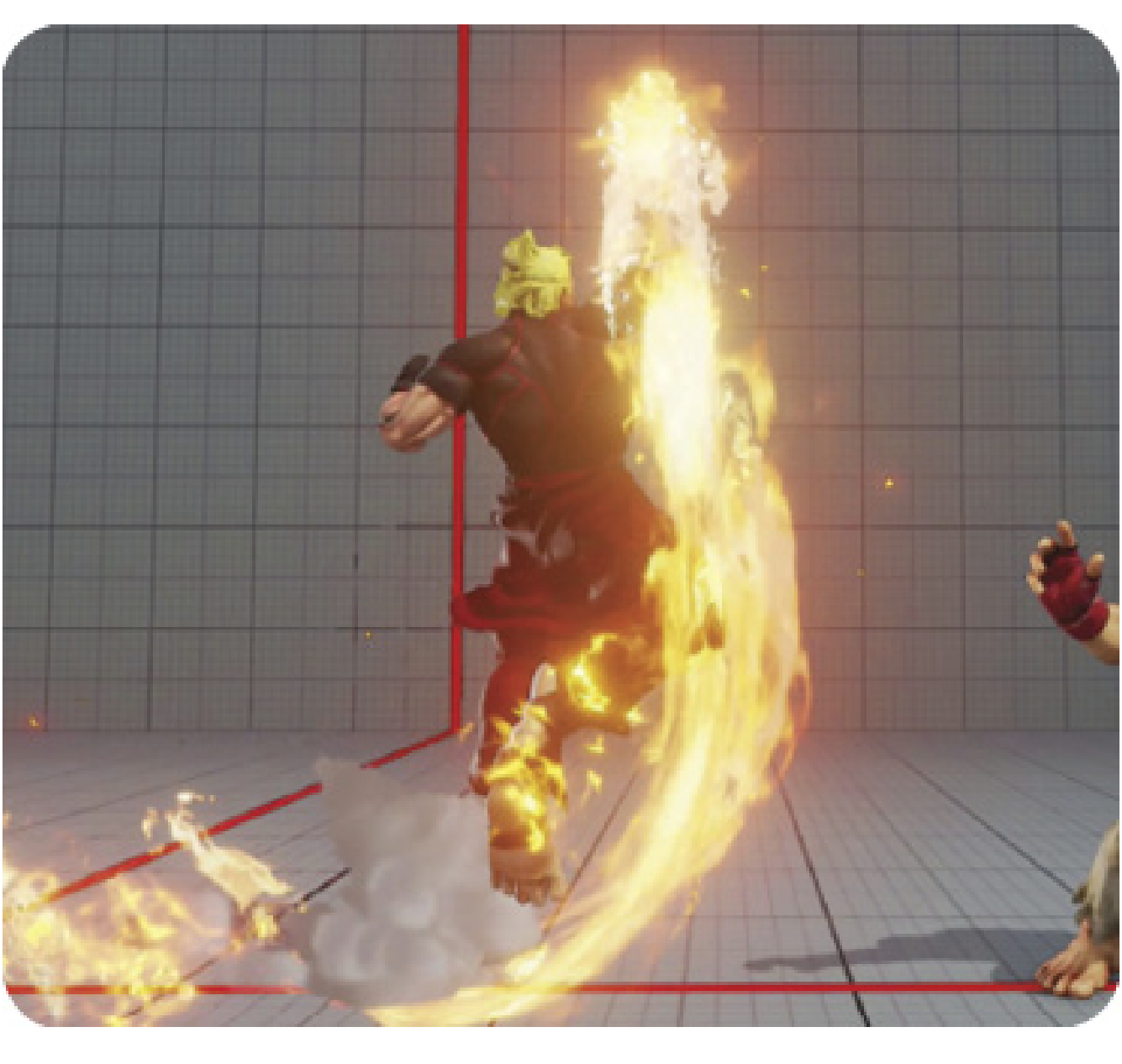
STARTUP	4
ACTIVE	12
RECOVERY	24 + 11 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-33
VSX HIT	—
VSX GUARD	—
VTX HIT	D
VTX GUARD	-5
CANCEL	CA, V
DAMAGE	130(80+50)
STUN	150(75x2)
METER GAIN	20/40/20

NOTES

Frames 1-6 completely invincible; airborne on 7th frame; rewards counter-hit to opponent if hit during recovery

HP SHORYUKEN →↓↘ + HP



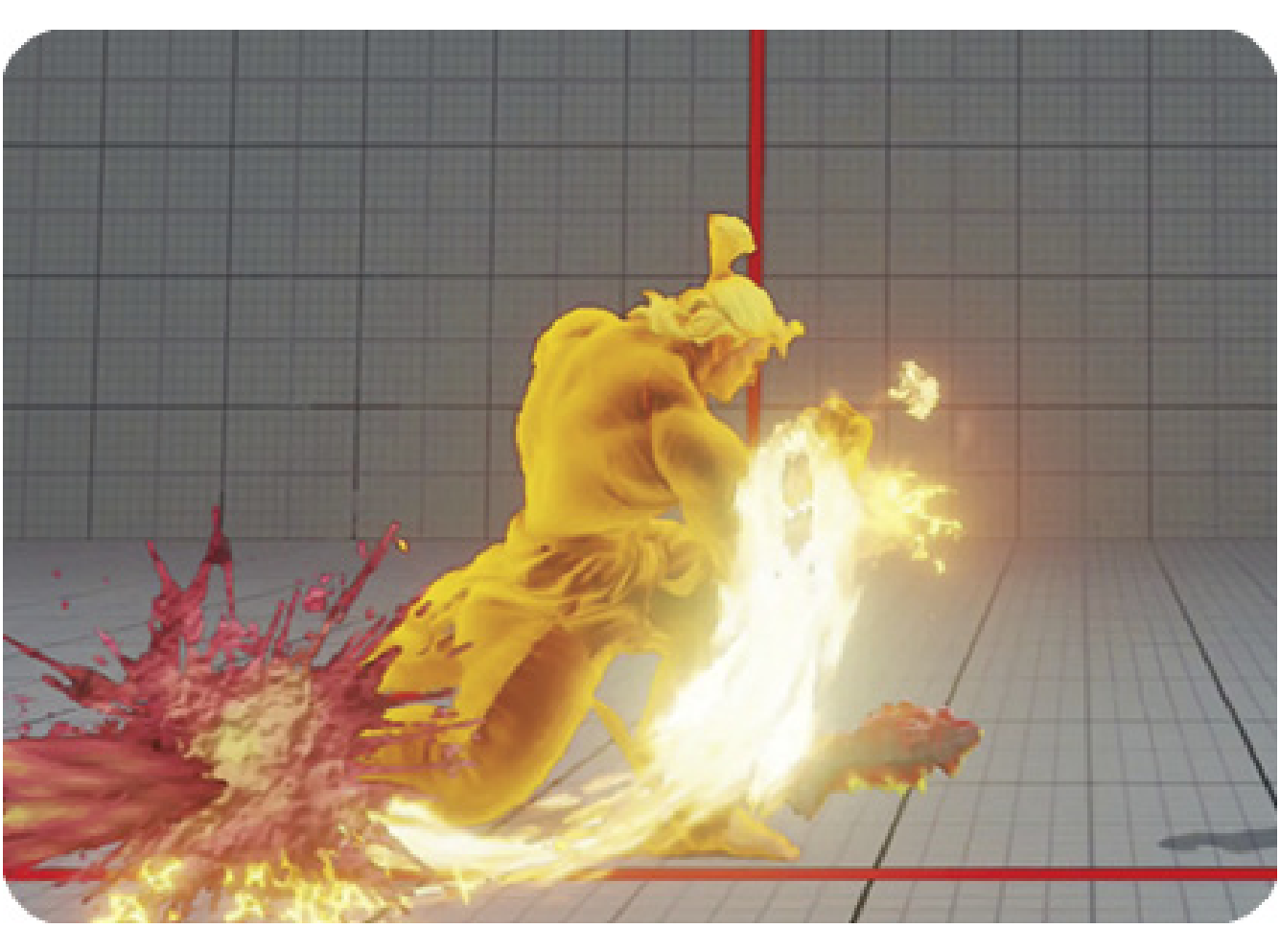


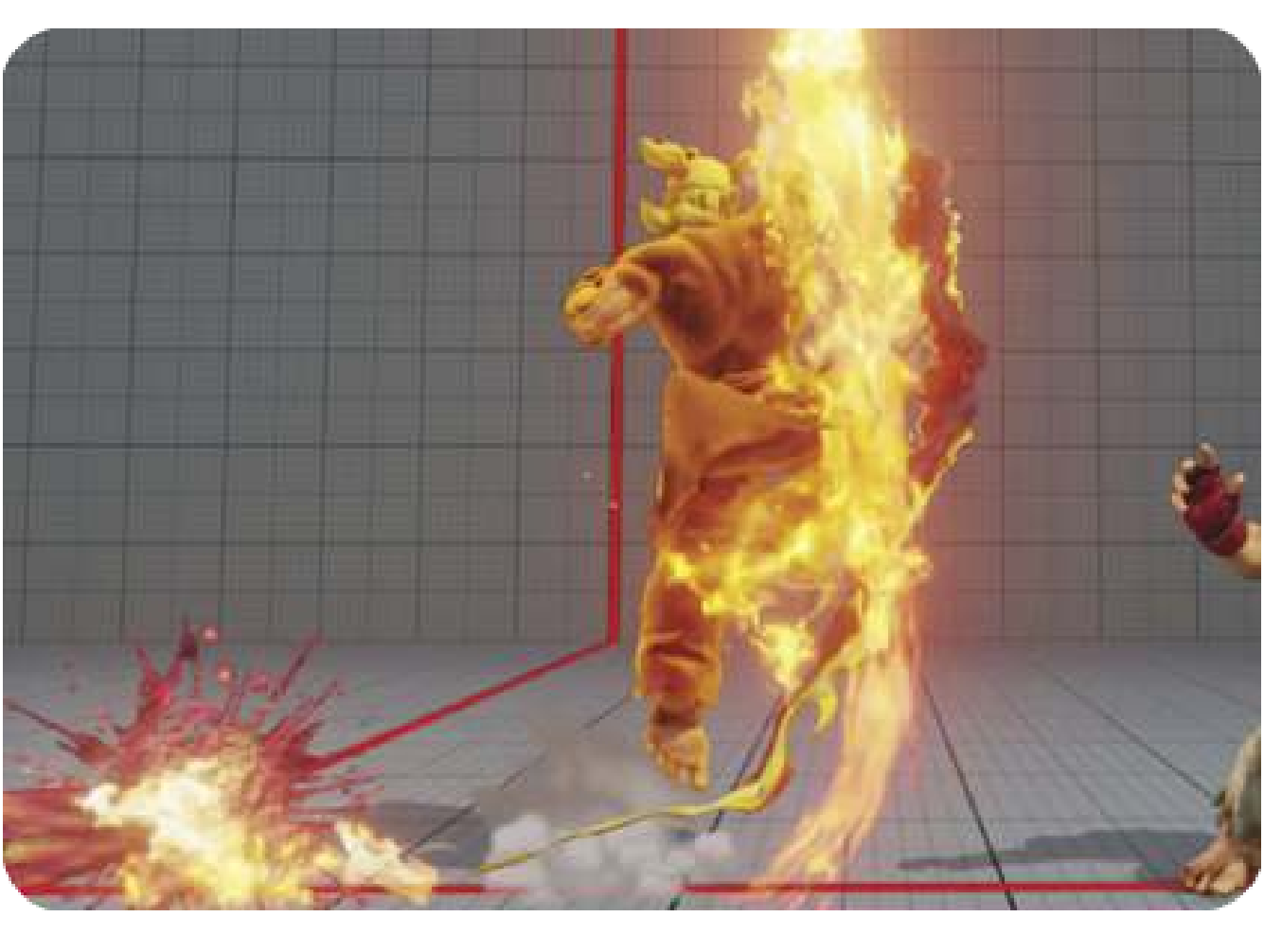
STARTUP	4
ACTIVE	13
RECOVERY	30 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-41
VSX HIT	—
VSX GUARD	—
VTX HIT	2/D
VTX GUARD	-5
CANCEL	CA, V
DAMAGE	140(60+50+30)
STUN	150(50x3)
METER GAIN	20/40/20

NOTES

Frames 1-3 completely invincible; frames 4-7 throw invincible; airborne on 8th frame; rewards counter-hit to opponent if hit during recovery; first active hit forces standing on hit

EX SHORYUKEN →↓↘ + P P





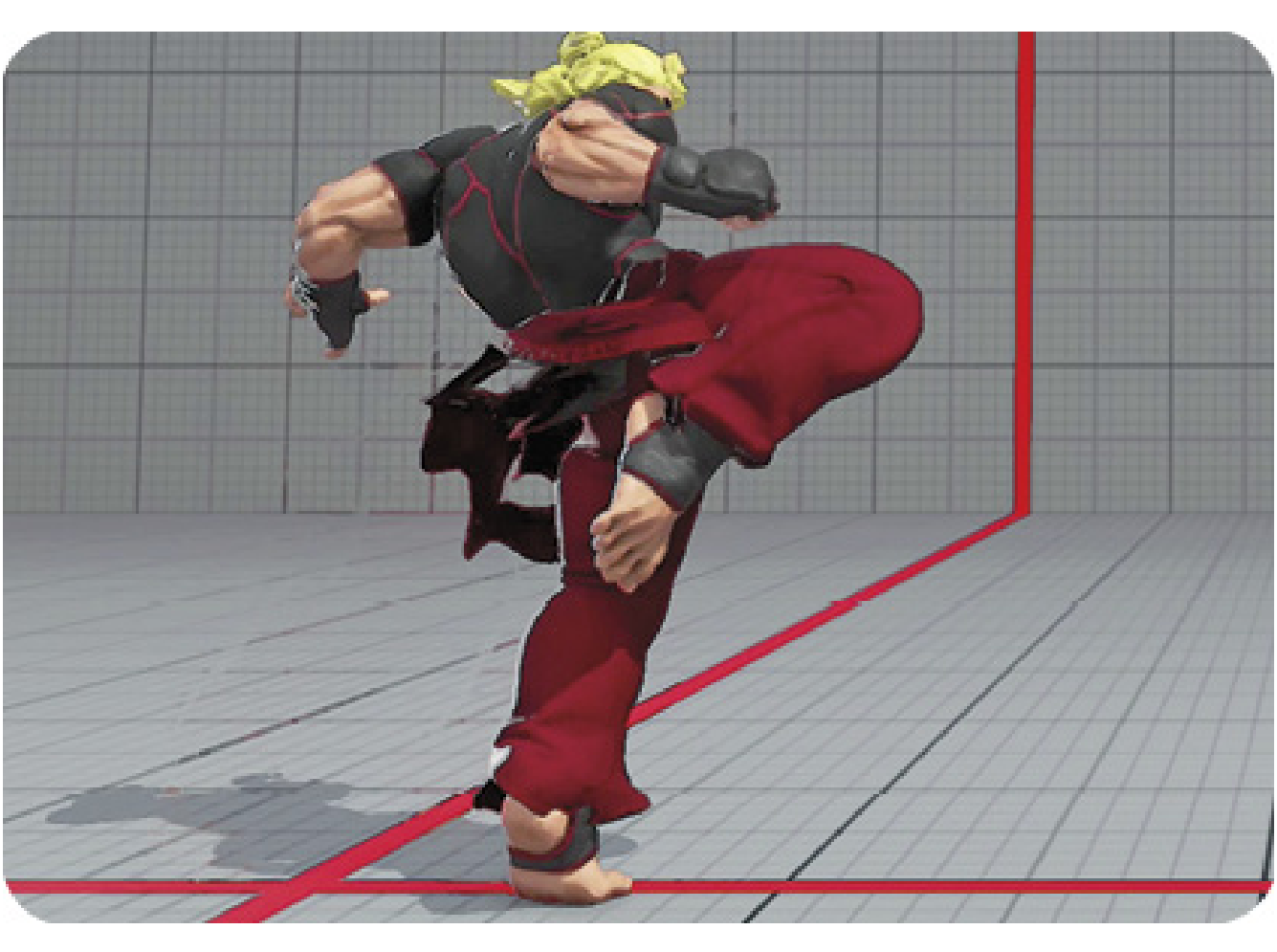
STARTUP	4
ACTIVE	8(18)7
RECOVERY	47 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-45
VSX HIT	—
VSX GUARD	—
VTX HIT	3/2
VTX GUARD	-5
CANCEL	V
DAMAGE	150(20x6+30)
STUN	200(20x5+50+50)
METER GAIN	-300

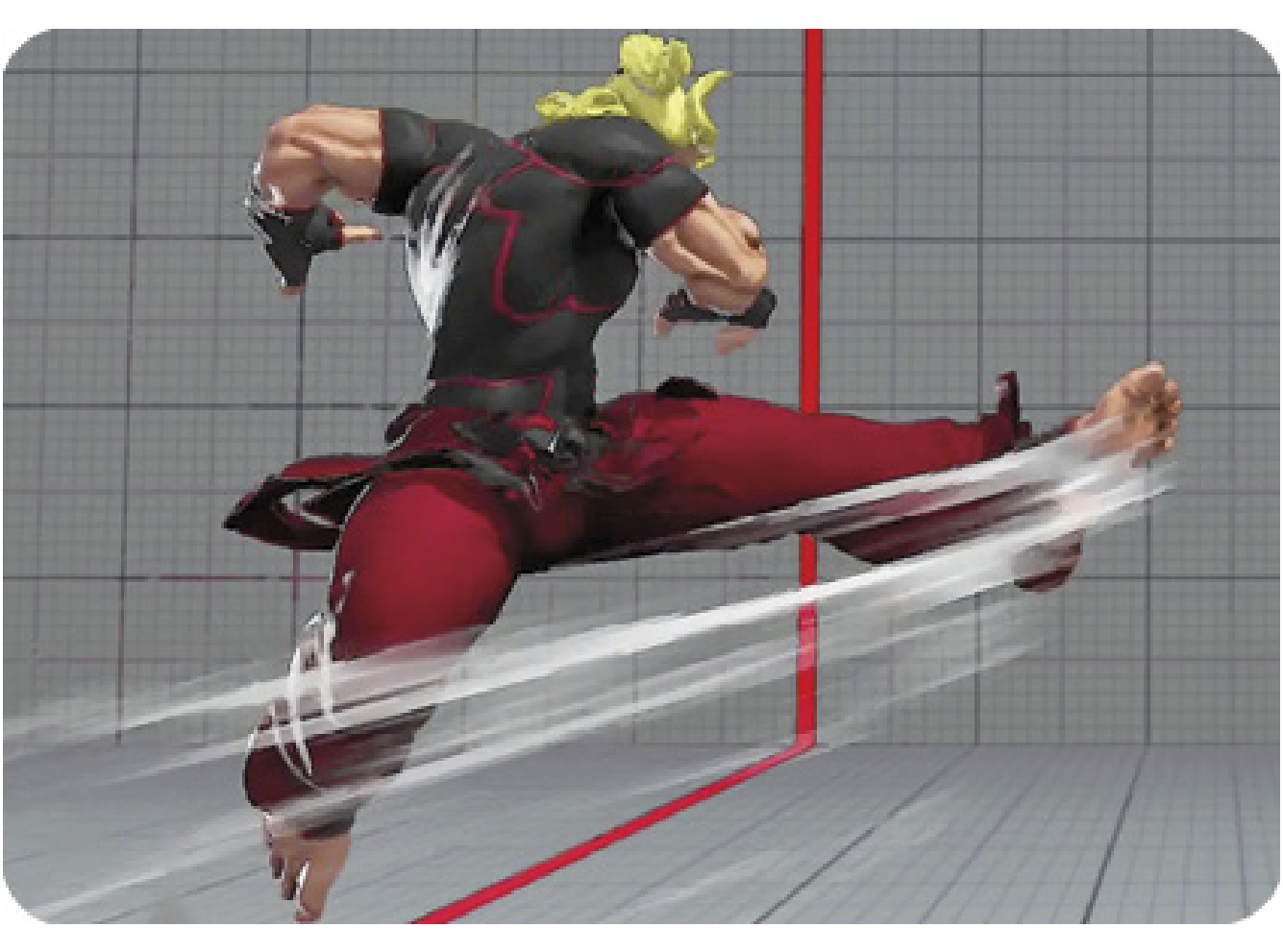
NOTES

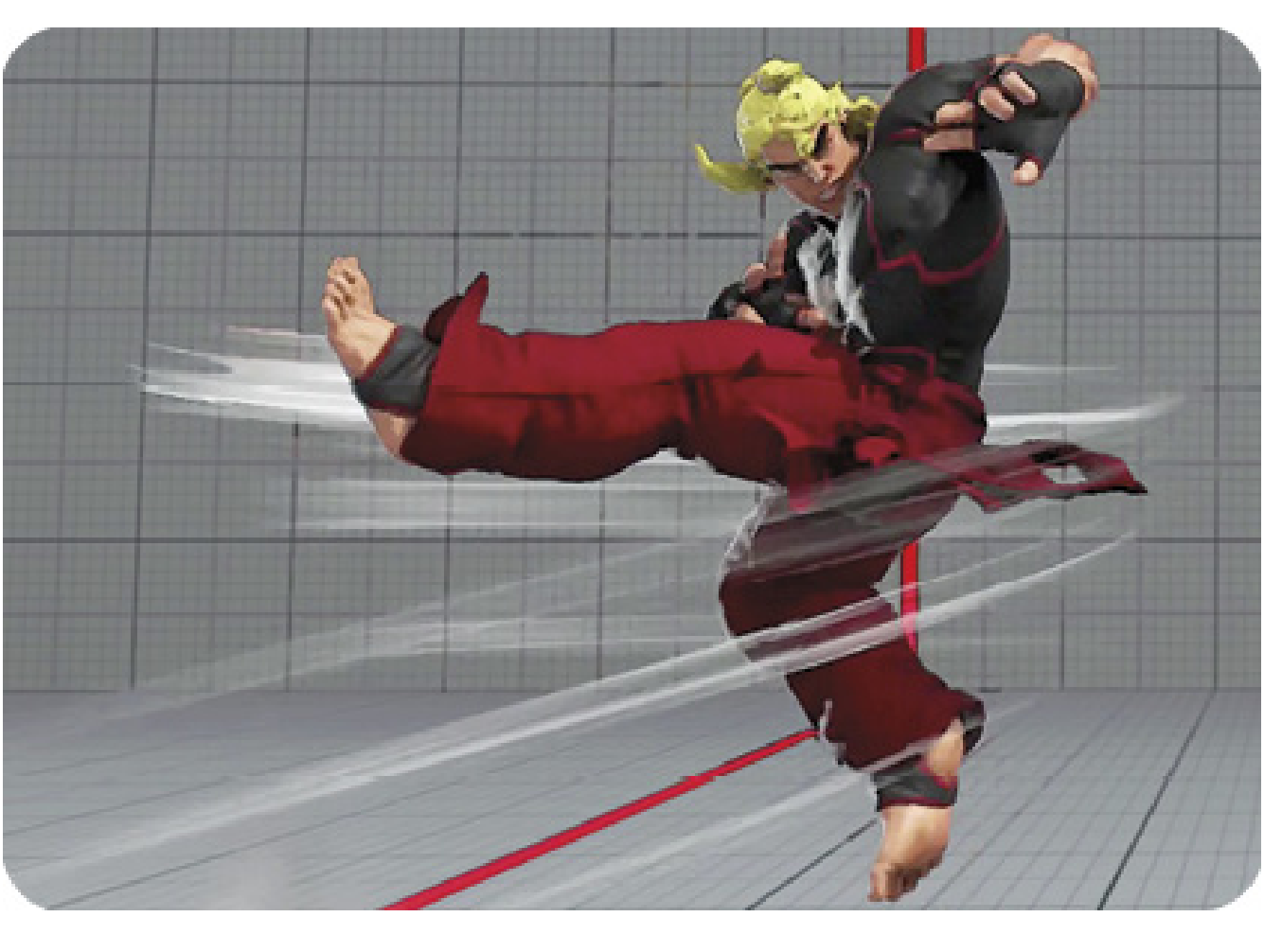
Frames 1-5 completely invincible; airborne on 6th frame; rewards counter-hit to opponent if hit during recovery; first active hit forces standing on hit

Shoryuken: Ken's flaming dragon punch, the definitive anti-air, returns and is as potent as ever in *Street Fighter V*. Like in *Street Fighter IV*, each version of Ken's Shoryuken serves a different purpose. LP Shoryuken is primarily used as a reversal against anti-throw and anti-low attacks. It has a quick startup of three frames and a lower amount of recovery than the other three versions. MP Shoryuken sports enough invincibility to cleanly deflect almost all jumping attacks, while HP Shoryuken deals more damage and covers a bit more horizontal range, making it ideal for most combos. EX Shoryuken features the best of both worlds: Ken starts with an invincible dragon punch followed by another dragon punch that covers a huge amount of distance. You can use it to extend juggle combos or as a high damage anti-air move. Like with other dragon punch-style moves, Shoryuken can be executed with a shortcut command of ↘ ↓ ↘ instead of the usual classic → ↓ ↘ motion.

LK TATSUMAKI SENPUKYAKU ↓↙← + LK





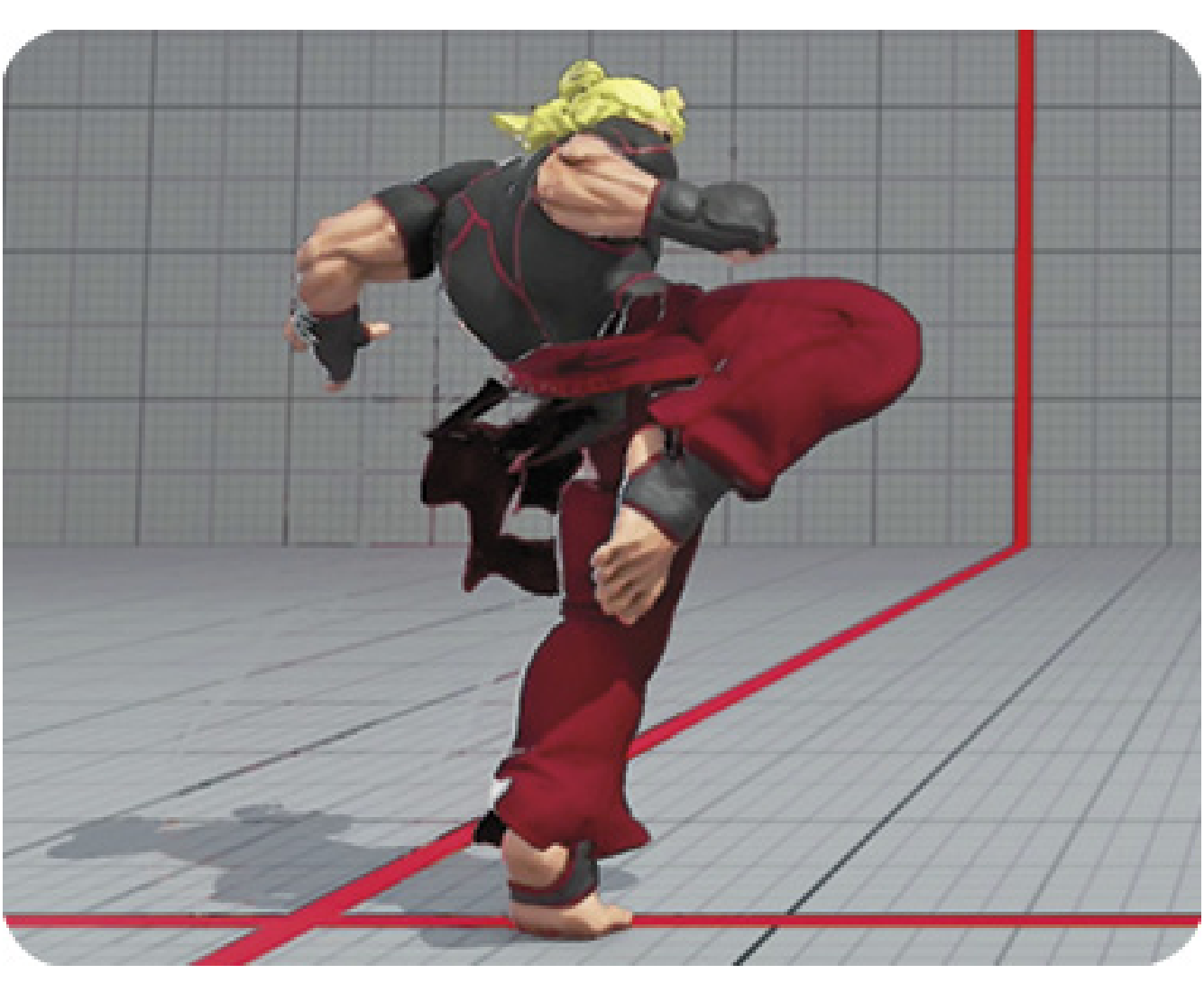


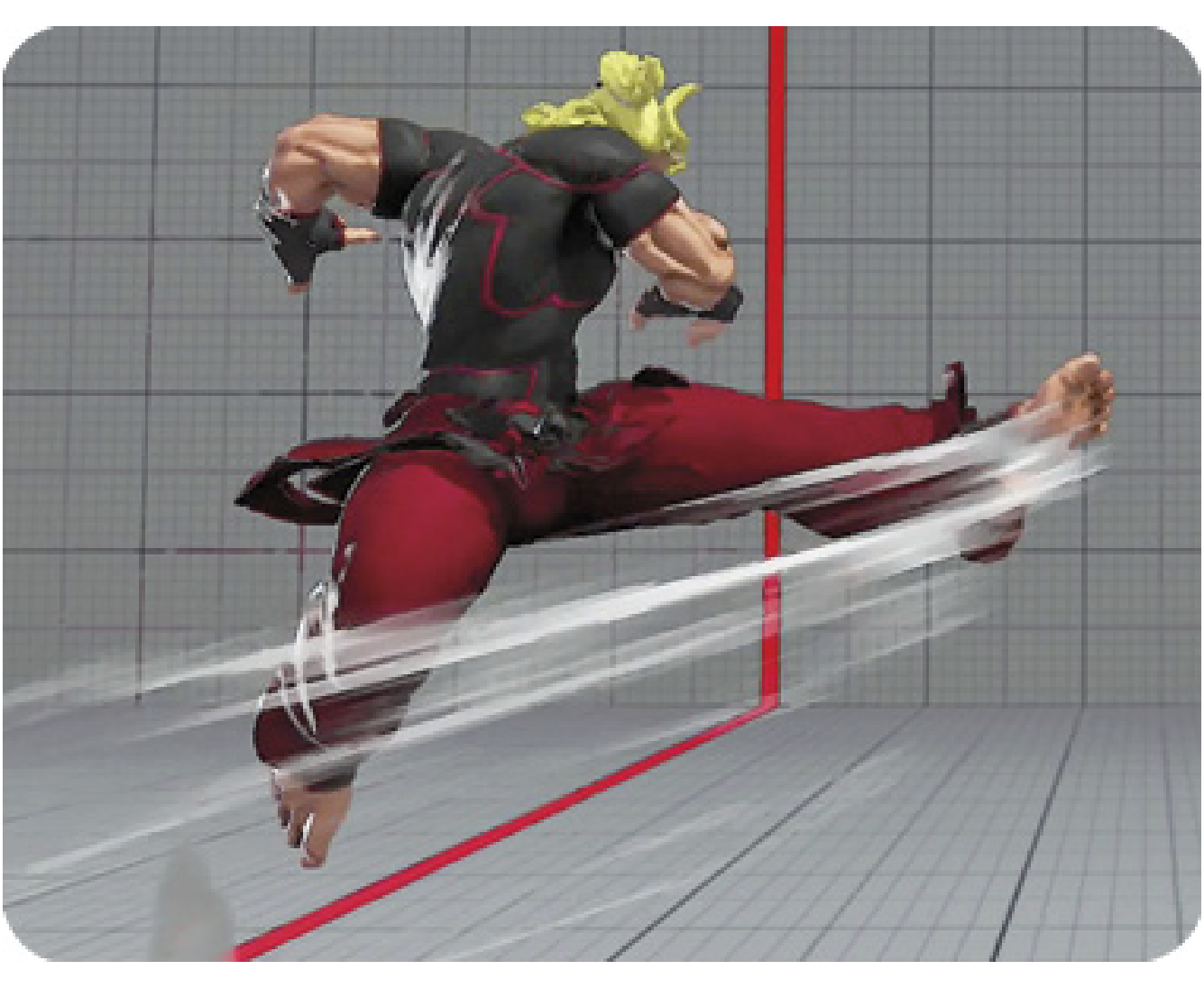
STARTUP	3
ACTIVE	2(5)2(4)2
RECOVERY	8 + 11 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
VSX HIT	—
VSX GUARD	—
VTX HIT	D
VTX GUARD	9
CANCEL	CA, V
DAMAGE	70(40+30)
STUN	100(50x2)
METER GAIN	10/30/15

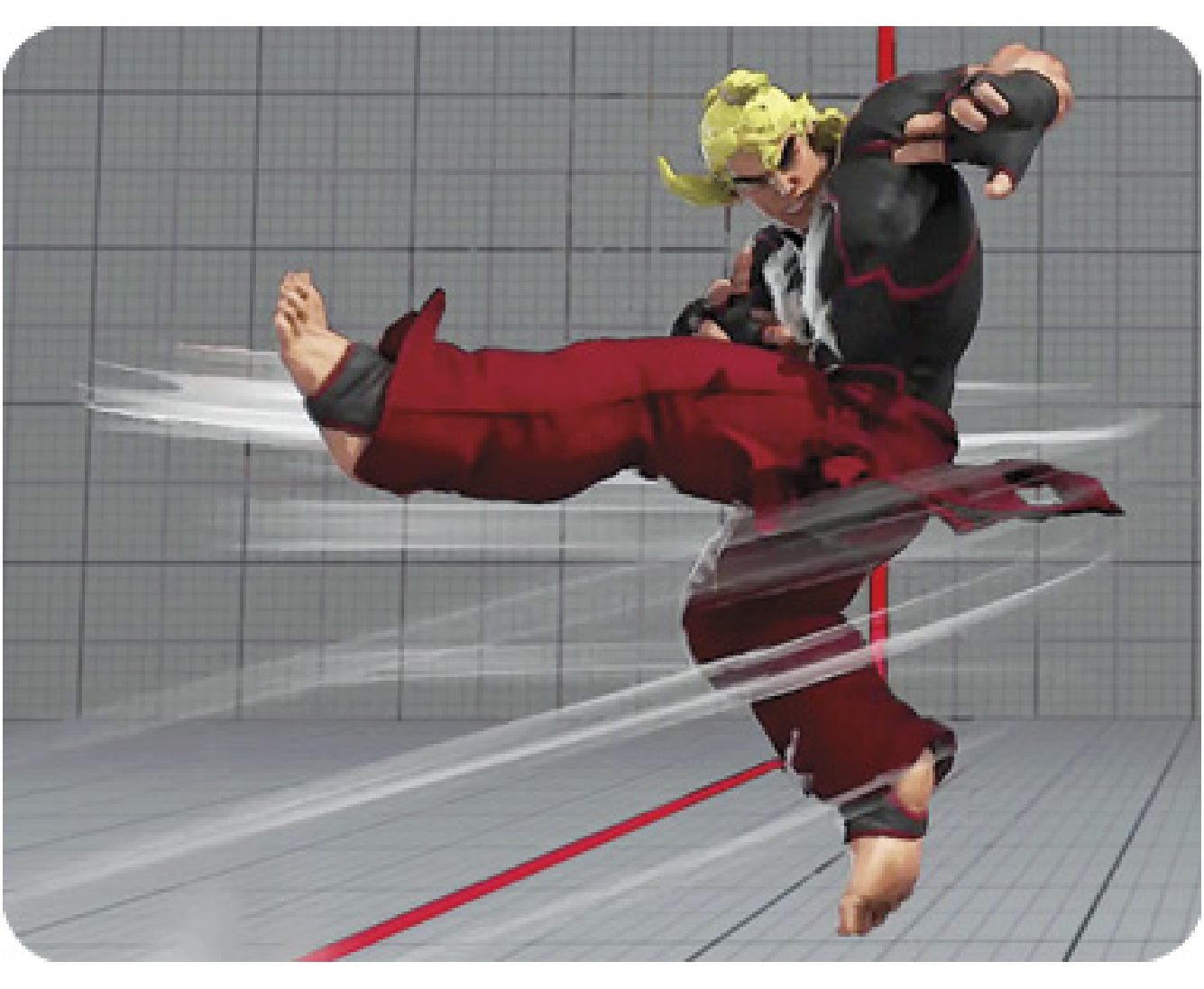
NOTES

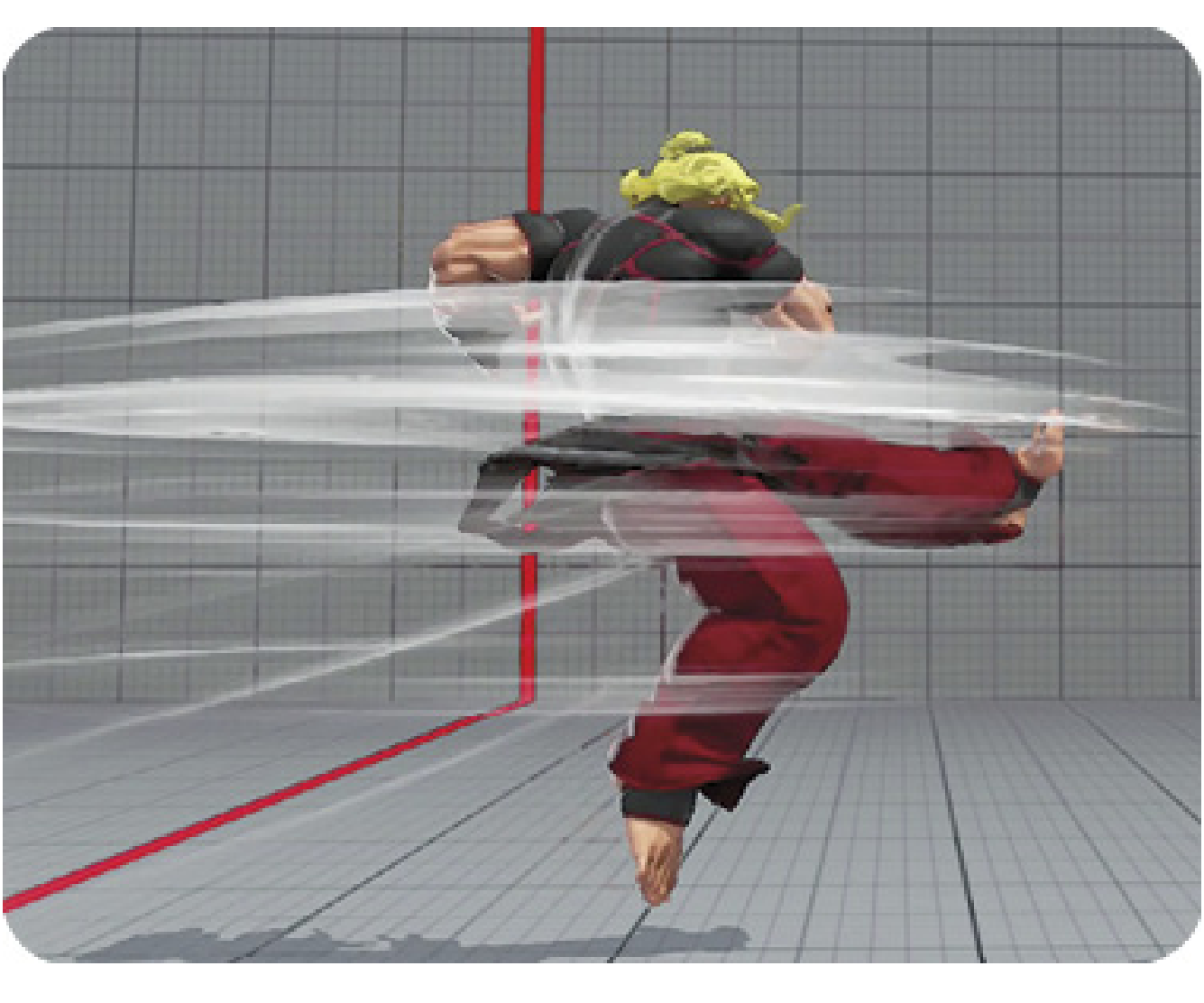
Airborne on 6th frame; first hit can hit crouching opponent

MK TATSUMAKI SENPUKYAKU ↓↙← + MK



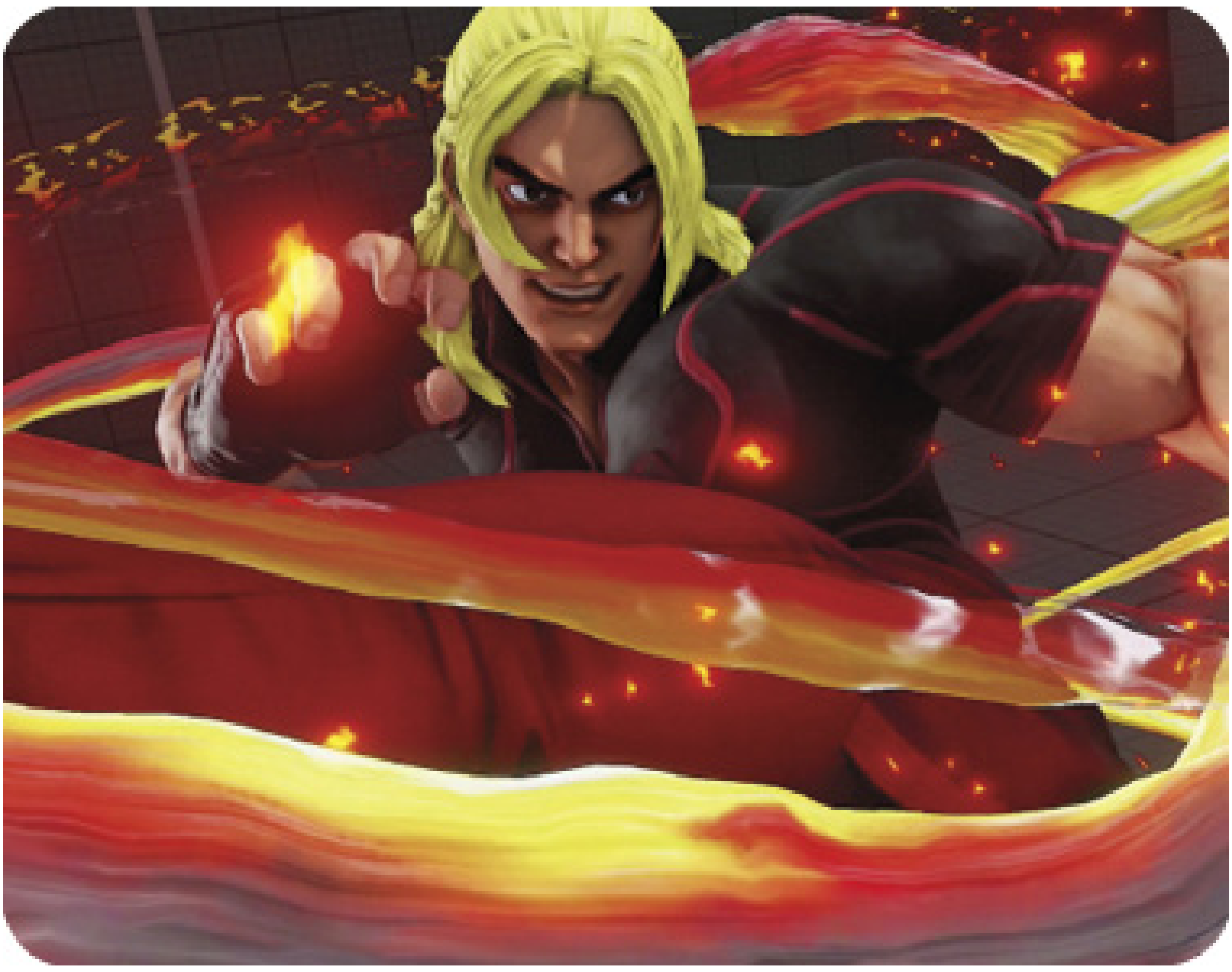


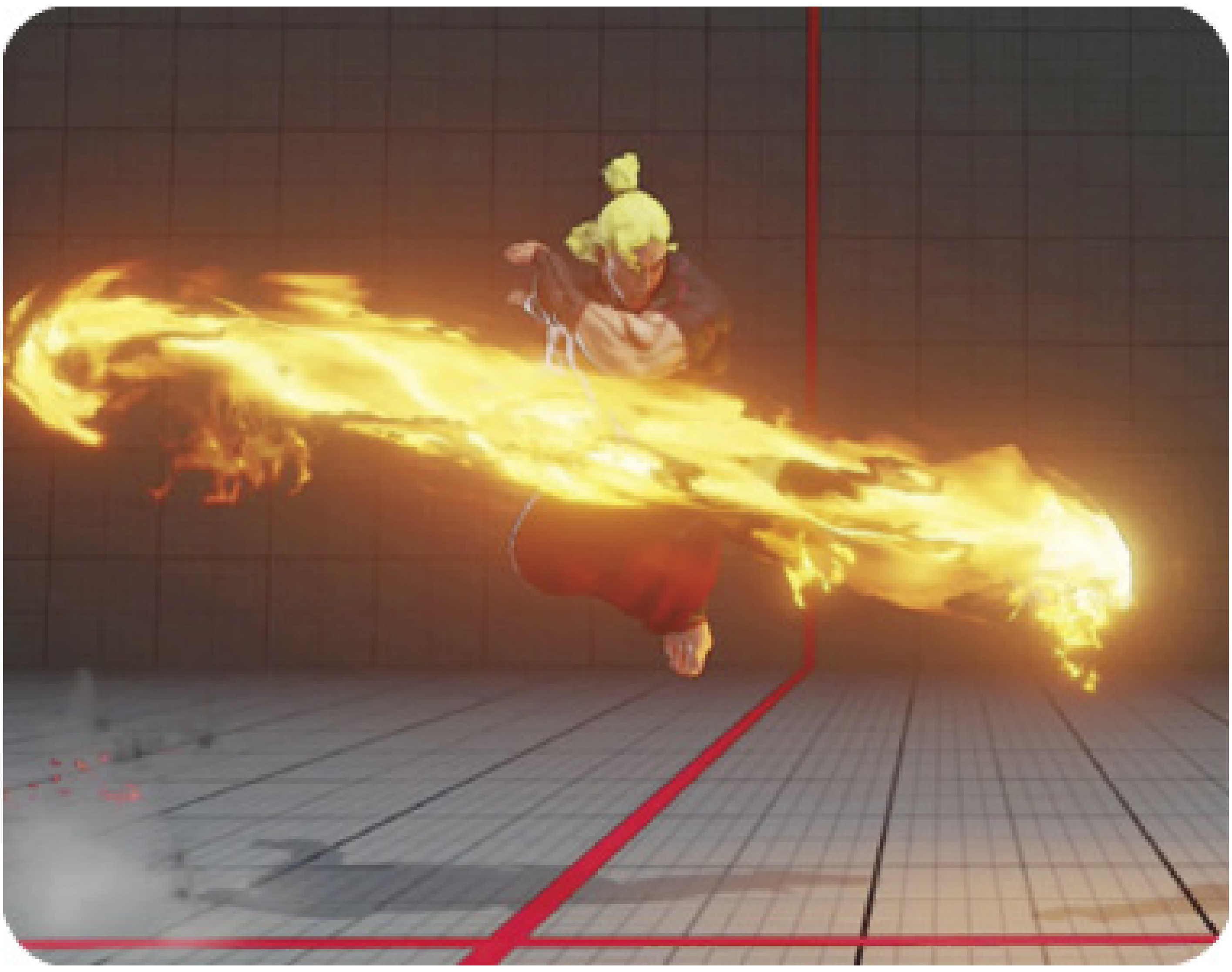




STARTUP	6
ACTIVE	2(5)2(6)2(6)2(4)
RECOVERY	8 + 10 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VSX HIT	—

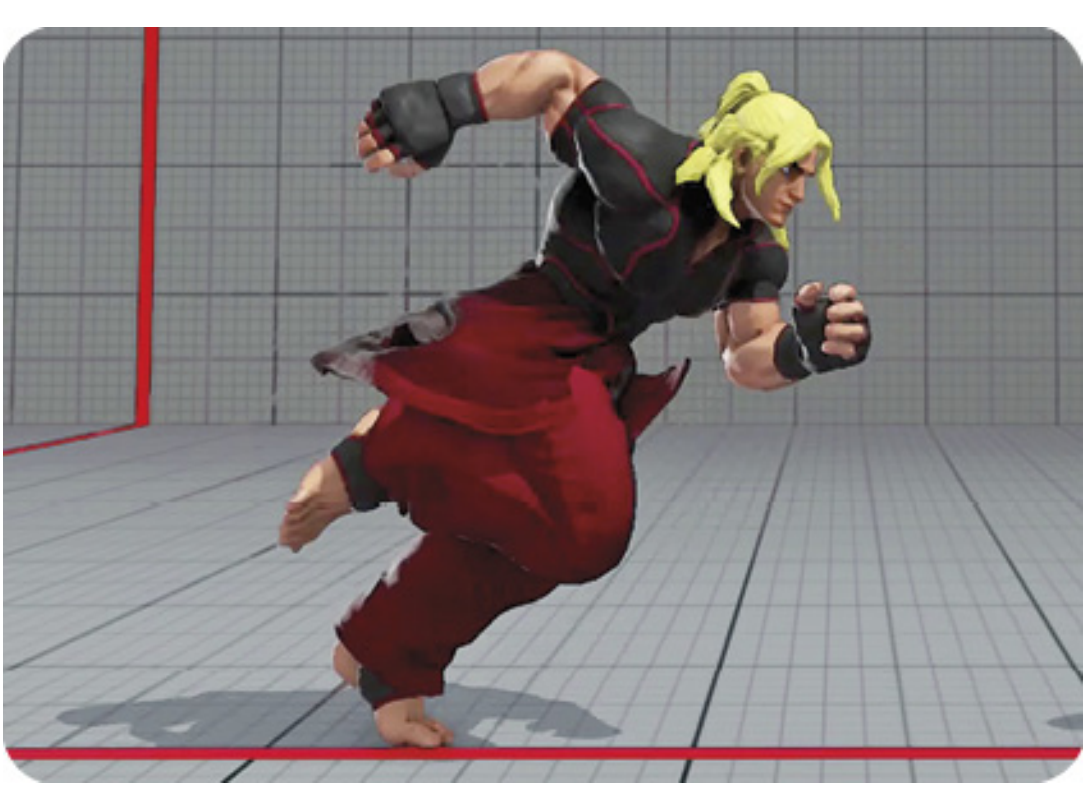
GUREN ENJINKYAKU ↷ ↷ + K

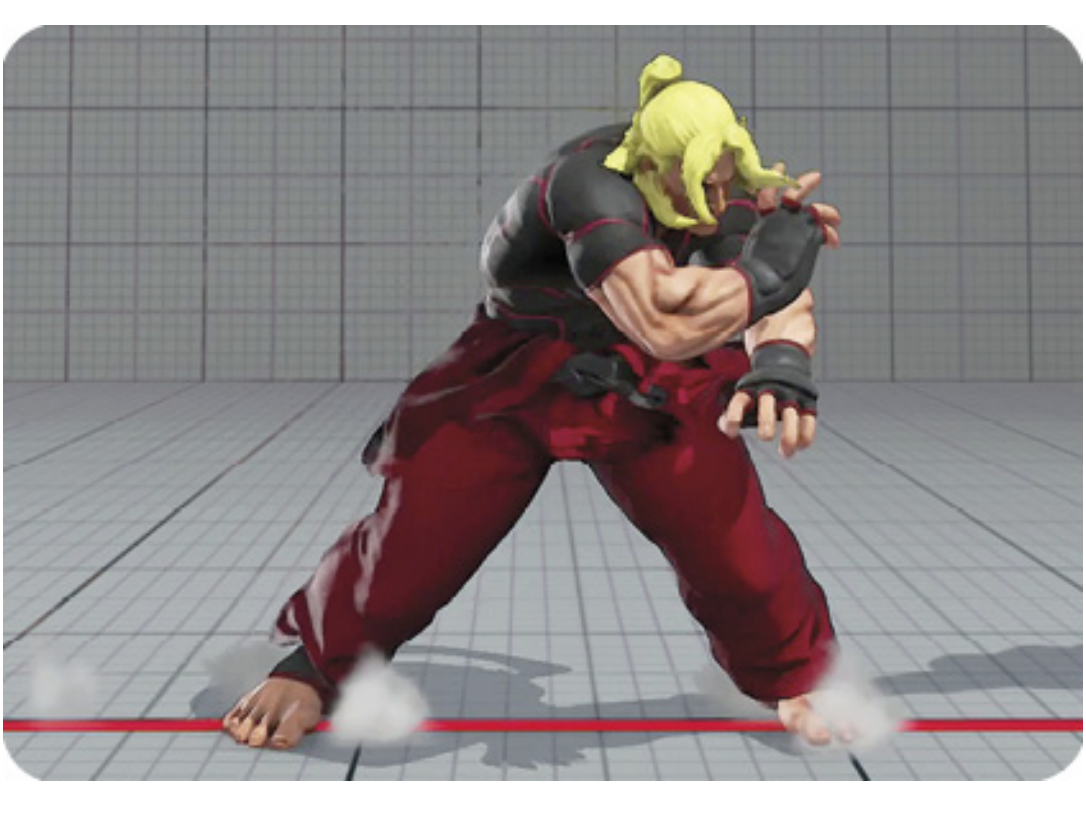




V-SKILL

QUICK STEP MP + MK



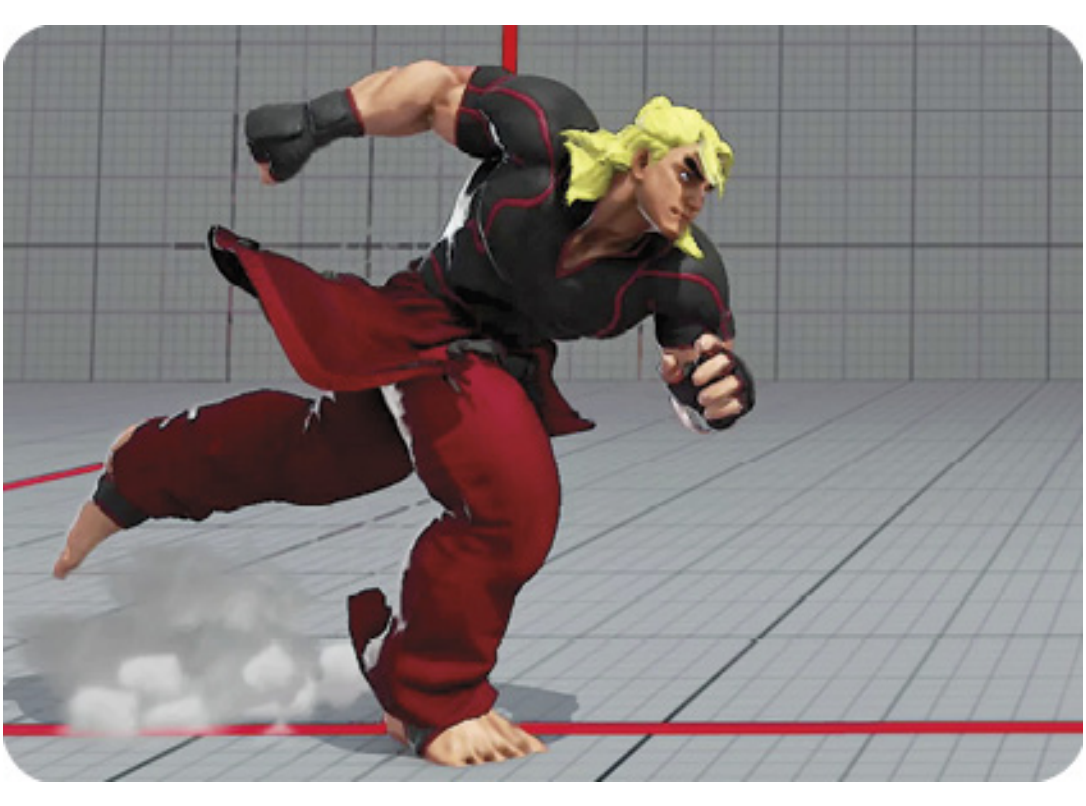


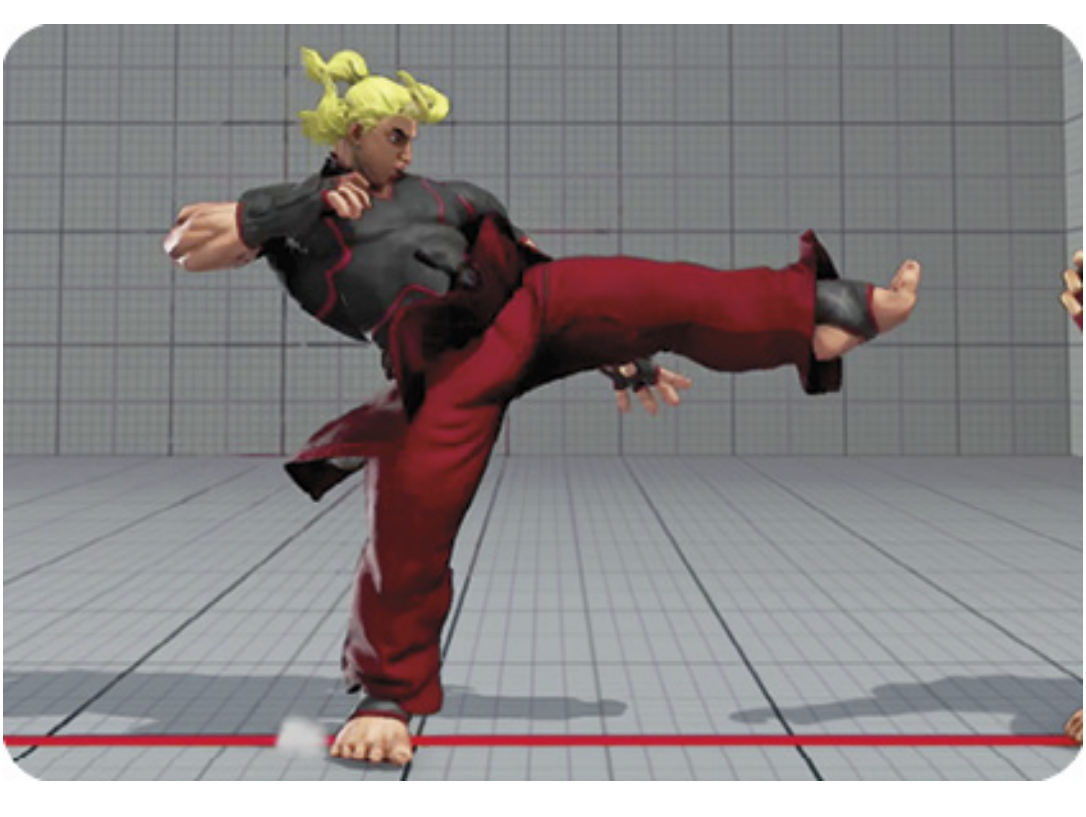
STARTUP	—
ACTIVE	—
RECOVERY	22 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Will accept and buffer inputs on the 18th frame, will execute input as early as possible; rewards counter-hit to opponent if hit during Quick Step

QUICK STEP KICK MP + MK (HOLD)





STARTUP	24
ACTIVE	2
RECOVERY	2
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	7
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	V: 150/75

Quick Step/Step Kick: Although Ken has a plethora of advancing moves, Quick Step is his most efficient one. It's exactly what it sounds like: a quick step toward the opponent. It travels about half a screen's distance if performed without any inputs after the initial MP + MK tap (neutral direction, no buttons). However, its animation can be canceled early; inputs are buffered on the 17th frame and will execute on the 23rd frame.

Much of your offense will revolve around Quick Step, so thoroughly understanding its properties is vital to your success with Ken. All of Ken's standing and crouching normal attacks can be canceled into Quick Step, albeit at varying frame advantage values (see the frame data for details). Most of his Quick Step cancels are punishable on block, but they are still worth using. They require fast reactions from the opponent to punish—and failing to punish it usually results in you scoring a counter-hit or throw.

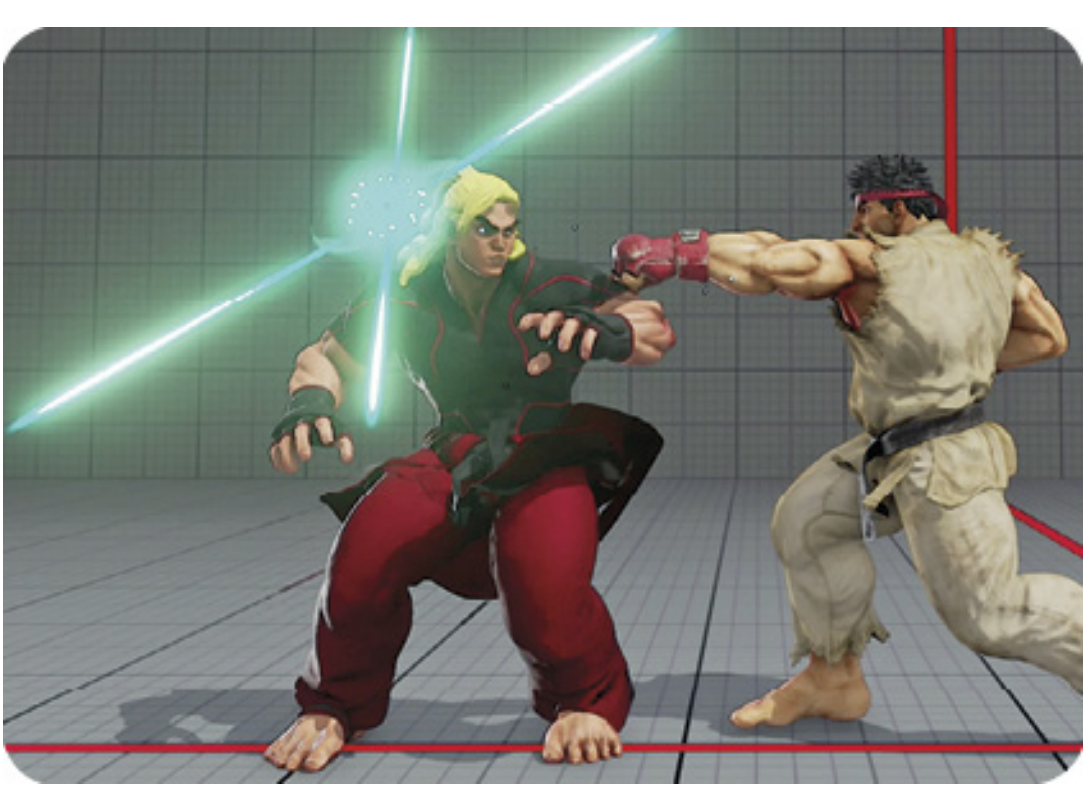
The least punishable sequence is standing HP XX Quick Step, at -6. Not many characters have a six-frame Crush Counter heavy attack, so you're not at a huge risk of eating a Crush Counter combo. It can also become awkward for opponents to punish this blockstring under duress, especially if you're mixing up your attack timings frequently. A powerful and simple Ken strategy can revolve around standing HP XX Quick Step followed by crouching LP / throw / MP Shoryuken. It forces the opposing player to make a difficult decision: whether to block, tech, or reversal.

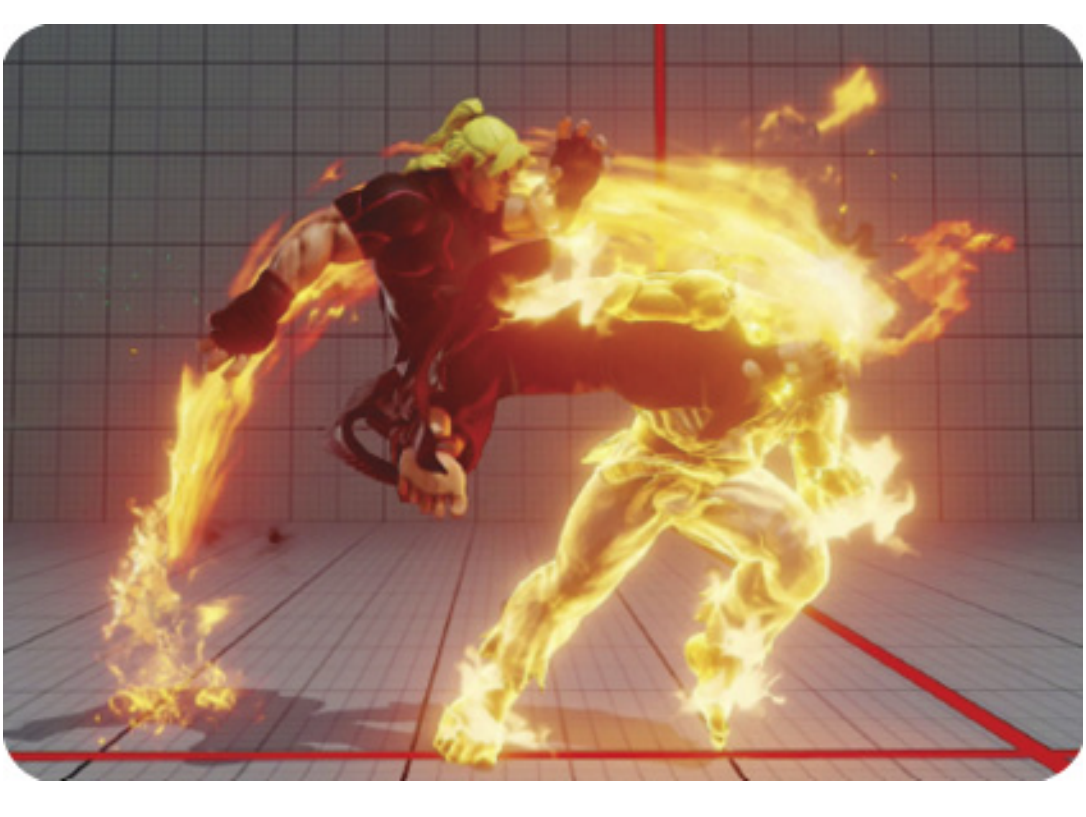
Just like during a dash, note that getting hit out of your Quick Step animation results in a counter-hit for the opponent.

That's all for Quick Step, accomplished by simply tapping the medium buttons. If you hold down MP + MK, Ken steps forward and completes Quick Step with Step Kick. This is a very far-reaching poke that knocks down on hit, and it can even link after you throw an LP Hadoken with the correct spacing. But overall, Step Kick is much slower than it used to be in its Street Fighter IV → + MK incarnation, and it no longer enables an incredible kara throw. It has some use as an occasional change-up look from the very tip of its range, but generally, you'll want to use Quick Step instead of Step Kick. You'll get more mileage (and stay safer) simply walking, dashing, using Thunder Kick Feint, or Quick Stepping forward and then poking with the tip of standing HK. While Step Kick is underwhelming when compared to its previous incarnation, it is V-Trigger-cancelable. This property is useful for extending combos (see Combo 2c), or to make it safer if it's blocked.

V-REVERSAL

SENPU NATAOTOSHI → + K K K





STARTUP	10
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	0
METER GAIN	V: -300

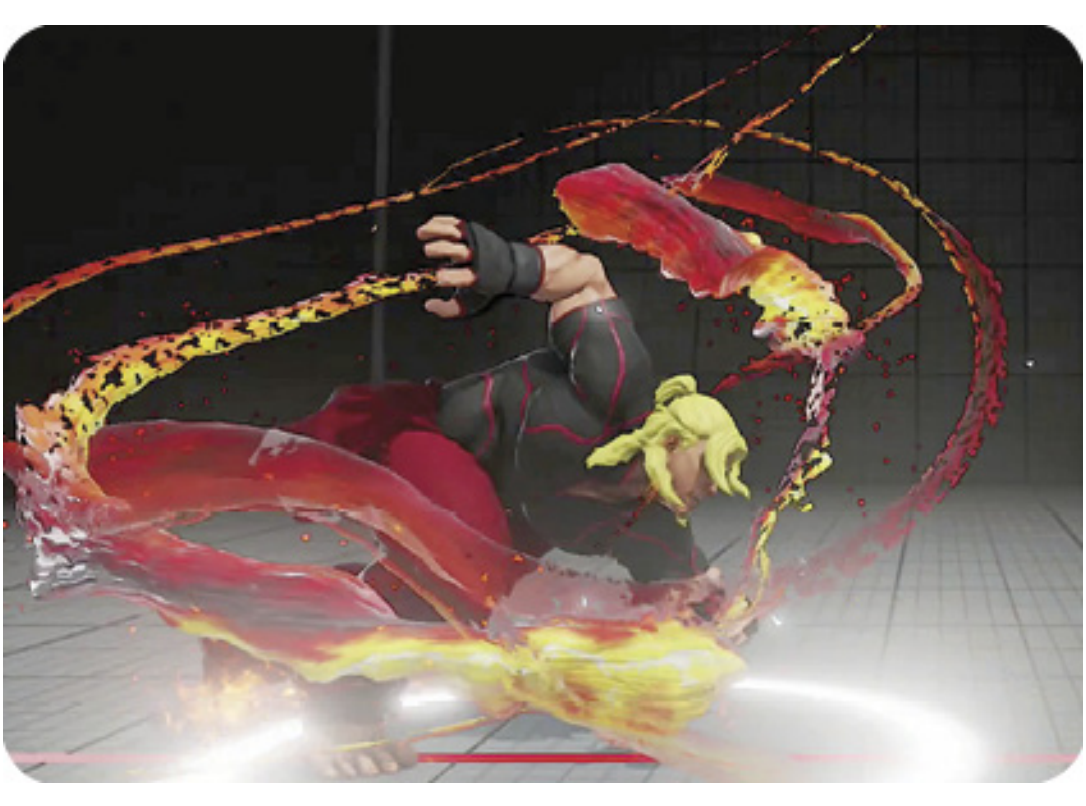
NOTES

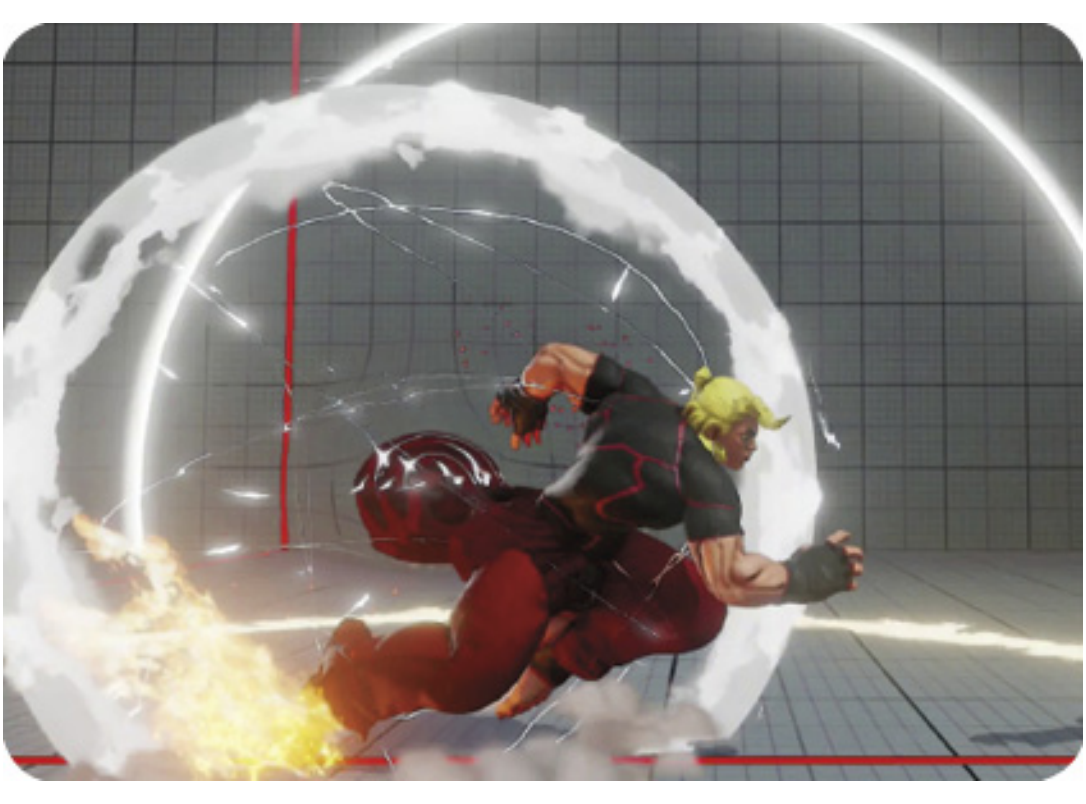
Frames 1-10 strike invincible; frames 11-20 fully invincible; counter-hit advantage same as normal hit; removes 200 points of stun from Ken

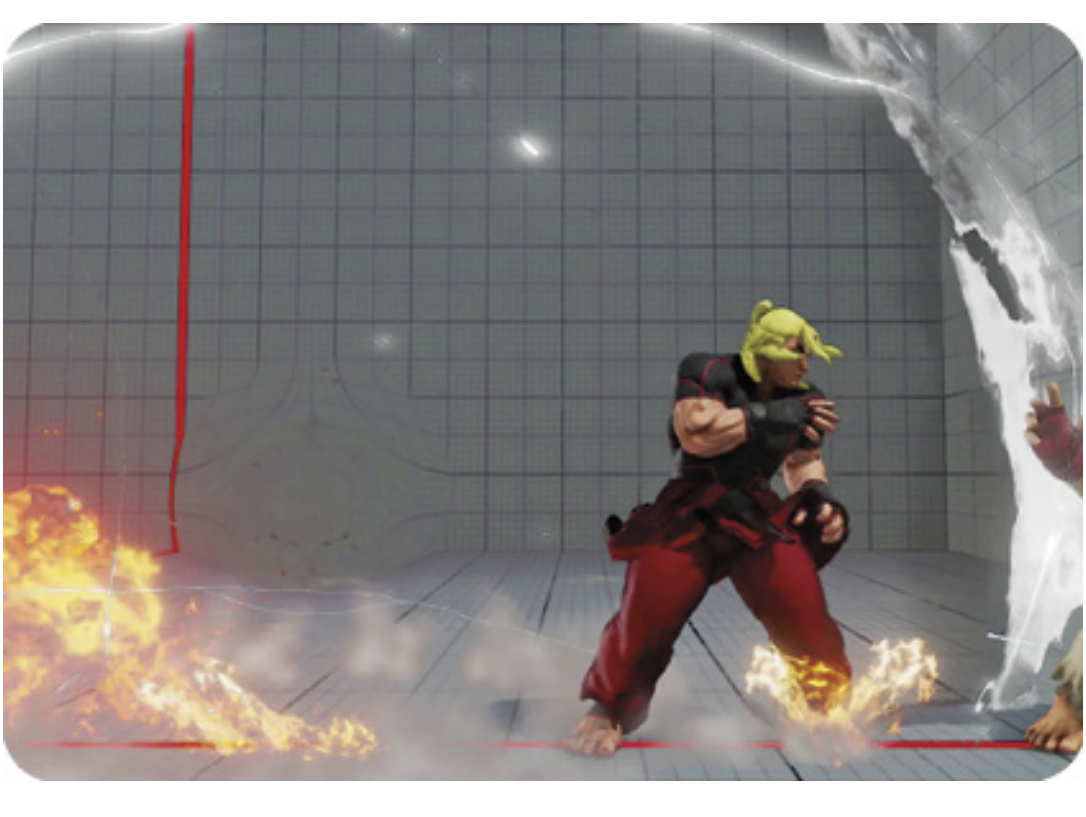
Senpu Nataotoshi: Ken's V-Reversal is a jumping roundhouse kick that leaves you at +2 on hit and ±0 on block. Since it doesn't knock down on hit, and Ken's Heat Rush is a 3-stock V-Trigger, using his V-Reversal is not recommended unless you're winning by a large margin and think you won't need his Heat Rush.

V-TRIGGER

HEAT RUSH HP + HK







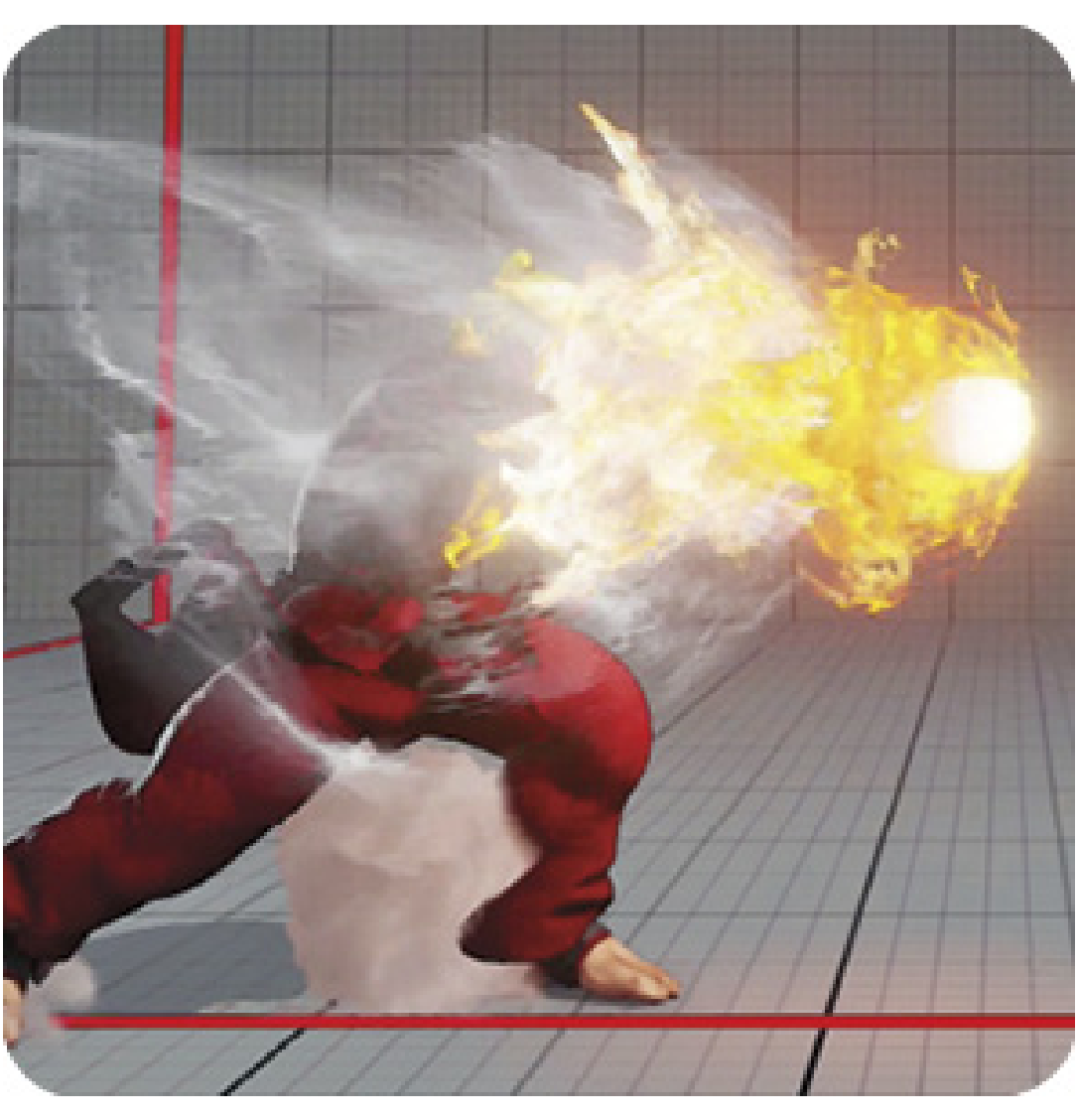
STARTUP	1
ACTIVE	—
RECOVERY	21
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

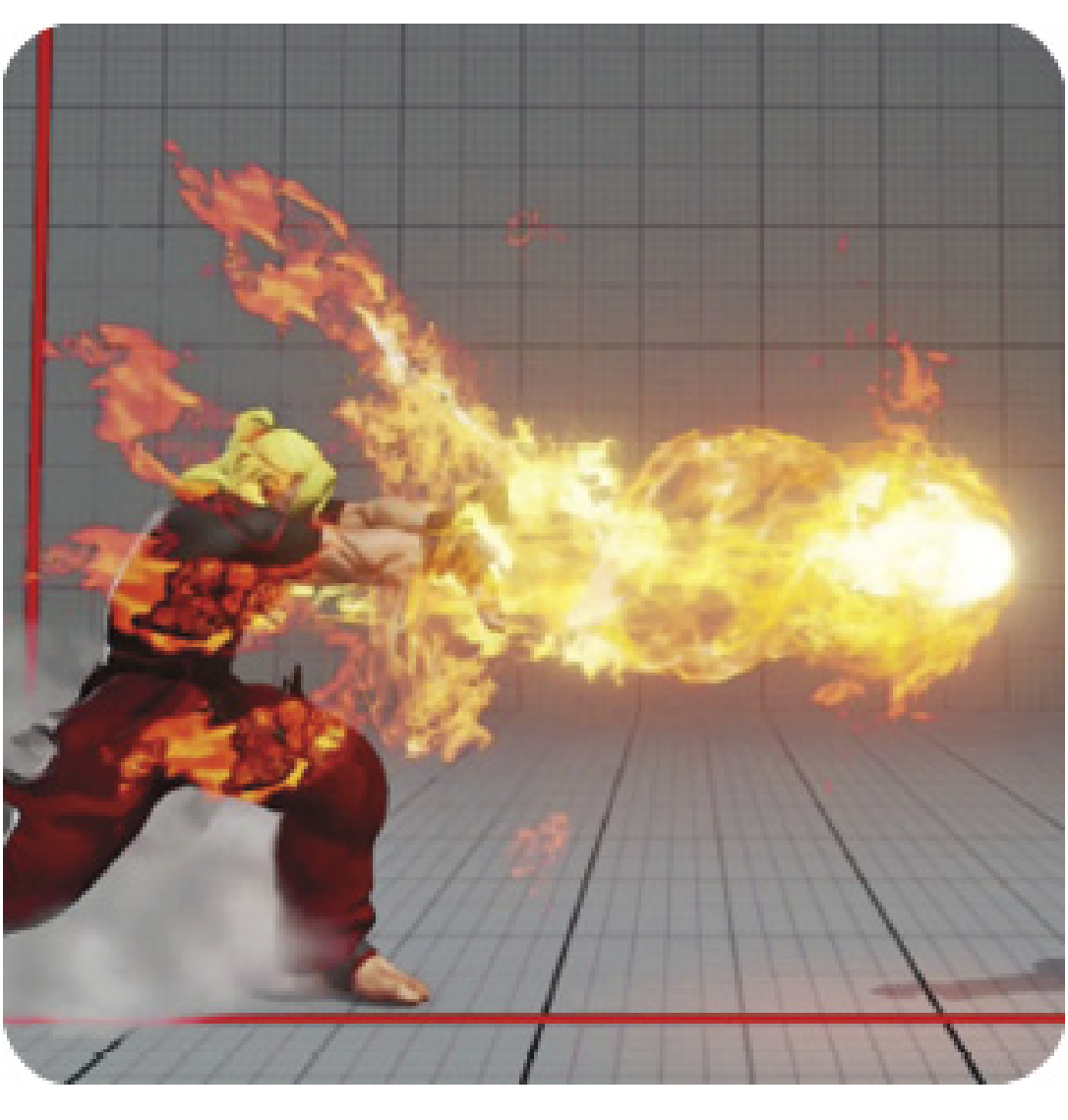
NOTES

Duration of 1200 frames; alters special moves

Heat Rush: Heat Rush is a 3-stock V-Gauge power-up mode with a duration of 1200 frames. Immediately after activation, Ken dashes toward his opponent with a built-in Quick Step. While Heat Rush is active, Ken's legs will flicker with flames, signaling the enhancement of all of his special moves. Descriptions of Heat Rush-improved specials follow.

V HADOKEN ↷ + P



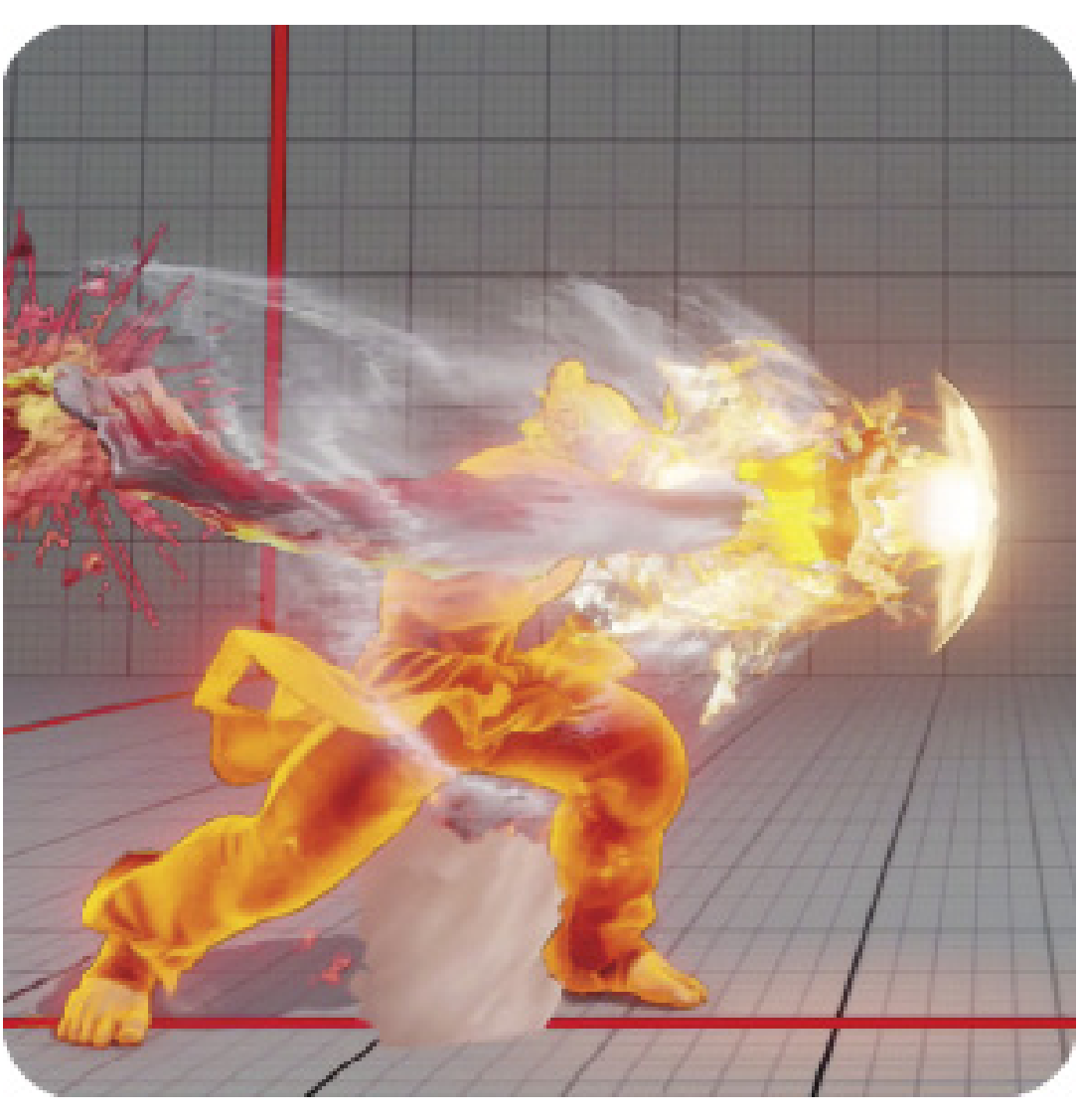


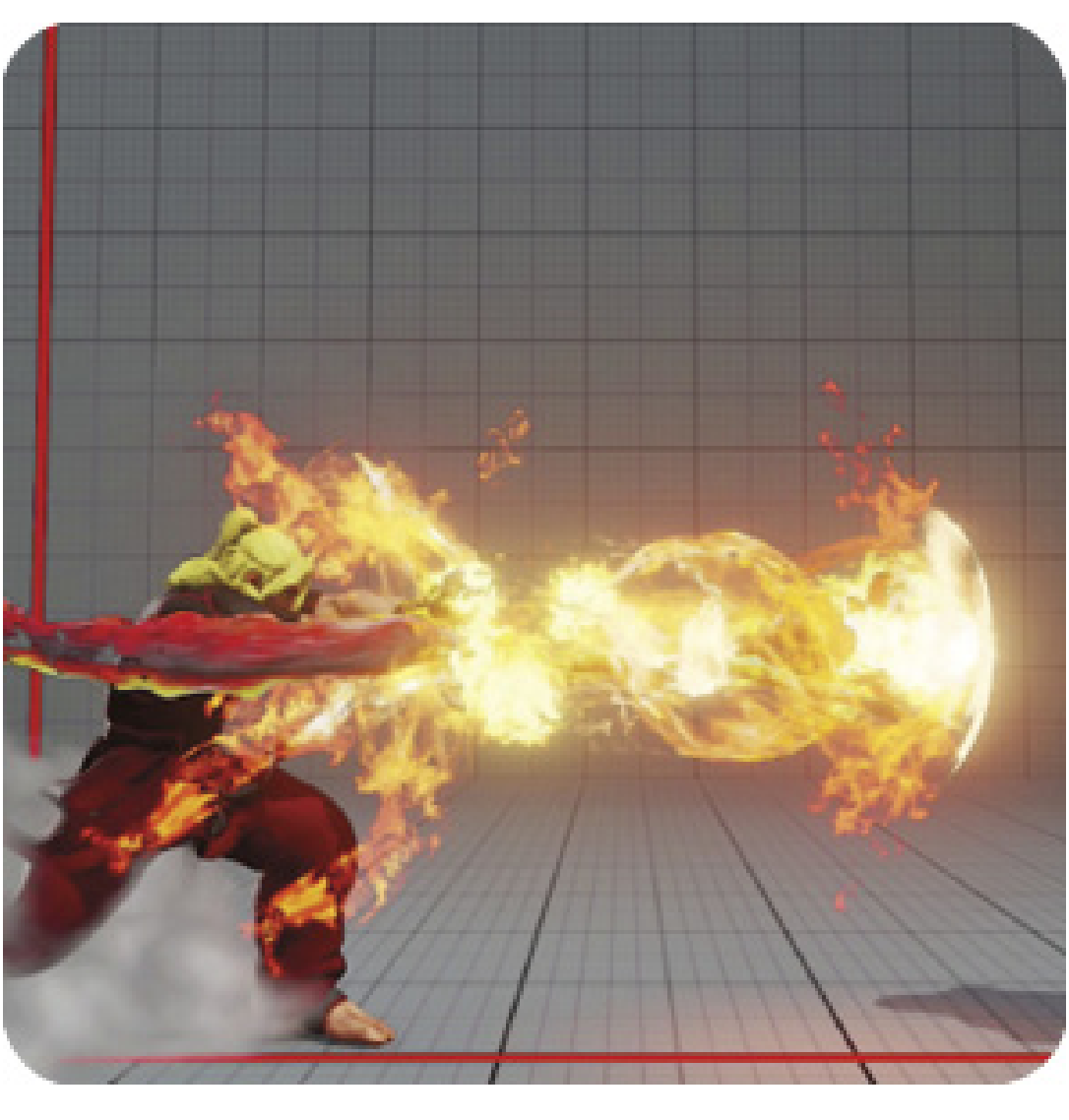
STARTUP	13
ACTIVE	Notes
RECOVERY	34
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	70
STUN	100
METER GAIN	10/10/5

NOTES

Frames duration on screen: LP 45, MP 39, HP 34

V EX HADOKEN ↷ + P P

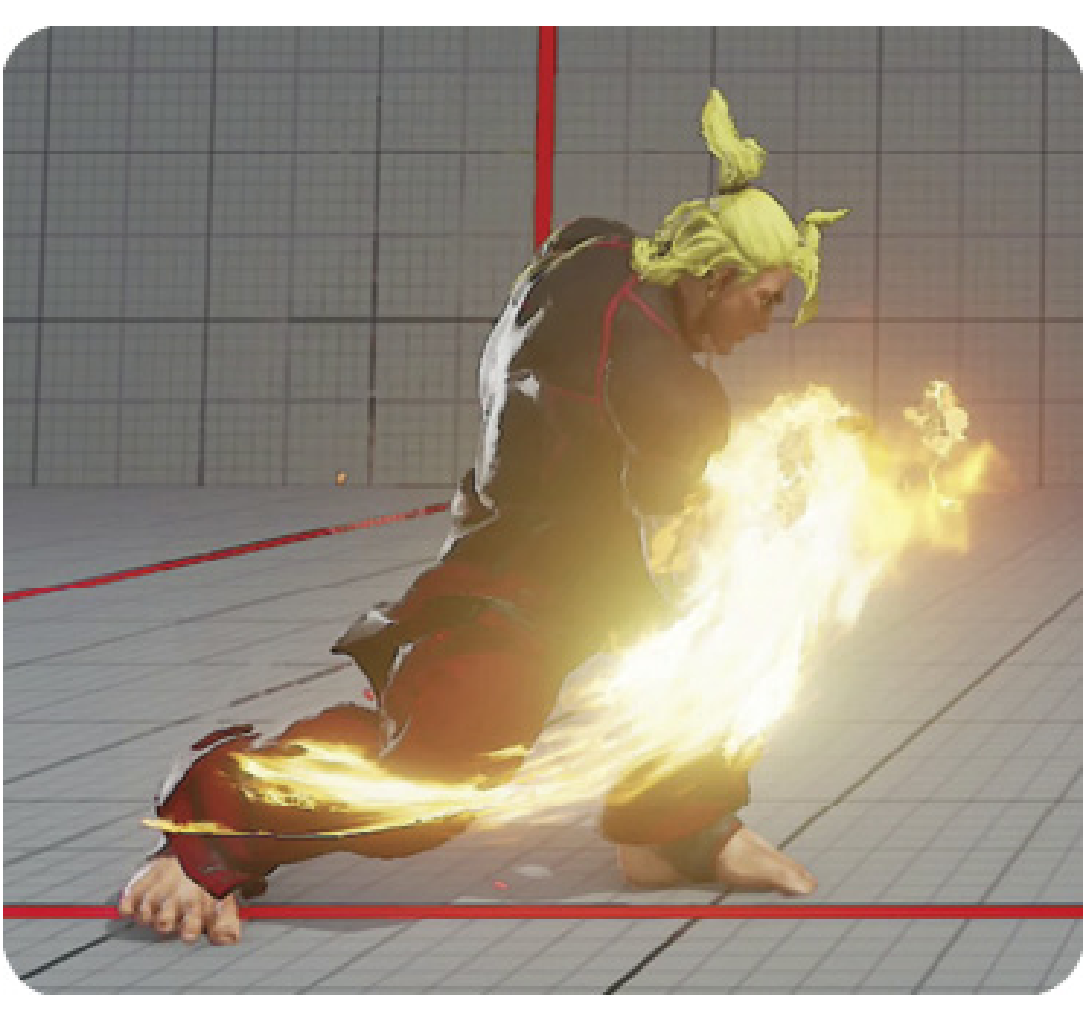


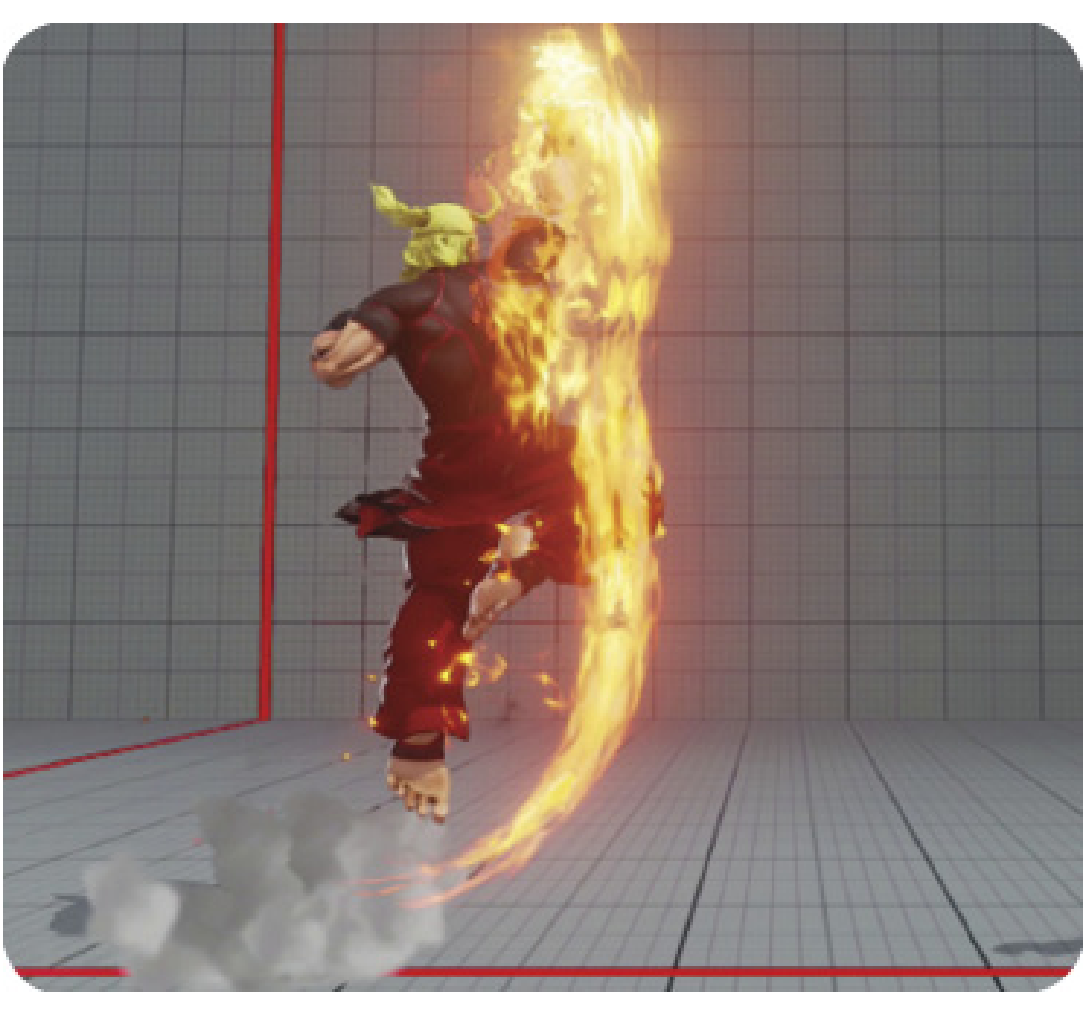


STARTUP	12
ACTIVE	—
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	2
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120(60+60)
STUN	200(100+100)
METER GAIN	-300

V Hadoken: Ken's fireballs become actual balls of fire under Heat Rush, dealing 20 more damage. They also knock down on hit, as well as become safer on block (-6). You probably won't use this move as often as you would with Ryu's Denjin Renki projectiles, but it's a useful tool to have at longer distances to help cover more ground as Ken approaches.

V LP SHORYUKEN Z + LP





STARTUP	3
ACTIVE	12
RECOVERY	19 + 7 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-18
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120/80
STUN	150/100
METER GAIN	20/40/20

NOTES

Frames 1-5 lower body and throw invincible; airborne on 6th frame; rewards counter-hit to opponent if hit during recovery

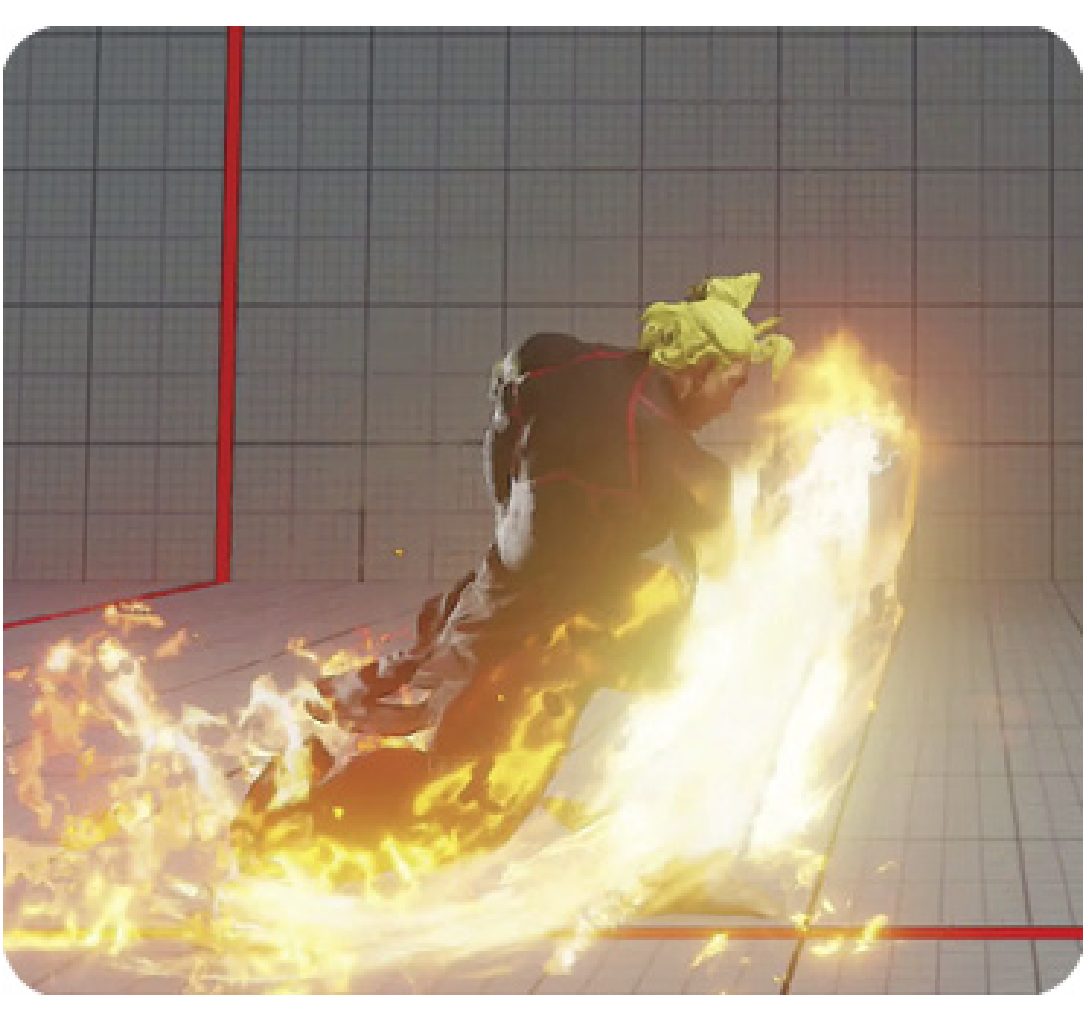
V MP SHORYUKEN Z + MP

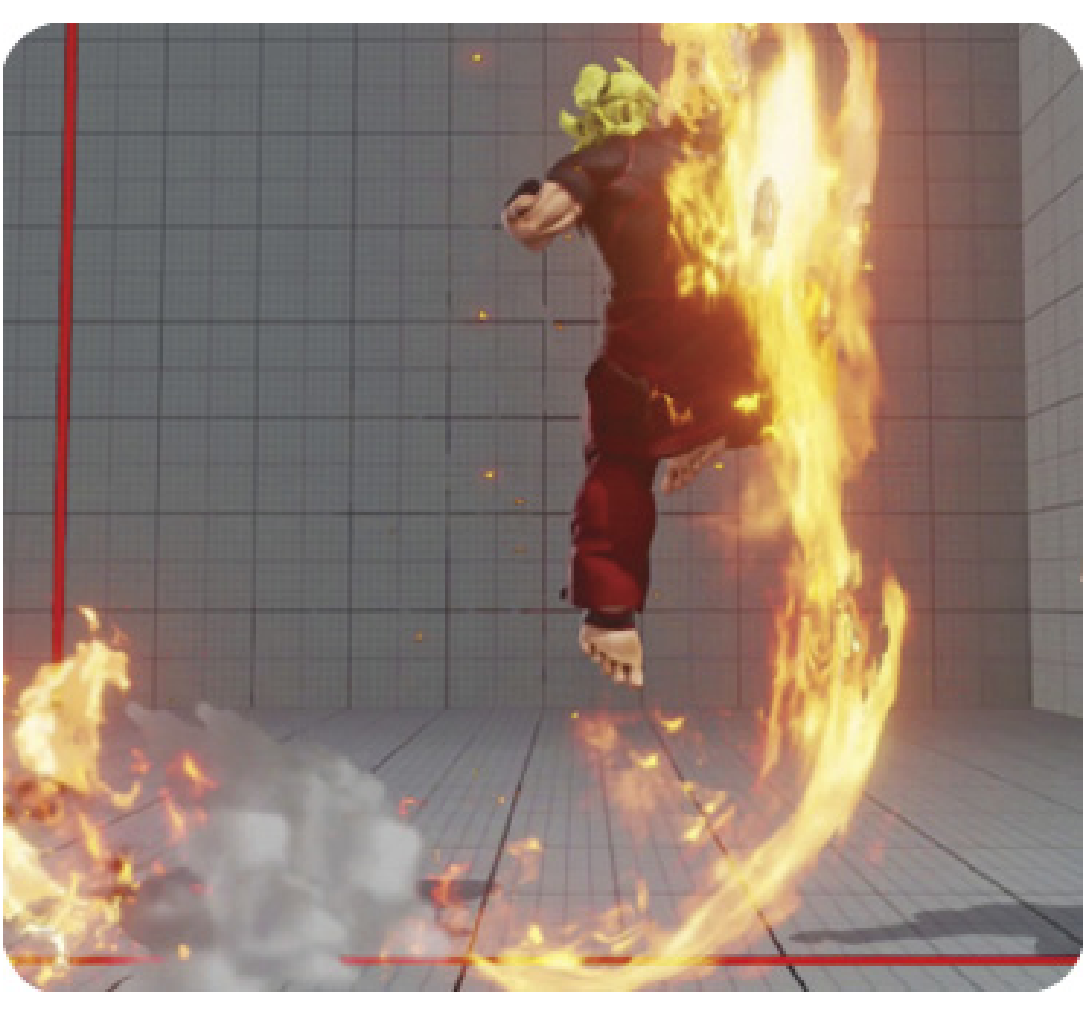
STARTUP	4
ACTIVE	13
RECOVERY	30 + 11 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	150(100+50)
STUN	150(75x2)
METER GAIN	20/40/20

NOTES

Frames 1-6 completely invincible; airborne on 8th frame; rewards counter-hit to opponent if hit during recovery

V HP SHORYUKEN Z + HP



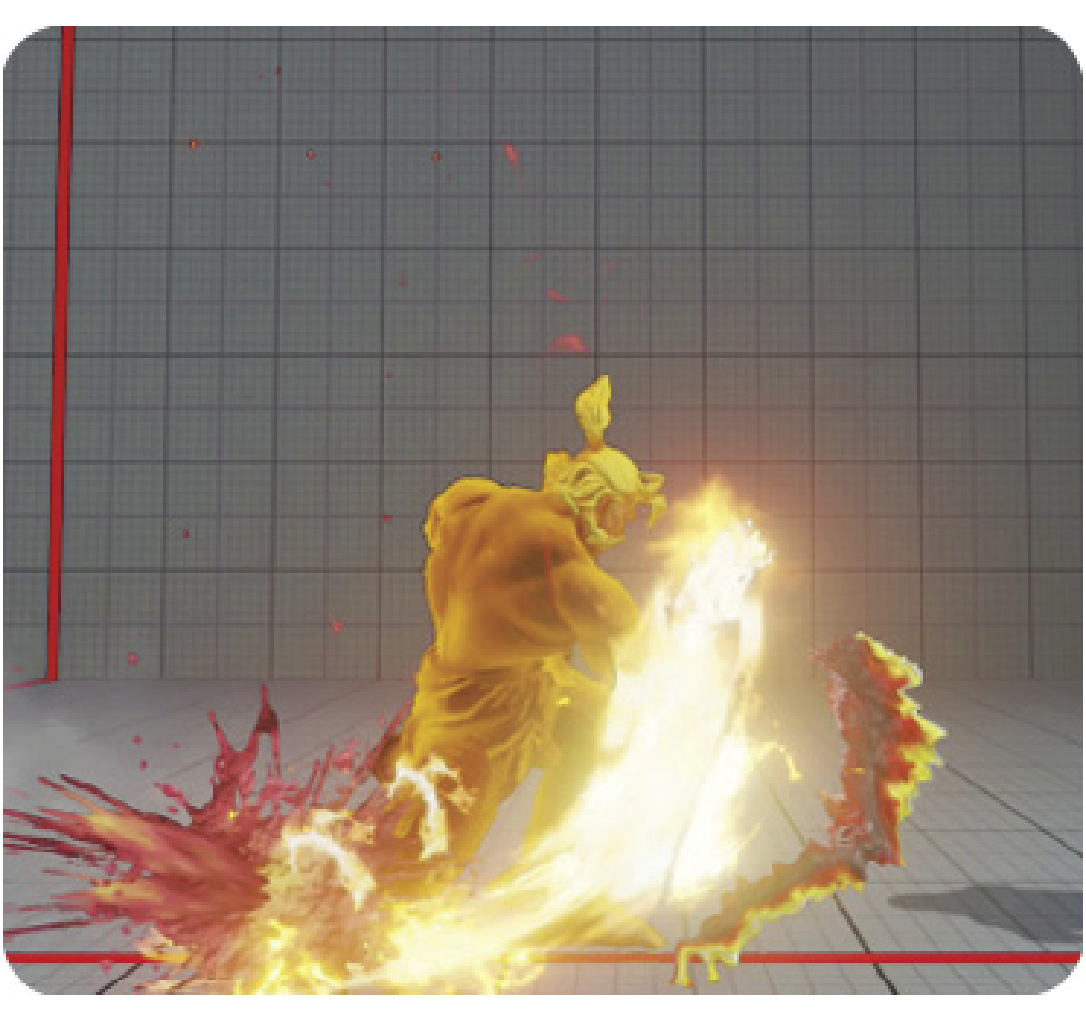


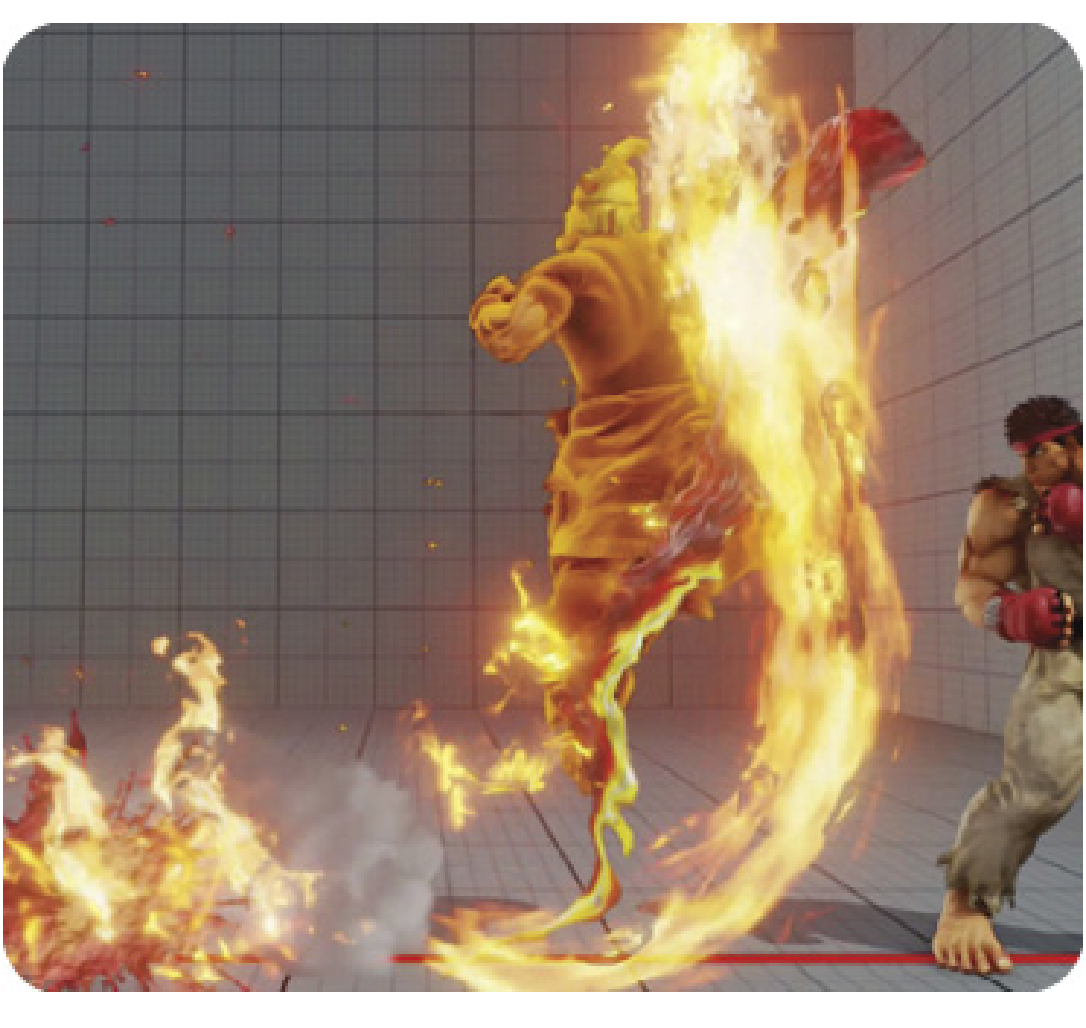
STARTUP	4
ACTIVE	14
RECOVERY	36 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-39
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	160(40+30x4)
STUN	150(30x5)
METER GAIN	20/40/20

NOTES

Frames 1-3 completely invincible; frames 4-7 throw invincible; airborne on 8th frame; rewards counter-hit to opponent if hit during recovery

V EX SHORYUKEN Z + P P





STARTUP	4
ACTIVE	8(18)11
RECOVERY	43 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-42
VSX HIT	—
VSX GUARD	—
VTX HIT	—
VTX GUARD	—

Ken

Overview

PROS

- Ken has an extremely scary close and mid-range offensive game, with Quick Step cancels and Thunder Kick feints to engage opponents.
- He has a useful full-screen projectile as well as a relatively safe long-range engagement tool using HK Tatsumaki Senpukyaku, supplementing his aggressive-based archetype.
- Access to one of the most powerful V-Triggers in the game changes him into an incredibly dominating character.
- With an invincible Shoryuken, he can take back tempo of a match by deflecting a jumping attack or blowing through an adversary's aggression.
- Standing HK is an effective mid-range poke with high priority, beating out many mid-section pokes, as well as certain crouching MK attacks.

CONS

- He has limited mid-range attacks, and crouching MK is one of the weakest crouching medium attacks in the game.
- Quick Step cancels can be punished on block, making many of his techniques risky against experienced players.
- All normal versions of Hadoken are unsafe in up-close blockstrings.

Ken has always been the exemplary offense-based Shotokan fighter and, in *SFV*, these qualities are amplified. Many of his basic combos and links are easy to execute, but he also has access to an abundance of situational combos that require a deep understanding of the character in order to optimize damage output.

Your objective is to identify holes in your opponent's defense and capitalize on them through advancing moves like Quick Step and Thunder Kick Feint. Achieve this by:

- Using the threat of your Hadoken at range to keep the opponent guessing, allowing you some control in how Ken advances
- Threatening the opponent with standing HK at mid range, forcing out a bad jump that you can anti-air with MP Shoryuken or crouching HP
- Taking calculated risks and engaging from long distances with HK Tatsumaki Senpukyaku or Quick Step
- Landing a knockdown with one of your many combos to gain tempo and eventually corner your adversary

Street Fighter V

Ken
Strategy

LONG RANGE

Even though he's most dangerous at mid and close range, Ken's long-range options are actually rather powerful, as they enable him to do what he does best. Although he doesn't apply the strongest zoning game, simply having a projectile that travels full screen affords him at least a functional one, especially coupled with his invincible MP Shoryuken. Depending on the matchup, you may want to restrict yourself to using basic fireball and dragon punch anti-air zoning techniques before mounting your offense, particularly against dangerous grappler-type characters like Birdie and Zangief. Characters with dominant mid-range attacks, such as Cammy and Vega, may also give you issues in a footsie battle, so staying past mid range and prodding with Hadoken to apply pressure before going in with Quick Step or Thunder Kick Feint is advised. Keep in mind, however, that Ken's Hadoken is significantly weaker overall compared with Ryu's, and you should use it cautiously. All three normal versions of Ken's Hadoken suffer from longer recovery and startup, whereas Ryu's Hadoken properties can vary with button strength.

It may seem simple, but a long-range zoning game is usually the most difficult part to master in the *Street Fighter* series. Mindlessly throwing fireballs at full screen gets you nowhere against a competent player, as you simply become predictable. You might not get punished immediately, but you will lose ground and end up unexpectedly cornered, which can cost you the game regardless of your life total advantage (especially in *Street Fighter V*). You can think of the space behind you as another resource or stamina bar—do what you can to preserve your ground. Do this by gauging your opponent's reaction to your projectiles and taking note of how they're moving. A player who walks forward aggressively can be extremely intimidating because this can make you second-guess your next projectile as they walk into range for a jumping attack. In these cases, you can resort to fishing with jump bait, using normal whiff techniques in place of Hadoken.

For instance, you can motion for Hadoken by inputting ↓↘→ , but instead of finishing the command with P , finish it with LK . Since Ken does not have a ↓↘→ + LK special move, he will instead perform a crouch (from the ↓ portion of ↓↘→) and then transition into standing LK . This animation signals to most players that a fireball may be coming and can result in an impulsive forward jump. You can anti-air their jump with ease, as there's essentially no recovery on standing LK . This then adds another dimension to your zoning mind games, as it will become ingrained in your opponent that you're capable of faking them out. This opens more opportunities to throw actual fireballs because you've successfully given the opposition cause for hesitation.

If you're near full-screen distance and you notice the enemy playing passively against your projectiles, it's usually best to start advancing aggressively. Treat LP Hadoken as a horizontal clearing tool, paving the way for your offense. At the farthest distances, you can trail your LP fireball with a dash, Quick Step, or HK Tatsumaki Senpukyaku (if just within full screen distance). Otherwise, you can just walk forward behind it and react to your adversary accordingly. Many of your opponents will react with a neutral jump, which is typically safe for them to do, but it does gain you some ground so Ken can get into mid and close range. Several characters have special moves or V-Skills that deal with projectiles, such as F.A.N.G.'s Nikankyaku (projectile-invincible dash) or Ryu's Mind's Eye (parry). Some of these can be punished on reaction (Cammy's Axel Spin Knuckle, for example), but some simply reset the neutral situation (like Nash's Bullet Clear). Dealing with any of these attacks will require a lot of training and experience against these particular characters.

Against most other zoning characters, Ken's Hadoken is completely serviceable. His Hadoken is usually outclassed when you compare its startup and frame advantage to other projectiles, but these properties don't matter as much in a full-screen fireball fight. Against these characters, you can opt to trade projectiles in order to build meter, or you can blow through them with either HK Tatsumaki Senpukyaku or forward jump, provided you make a good read on the enemy's fireball patterns.

As with previous iterations of *Street Fighter*, your overall strategy from long range with Ken will generally involve planning to get into close range through intelligent use of LP Hadoken, Quick Step, and HK Tatsumaki Senpukyaku.

MID RANGE

Ken has a deceptively powerful mid-range game, with enough tools to overwhelm the opposition at a moment's notice. At first glance, his pokes seem to have been considerably weakened compared to his *Street Fighter IV* self (especially crouching MK). However, his standing HK makes up for most mid-range shortcomings thanks to its reach, and you can use it much like his standing HK from *Street Fighter III*. On block, it leaves you at -4, which is punishable by many light attacks, provided the opponent is in range to hit Ken. You can avoid this by poking with it at the farthest range possible (from about crouching HK distance). If you happen to end up just within the enemy's light attack range on block, the most they can do is a light attack into special move type combo (which are generally weak—about100 points of damage).

On a counter-hit standing HK , you can (with relative ease and a good eye) confirm into a V-Skill cancel that subsequently links into LP Shoryuken. With a maxed out V-Gauge, standing HK becomes even more of a powerhouse attack, as it now turns into a hit-confirmable full-damage threat from its farthest range (see **Combo 5**).

Although crouching MK isn't as dominating as it once was in previous iterations of *Street Fighter*, it still has its uses in this one. You'll want to use it to at least check your opponent's low block from outside of close range, even if doesn't lead into much damage. Crouching MK XX Hadoken will not combo from farther out, nor is it a true blockstun combo (characters with invincible reversals can blow through the Hadoken portion). However, it is relatively safe to use as a blockstring as long as you're connecting with the tip of the kick. At -10 on block, this mid-range sequence can be punished by gap-closing special moves and long-range attacks that have startup faster than 10 frames (such as Ken's EX Tatsumaki Senpukyaku). These attacks are few and far between, but it's something to consider when heading into a match. Additionally, you lose a bit of valuable tempo after it's blocked, particularly if you have your adversary cornered.

Crouching MP is a solid alternative to crouching MK since its hitbox covers the mid-section, whereas crouching MK loses to low crush attacks. It also sports three active frames, while crouching MK only stays out for two; this makes it superior for stuffing opposing attacks and hitting airborne aggressors out of their low-crush moves. Additionally, crouching MP causes more blockstun and hitstun than crouching MK , so canceling into HP Hadoken is much more attractive. Use an option-select input of crouching MP XX ↓↘→ + HP just outside of range for a threatening poke; if your opponent walks into it or eats a counter-hit, you earn a two-hit combo that deals around 100 points of damage.

Ken's V-Skill complements the range and threat of standing HK and crouching MP nicely. If you can gauge your foe's defensive habits and think they will block or play passively waiting for your attack, you can go for a Quick Step to transition into close range immediately. Alternatively, you can use Thunder Kick Feint for the same purpose, with the bonus of instilling some hesitation in the opponent because you can hold HK during the → + HK motion for a Thunder Kick overhead. The drawback, though, is that the duration of Thunder Kick Feint is significantly longer than Quick Step.

In some cases, you may want to take your offense into the air. Ken has a few tools available to him for an air-to-ground assault. One is to simply forward jump into a timed jumping MK near his opponent's head. Not only does this lead into a hit-confirm (see **Combo 8**), but it also lands Ken next to the target at close range, where his offense shines. Otherwise, you can use a forward jump cross-up Tatsumaki Senpukyaku for a left/right mix-up. Unfortunately, unlike the *Street Fighter IV* series, you can't link into a combo on hit (except in rare cases of connecting with the hurricane kick extremely low to the ground, where you can link LP Shoryuken). It does give Ken some air mobility, allowing him to avoid certain anti-air attacks. For instance, you can slightly alter his jump trajectory forward to avoid an anti-air like Ryu's MP Shoryuken. From just about a backdash distance away from your enemy, jump forward and perform ↓↙← + K . A jump from this range is usually met with an anti-air Shoryuken from a competent player, but with Ken's trajectory boosting him forward, he will avoid it and be able to score a reversal counter-hit punish (see **Combo 11** and **Combo 13**). In some cases, he can even hit his opponent out of the air with his rear hitbox on Air Tatsumaki Senpukyaku, which is preferable to eating a Shoryuken.

With Air EX Tatsumaki Senpukyaku having unique properties similar to that of a dive kick, you can use it for a surprise aerial attack. Here, Ken descends quickly to the ground, throwing off anti-air timings. It does cost you a stock of EX Gauge, but it provides an easy way to get into close range, with plenty of frame advantage on block. On hit, you can juggle with HP/EX Shoryuken or standing HP XX Quick Step. The latter forces your opponent into air recovery and puts Ken directly next to them as they land, giving you a throw or frame trap setup. The best range to apply this is around the half screen mark or slightly closer. If Ken is too close, he risks flying over his foe's head, becoming vulnerable to a punish.

CLOSE RANGE

Sadly (for Ken players; less sad for opponents facing Ken), Ken no longer has his incredibly powerful kara throw from *Street Fighter III/IV*, so his up-close game isn't as scary once he's outside of throw range. Furthermore, he has lost his three-frame light attacks, with his fastest jabs clocking in at four frames. Needless to say, his close-range game has been significantly weakened, and you'll be using frame traps with standing LP , crouching LP , crouching LK , and crouching MP instead of the good old tick into kara-throw like in previous games.

Once Ken is face to face with the enemy and you have tempo advantage (e.g., from landing a successful anti-air Shoryuken knockdown), you have several options at your disposal. One of the most common ones you'll be using is the standard low-hit crouching LK confirm. On hit, finish with **Combo 1**; on block, you'll still follow up with standing OR crouching LP (standing LP pushes your opponent back farther than crouching LP , albeit very slightly), with +2 frames of advantage. Here, you can branch off to a few other attacks depending on how aggressive you want to be. If you've assessed your opponent and conclude that they're a passive player, you can close distance by walking up and going for a standing OR crouching LP counter-hit-check (see **Combo 10**). Of course, this can lose to reversal light attacks, unless you shorten the window between your previous blockstring, which can reward you with a counter-hit.

Another option that is more defense-oriented after your crouching LK XX crouching LP string is going for crouching MK XX ↓↘→ + P at max range. Do this by slightly backing up after crouching LP and then executing the crouching MK XX Hadoken sequence. This will beat out badly timed defensive pokes or tech throw attempts while dealing chip damage and keeping you safe from almost all attacks.

Your other line of play if you get Ken next to his opponent is to merely go for a normal throw instead of crouching LK when you have advantage. Ken's position on the screen should determine which throw to use. → + LP + LK (see Hell Wheel) is best if Ken's either cornered or close to the corner; he can toss an enemy into the corner from almost halfway into the stage, so keep this in mind. Otherwise, if Ken has a strong stage lead and the opponent's back is near a corner, go for LP + LK (see Knee Bash). Ken's throw damage isn't too great, but you have to show your foe you aren't afraid to use them so that you can set up counter-hit attacks like crouching MP .

Once you've introduced the threat of throws to your enemy, you can start going for your high-damage counter-hit setups with either standing HP or crouching MP . You can use standing HP in a few ways, including canceling into Quick Step. It's a hyper-offensive and somewhat risky maneuver against an experienced player (see Quick Step), but it can be highly rewarding. It not only gets Ken back into close range, but it also rewards you with major damage on a successful counter-hit (see **Combo 11**). At -6 on block after the V-Skill cancel, standing HP is arguably the best attack to use if you're going to cancel into Quick Step. Most characters have a fairly potent combo off of six-frame medium attacks, but the timing to actually hit Ken is rather awkward. Still, the risk may be worth it, as it can be stressful being overwhelmed by Ken's in-your-face aggression.

Alternatively, you can cancel standing HP into LP or HP Hadoken to transition back into mid range safely. Unfortunately, since Hadoken isn't V-Trigger-cancelable past a certain range, you won't be able to get a fat Heat Rush combo off of this sequence, unless Ken is within a certain distance when connecting with standing HP . This also means that you're more likely to be punished after a blocked Hadoken.

At closer ranges, Ken can V-Trigger cancel his Hadoken for substantial frame advantage. Crouching MP is the most useful frame trap attack in terms of versatility. On hit, you can hit-confirm into **Combo 2**. Like standing and crouching LP , you're left at +2 on block, with the main difference being that it causes more pushback, essentially sacrificing the threat of throws for the chance of more damage. Hit-confirming crouching MP into → + MP may be difficult for newcomers, but it's entirely possible with some training and a sharp eye. Otherwise, you can just complete the → + MP XX HP target combo canceled into Hadoken on block. However, Ken is extremely vulnerable at this range since the target combo advances his position closer. To remedy this, cancel your target combo with either EX Hadoken (+1 on block) or by canceling the normal Hadoken with V-Trigger (+13). Using the latter sequence puts your enemy into massive blockstun, allowing you to even set up a counter-hit standing HK frame trap. If your adversary comes out of blockstun with an attack other than an invincible special, they will be counter-hit.

On defense, Ken is fortunate to have an invincible reversal with Shoryuken. Recovering out of the air, wakeup, or guardstun, you can blow through any attack that your enemy has ready for you. LP Shoryuken beats out throws and low attacks, while MP Shoryuken will beat out everything barring invincible moves. If you're certain that your opponent is going for a meaty attack or a throw on your recovery, you will usually want to use MP Shoryuken to ensure that you beat out their move. Most characters can devastate you with a Crush Counter combo from a blocked LP or MP Shoryuken, although you can make it a little bit more difficult for them if you choose to use LP Shoryuken. The downside is that the startup of LP Shoryuken loses to any mid attack, and most players use mid attacks for their meaty hits.

HEAT RUSH ACTIVATED

With Heat Rush activated, your neutral game remains roughly the same. You still want to get Ken into close and mid range to pressure and deal damage to his foe. All of Ken's special moves are enhanced (mainly with damage), but the most significant change for your neutral game is that Ken's Tatsumaki Senpukyaku kicks become huge attacks with projectile-like properties. This allows you to beat out most other attacks and nullify projectiles. You can exploit this fact at long range with HK hurricane kick, barreling down from the sky with Ken's flame-enhanced kicks. On hit, you can juggle your opponent (see **Combo 15**). On block, you're safe at -2.

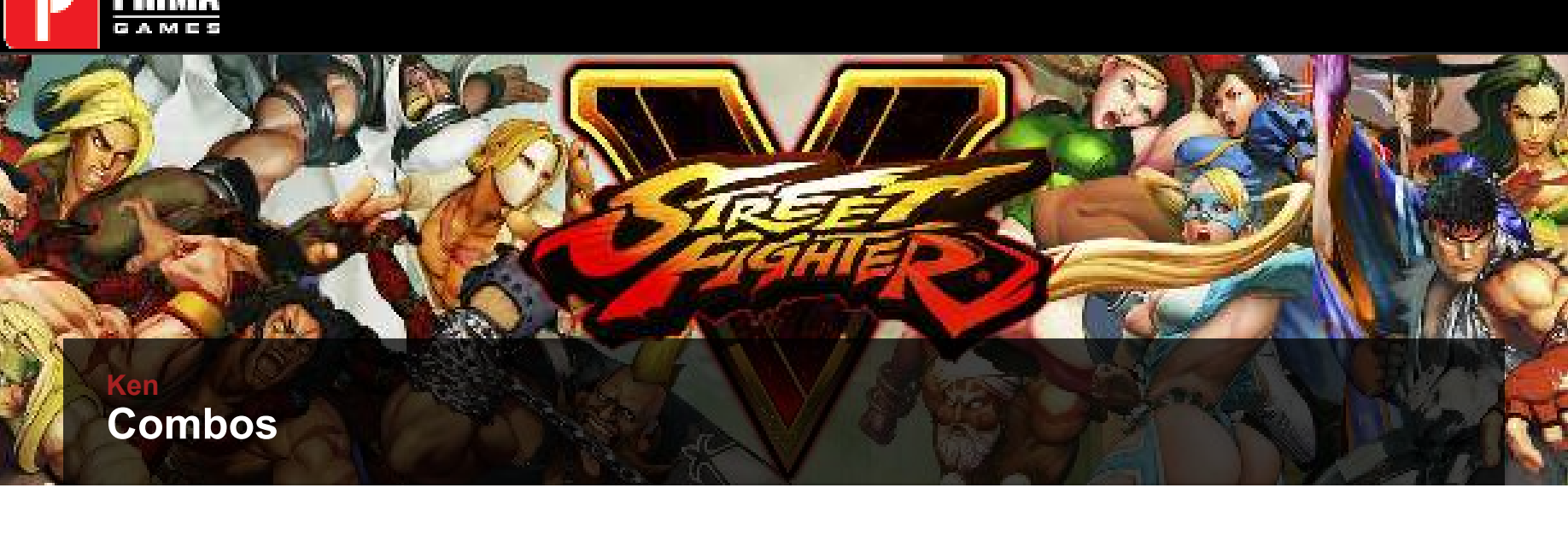
At mid range, you can start using cross-up V Air Tatsumaki Senpukyaku to link into combos (see **Combo 16**), as the Heat Rush version causes longer hitstun. This makes your aerial engages far more frightening, not to mention that your combos naturally deal more damage while V-Trigger is active.

DEVELOPER NOTES

Ken's V-Skill allows him to close in on the opponent quite quickly and stay in a range that's favorable to him. Once at that favorable range, Ken players should study which kicks are optimal and how to properly use his Hadoken whenever they're pushed out of that range.

Mastering his V-Skill is critical to being successful with Ken, as it really allows him to control the pacing of a match. Be sure to alternate between using the step kick ender and just running up to an opponent to keep your challenger guessing about what's coming next.

—Peter Rosas, Associate Producer



Ken

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK ✖ STANDING LP, THEN CANCEL INTO EITHER:

→↓↘ + HP
159 damage, 253 stun

↓↙← + K K
175 damage, 293 stun (requires one stock of EX Gauge)

Your standard two-hit hit-check combo ending with a special move. You can spend EX Gauge for a bit more damage. Both HP Shoryuken and EX Tatsumaki Senpukyaku put you at enough advantage to keep up your offensive pressure.

GROUNDED HIT-CHECKS

COMBO 2A

CROUCHING MP ⇨ STANDING LK, THEN CANCEL INTO EITHER:

→↓↘ + HP
199 damage, 283 stun

↓↙← + K K
215 damage, 323 stun (requires one stock of EX Gauge)

COMBO 2B

CROUCHING MP ⇨ ← + MP ✖ HP, THEN CANCEL INTO EITHER:

→↓↘ + HP
251 damage, 341 stun

↓↙← + HK
251 damage, 376 stun

COMBO 2C

CROUCHING MP ⇨ ← + MP ✖ HP ✖ MP + MK (HOLD) ✖ HP + HK, THEN CANCEL INTO:

→↓↘ + P P
301 damage, 441 stun (requires full V-Gauge and a stock of EX Gauge)

↓↙← + K K
306 damage, 441 stun (requires full V-Gauge and a stock of EX Gauge)

Crouching MP is an excellent frame trap and meaty attack that leaves Ken at +2 advantage on block. It's also easily hit-confirmable into standing LK ✖ HP Shoryuken or EX Tatsumaki Senpukyaku at either point-blank range or just a step away from being flush with your opponent.

For a stronger combo, use Combo 2b. However, ← + MP ✖ HP is relatively unsafe on block, even if it's canceled into Hadoken. To ensure that your blockstring is unpunishable, you can cancel ← + MP ✖ HP into EX Hadoken (+1 on block). It costs an EX Gauge, but it's generally worth it because you want to keep as much tempo as possible over your enemy.

With a fully loaded V-Gauge, you can cancel Step Kick into Heat Rush for extra damage, with the bonus of transitioning into your power-up V-Trigger. Note that using a V-Trigger cancel in a combo heavily scales damage because the V-Trigger cancel itself counts as an attack in scaling calculations.

COMBO 3A

STANDING HP ⇨ CROUCHING MP, THEN CANCEL INTO:

→↓↘ + P P
254 damage, 400 stun (requires crouching opponent, uses one stock of EX Gauge)

COMBO 3B

STANDING HP ⇨ STANDING LK, THEN CANCEL INTO:

↓↙← + K K
235 damage, 373 stun (requires one stock of EX Gauge)

COMBO 3C

COUNTER-HIT STANDING HP ⇨ CROUCHING MK, THEN CANCEL INTO EITHER:

↓↘→ ↓↘→ + K
405 damage, 270 stun (requires full EX Gauge)

↓↙← + K K
269 damage, 430 stun (requires one stock of EX Gauge)

Combo 3a and 3b are a bit situational, but you can use them on their own or off of a clean jumping attack. Note that standing HP is -4 on block, so you are punishable by most light attacks. You can cover this weakness by canceling into EX Hadoken after confirming that your enemy is blocking.

Additionally, Combo 3a requires a crouching opponent (due to their wider hurtbox) in order to link standing HP into crouching MP. To be safe, you can use Combo 3b instead. On counter-hit, link into crouching MK, as shown in Combo 3c. You can easily earn 400 points of damage with a full EX Gauge off of a well-placed counter-hit standing HP frame trap or reversal punish counter-hit.

COMBO 4

STANDING HP ✖ MP + MK, THEN LINK INTO EITHER:

↓↙← + LK, →↓↘ + HP
207 damage, 320 stun

→↓↘ + LP
170 damage, 285 stun

Standing HP ✖ Quick Step can be a risky sequence against experienced players, but it's still useful if you think your opponent is being overly cautious. On a hit-confirm, you can link into Ken's three-frame special attacks—either LP Shoryuken or LK Tatsumaki Senpukyaku.

COMBO 5A

STANDING HK ✖ HP + HK, CROUCHING HP ✖ →↓↘ + LP, →↓↘ + P P

348 damage, 495 stun (requires full V-Gauge and one stock of EX Gauge)

COMBO 5B

STANDING HK ✖ HP + HK, CROUCHING HP ✖ ↓↙← + LK, THEN CANCEL INTO:

→↓↘ + MP (ONE HIT) ✖ ↓↘→ ↓↘→ + K
450 damage, 421 stun

→↓↘ + P P
327 damage, 496 stun (requires full V-Gauge and one stock of EX Gauge)

↓↙← + K K
333 damage, 496 stun (requires full V-Gauge and one stock of EX Gauge)

→↓↘ + HP
321 damage, 466 stun

With full V-Gauge, Ken's mid range standing HK is even more dangerous, as it becomes a hit-confirmable 300 damage poke. This is one of Ken's most dangerous tools in his arsenal, allowing for major comeback potential.

JUMP-INS

COMBO 6

FORWARD JUMP HP, CROUCHING HP, THEN FOLLOW UP WITH EITHER:

→↓↘ + HP
283 damage, 405 stun

↓↙← + MK, →↓↘ + P P
356 damage, 545 stun (requires a stock of EX Gauge)

↓↘→ + HP ✖ HP + HK, CROUCHING HP ✖ ↓↙← + LK, →↓↘ + HP
374 damage, 591 stun (requires full V-Gauge)

A standard triple heavy attack combo off a clean jump-in. If you have full V-Gauge, you can tack on an extra 100 damage with the second variant listed.

If Ken lands his jumping attack and he's at point-blank range, you can follow up with MK Tatsumaki Senpukyaku. This puts the opponent into a juggle state, allowing for a final EX Shoryuken.

COMBO 7

FORWARD JUMP HK, STANDING MK ✖ HK, THEN CANCEL INTO:

↓↘→ ↓↘→ + K
423 damage, 320 stun

↓↙← + K K
304 damage, 460 stun

→↓↘ + P P
297 damage, 460 stun

→↓↘ + HP
290 damage, 425 stun

After a clean forward jumping HK from range, Ken might not be flush with his opponent for his stronger combos. In these situations, you can use the Lion Breaker target combo to deal serious damage.

COMBO 8A

FORWARD JUMP CROSS-UP MK, CROUCHING MP, ← + MP ✖ HP, THEN CANCEL INTO EITHER:

→↓↘ + HP
280 damage, 400 stun

↓↙← + HK
280 damage, 430 stun

COMBO 8B

FORWARD JUMP CROSS-UP MK, CROUCHING HP ✖ ↓↘→ + HP ✖ HP + HK, CROUCHING HP ✖ ↓↙← + LK, THEN FINISH WITH EITHER:

→↓↘ + MP (ONE HIT) ✖ ↓↘→ ↓↘→ + K
485 damage, 511 stun (requires full V-Gauge and full EX Gauge)

→↓↘ + HP
344 damage, 541 stun (requires full V-Gauge)

Example combos to use on a cross-up forward jumping MK hit-confirm. Combo 8a is safer to start with if you're unsure if your opponent is blocking or not, as crouching MP leaves +2 advantage when guarded.

COMBO 9A

FORWARD JUMP ↓↙← + K K, MK (WHIFF) ✖ HK ✖ HP + HK, THEN FINISH WITH EITHER:

→↓↘ + P P
263 damage, 330 stun (requires two stocks of EX Gauge)

→↓↘ + HP
256 damage, 295 stun (requires one stock of EX Gauge)

COMBO 9B

FORWARD JUMP ↓↙← + K K, →↓↘ + HP

162 damage, 190 stun (requires one stock of EX Gauge)

Combo 9a is a fancy and impractical combo that requires your opponent to be positioned near the corner and a deep Air EX Tatsumaki Senpukyaku hit (you need to connect with it close to the ground).

Combo 9b is much more practical and can be confirmed into HP Shoryuken anywhere on the stage.

GROUNDED COUNTER-HITS

COMBO 10A

COUNTER-HIT STANDING OR CROUCHING LP ⇨ CROUCHING MP, THEN CANCEL INTO EITHER:

↓↙← + K K
218 damage, 334 stun (requires one stock of EX Gauge)

→↓↘ + P P
210 damage, 334 stun (requires one stock of EX Gauge)

→↓↘ + HP
202 damage, 294 stun

COMBO 10B

COUNTER-HIT STANDING OR CROUCHING LP ⇨ ← + MP ✖ HP, THEN CANCEL INTO:

↓↙← + K K
241 damage, 360 stun (requires one stock of EX Gauge)

→↓↘ + P P
210 damage, 360 stun (requires one stock of EX Gauge)

→↓↘ + HP
227 damage, 325 stun

↓↙← + HK
227 damage, 360 stun

These counter-hit link combos are two-step hit-checks. You'll commit to the first two inputs while looking for the "Counter" system message. For instance, input standing LP immediately followed by crouching MP (as if it were a real combo). If you see the "Counter" message pop up under your character portrait, confirm and cancel crouching MP into your preferred finisher.

COMBO 11A

COUNTER-HIT STANDING HP ✖ MP + MK ⇨ ← + MP ✖ HP, THEN CANCEL INTO:

→↓↘ + HP
287 damage, 421 stun

↓↙← + HK
287 damage, 456 stun

↓↘→ + HP ✖ ↓↘→ ↓↘→ + K
422 damage, 386 stun (requires full EX Gauge)

COMBO 11B

COUNTER-HIT STANDING HP ✖ HP + HK STANDING HP ✖ ↓↙← + LK, THEN FINISH WITH EITHER:

→↓↘ + HP (TWO HITS) ✖ ↓↘→ ↓↘→ + LK
430 damage, 442 stun (requires full V-Gauge and EX Gauge)

→↓↘ + P P
325 damage, 526 stun

→↓↘ + HP
319 damage, 496 stun

These are your optimal reversal punish counter-hit combos. With full V-Gauge and EX Gauge, you can deal almost 50 percent of an opponent's total life bar from baiting out a blocked or whiffed reversal move (such as Rashid's EX Spinning Mixer).

As a frame-trap counter-hit setup, standing HP ✖ MP + MK OR HP + HK can be used as an option select with the correct timing. On block, you won't cancel into anything, and on hit, you will cancel into Quick Step or Heat Rush. The timing is essentially hitting MP + MK OR HP + HK *after* the cancel window of standing HP is over. To practice the technique in training mode, go to Dummy Settings -> Guard, and set it to Random. Then, simply practice a delayed input of MP + MK after standing HP on the dummy. When done correctly, you'll always get the desired outcome. This works because the hitstop on a successful strike delays the cancelable window on your initial poke, so the late input triggers a V-Skill/V-Trigger cancel on hit, but nothing happens if guarded.

COMBO 12A

COUNTER-HIT CROUCHING HP ✖ ↓↘→ + LP, THEN JUGGLE WITH MP + HK (HOLD)

225 damage, 390 stun, builds 270 V-Gauge

COMBO 12B

COUNTER-HIT CROUCHING HP ✖ ↓↘→ + LP, → →, THEN FINISH WITH EITHER:

↓↙← + K K
281 damage, 430 stun (requires one stock of EX Gauge)

↓↘→ ↓↘→ + K
417 damage, 270 stun (requires full EX Gauge)

Fishing for a counter-hit with crouching HP ✖ ↓↘→ + LP can net you either a large amount of V-Gauge or damage with these combos. Note that crouching HP ✖ ↓↘→ + LP is easily punishable on block, so use this string sparingly or if you have a full V-Gauge bar to back it up with (by canceling blocked LP Hadoken into Heat Rush, which leaves you at +13).

Additionally, you will beat out any light and medium-strength attacks if you happen to "trade" hits on the same active frames, which may happen frequently because of how quickly crouching HP starts up (a six-frame startup is relatively fast for a heavy attack).

COMBO 13

COUNTER-HIT STANDING HK ✖ HP + HK, →↓↘ + LP, THEN FINISH WITH EITHER:

→↓↘ + HP
284 damage, 365 stun

↓↘→ ↓↘→ + K
403 damage, 260 stun

With full V-Gauge, Ken becomes a huge threat, with the ability to cancel any of his moves into a Heat Rush combo. Using standing HK in your blockstring potentially sets you up with this Crush Counter juggle combo. Fish with standing HK, and on reaction to the screen freeze from the Crush Counter mechanic, input HP + HK and finish the juggle sequence.

COMBO 14

COUNTER-HIT → + HK (HOLD), →↓↘ + LP ✖ ↓↘→ ↓↘→ + K

330 damage, 315 stun (requires full EX Gauge)

A fancy link combo for the rare occasion when you land a counter-hit Thunder Kick.

V-TRIGGER AND SITUATIONAL

COMBO 15

(HEAT RUSH ACTIVE) ↓↙← + HK (WHIFF FIRST HIT), THEN JUGGLE WITH:

→↓↘ + HP
254 damage, 285 stun

→↓↘ + LP, →↓↘ + HP (CORNERED OPPONENT ONLY)
346 damage, 405 stun

→↓↘ + LP, →↓↘ + P P (CORNERED OPPONENT ONLY)
354 damage, 445 stun (requires one stock of EX Gauge)

If you use V HK Tatsumaki Senpukyaku from a distance and it connects with your opponent, it puts them into a juggle state, allowing for a juggle combo.

COMBO 16

(HEAT RUSH ACTIVE) FORWARD JUMP CROSS-UP ↓↙← + K, ← + MP ✖ HP, THEN CANCEL INTO EITHER:

↓↙← + HK
305 damage, 461 stun

→↓↘ + HP
305 damage, 391 stun

Unlike Ryu, Ken's Air Tatsumaki Senpukyaku can be used as a cross-up. Unfortunately for *Street Fighter IV* Ken players, the non-Heat Rush versions of Tatsumaki Senpukyaku don't provide enough frame advantage to allow a link afterwards. However, in Heat Rush mode, V Air Tatsumaki Senpukyaku not only has a larger hitbox, but also lets you link into a follow-up ← + MP.

COMBO 17

→↓↘ + HP (TWO HITS) ✖ HP + HK, THEN CANCEL INTO:

↓↘→ ↓↘→ + K
374 damage, 100 stun (requires full V-Gauge and EX Gauge)

→↓↘ + P P
246 damage, 260 stun (requires full V-Gauge and one stock of EX Gauge)

→↓↘ + HP
238 damage, 220 stun (requires full V-Gauge)

Although HP Shoryuken canceled into Heat Rush is -5 on block, it can be worth using as a defensive measure that potentially leads into a combo. On the Shoryuken hit, you will usually end up passing through and crossing up the opponent's body (unless the foe is cornered), so prepare to do your follow-up juggle with Ken facing the opposite way.

COMBO 18

(CORNERED OPPONENT) FORWARD JUMP HP, STANDING HP ⇨ STANDING LK ✖ ↓↘→ + P P ✖ HP + HK, STANDING HP ⇨ STANDING LK ✖ →↓↘ + LP, →↓↘ + P P

354 damage, 604 stun (requires opponent in corner, full V-Gauge, and two stocks of EX Gauge)

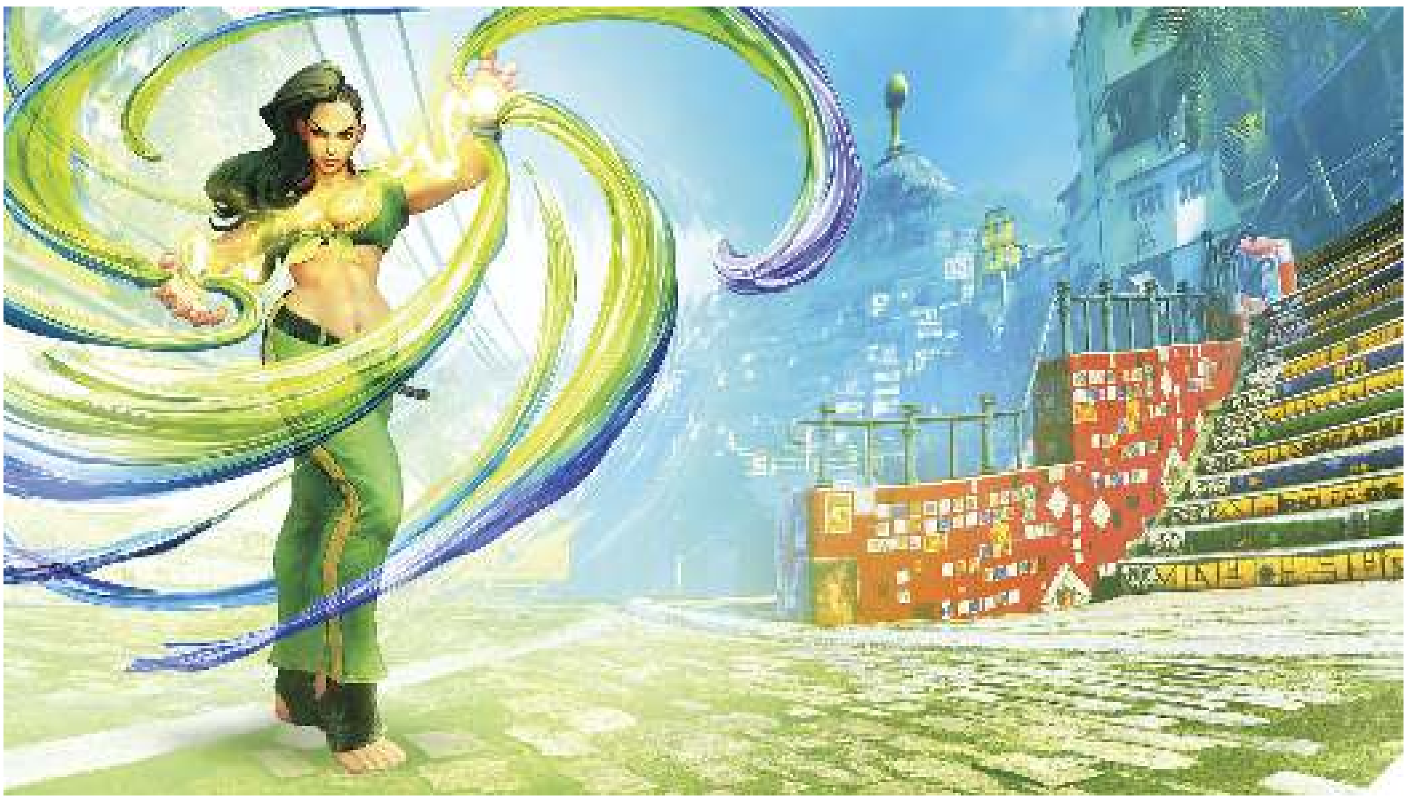
An unnecessary but super stylish combo for when you can land a clean jumping HP on a cornered adversary (most likely off of a stun) and you also happen to have a full V-Gauge. Great for demoralizing your opponent.

STREET FIGHTER V

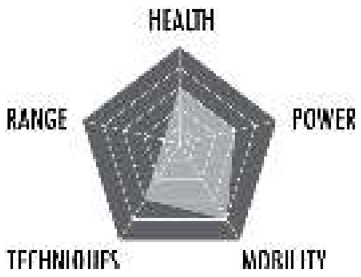
Laura

Bio

JUST GOTTA DANCE

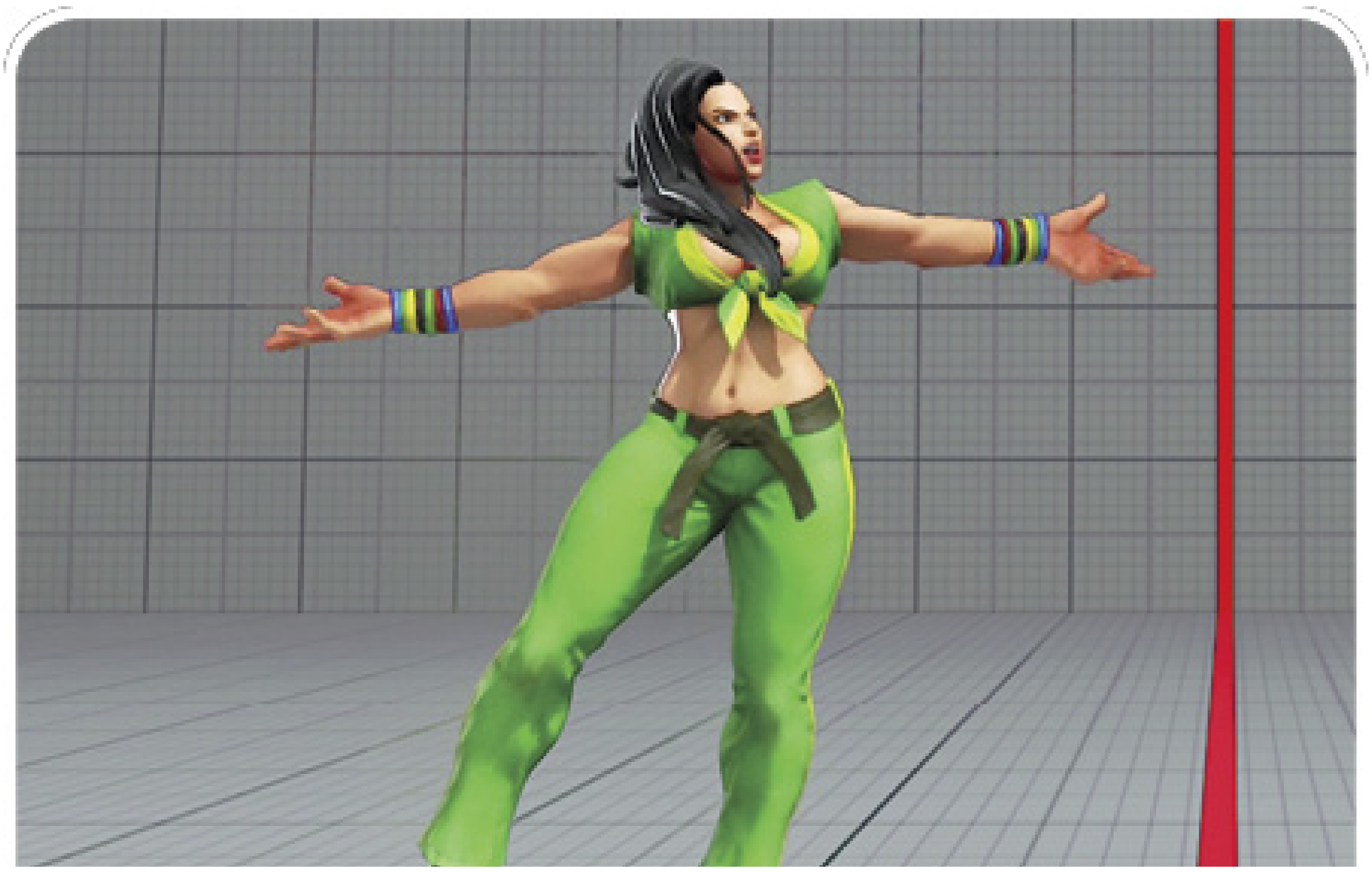


CHARACTER ATTRIBUTES



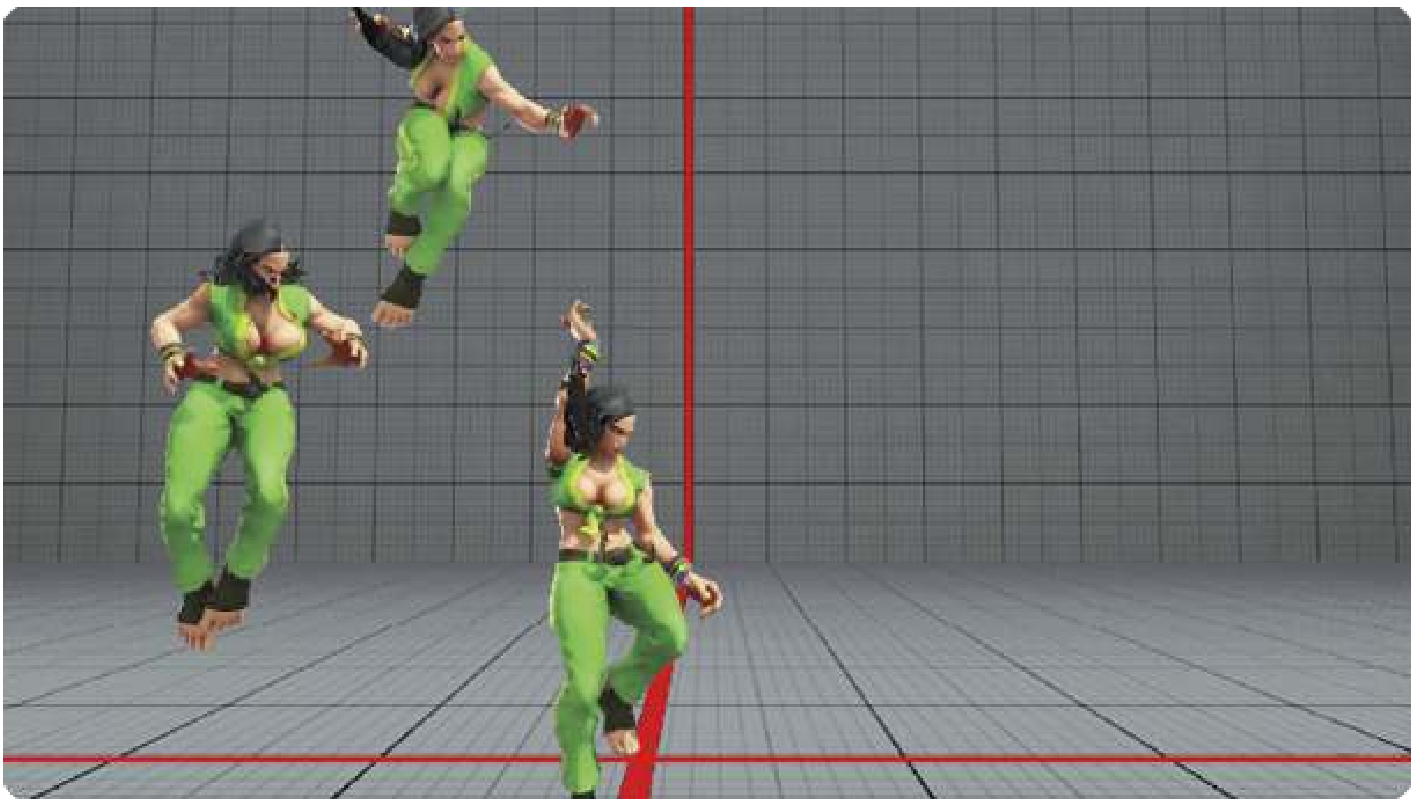
APPEARANCES
Street Fighter V (2016)

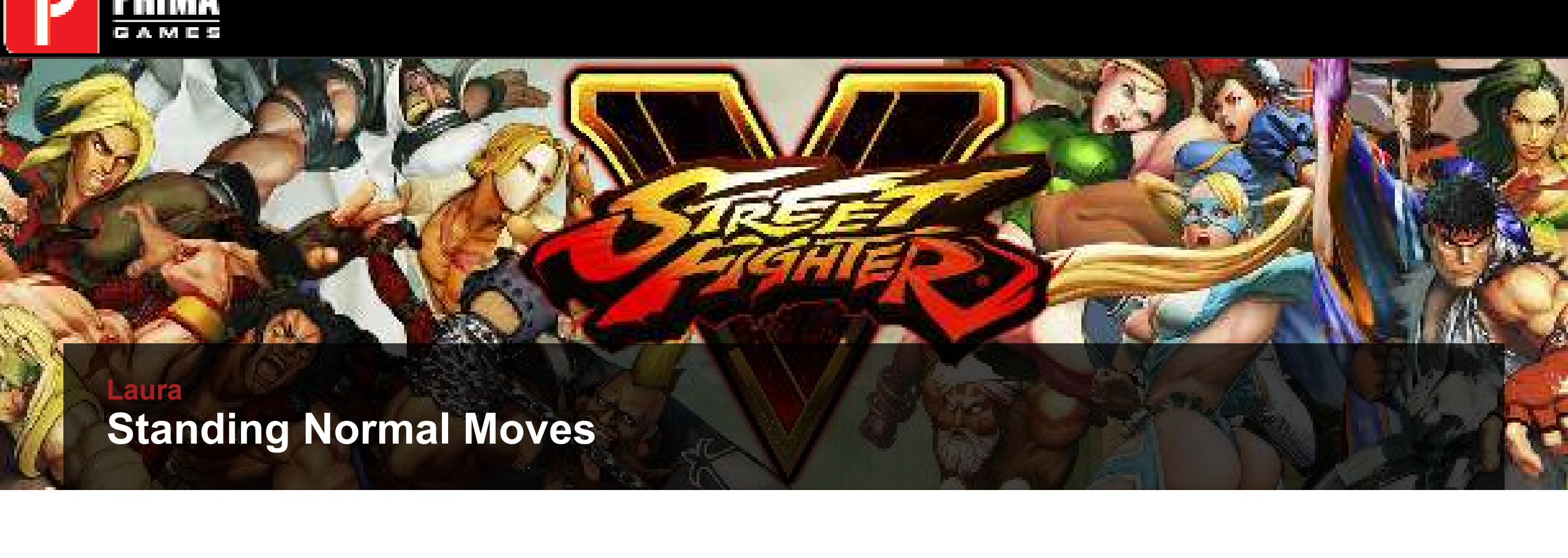
COSTUMES



Laura

Data

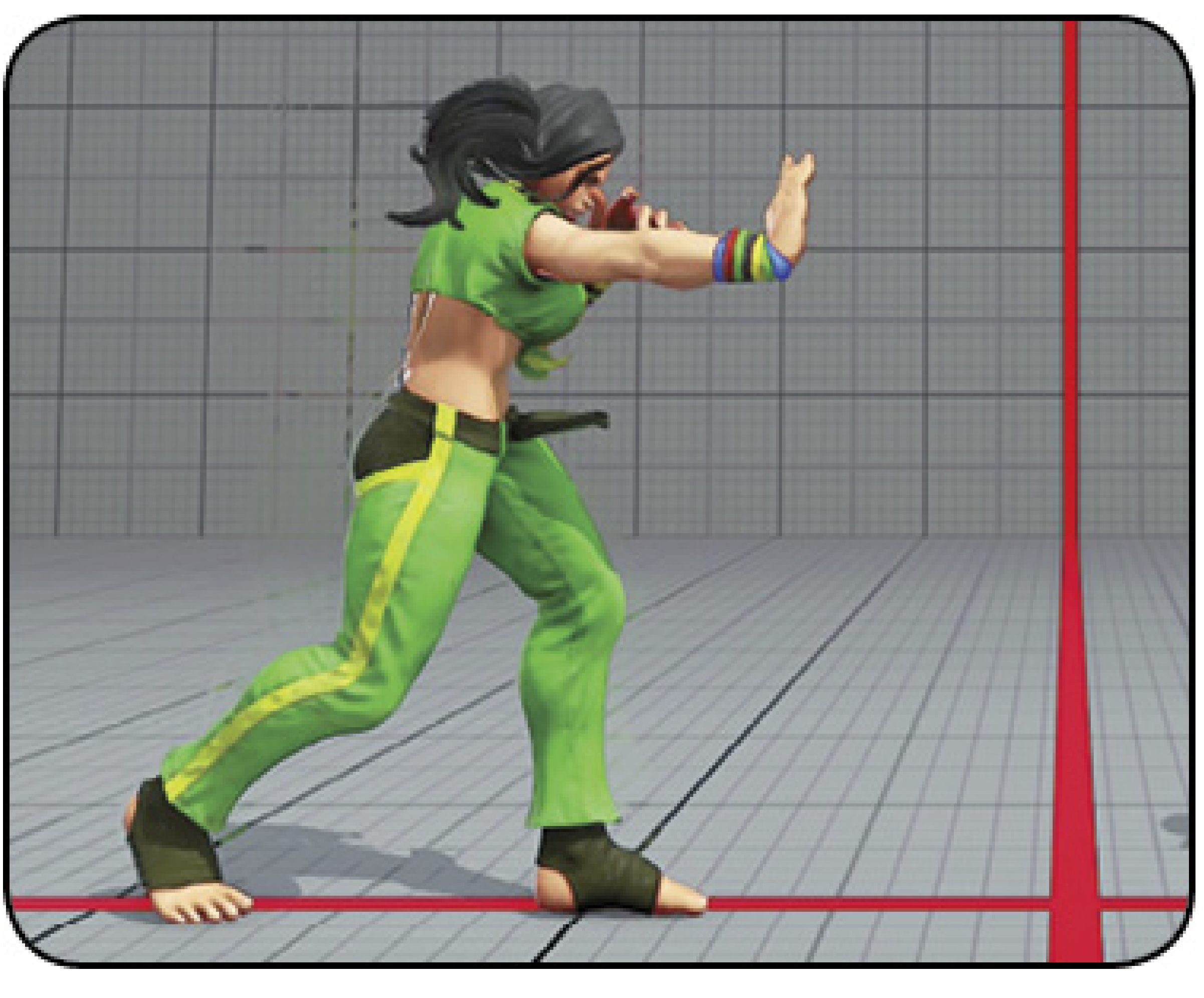




Laura

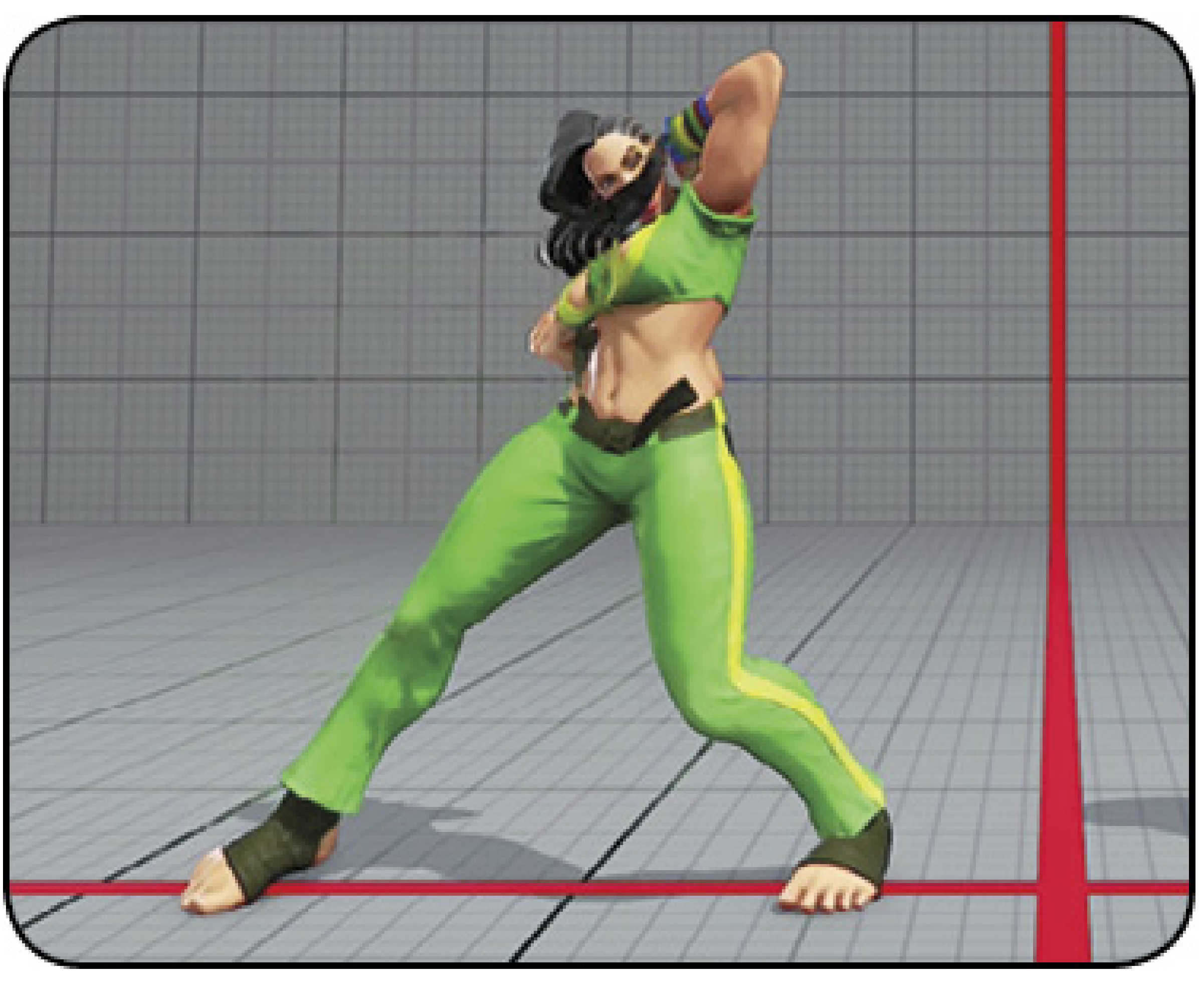
Standing Normal Moves

STANDING JAB LP



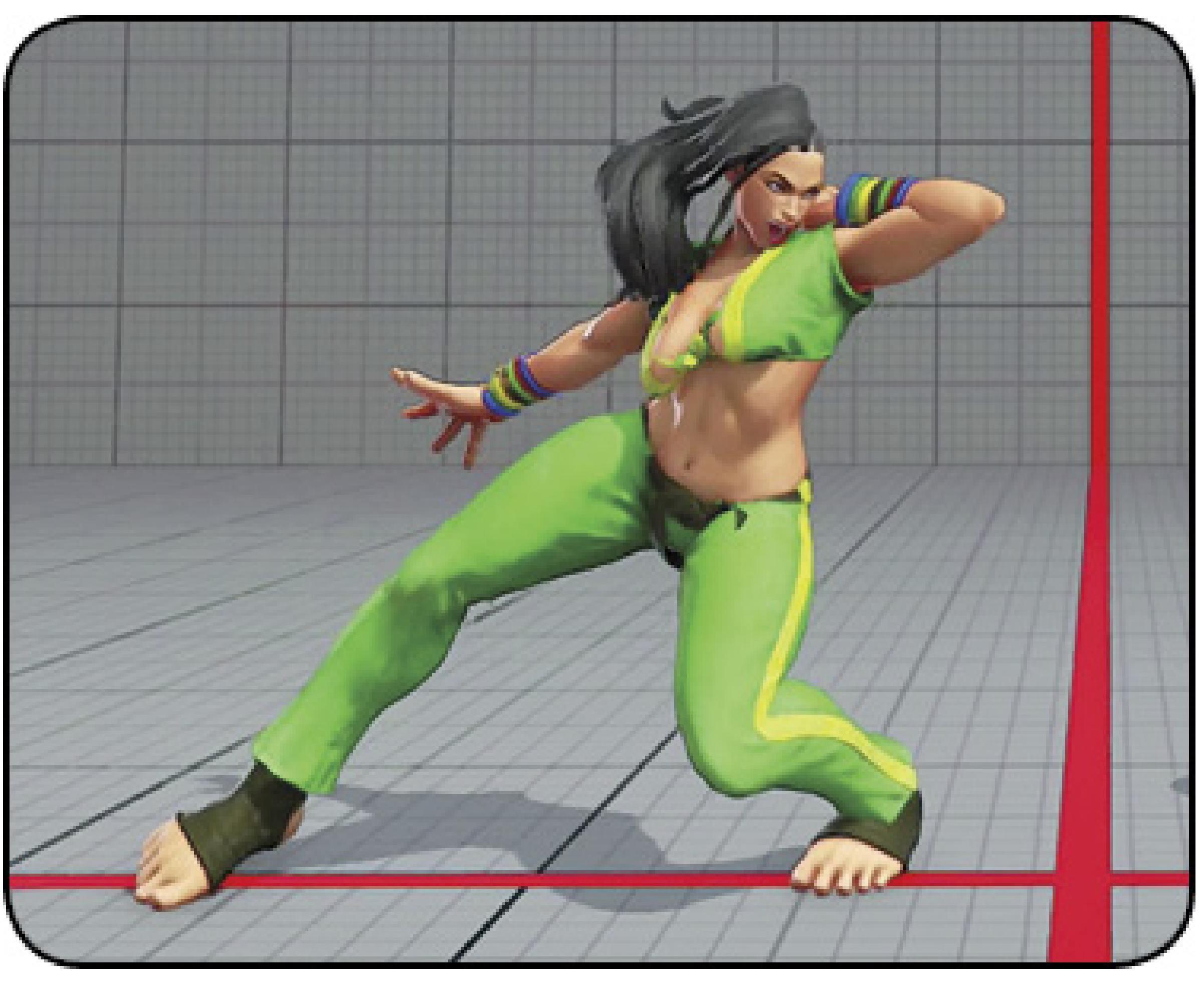
STARTUP	3
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
LM-A HIT	-8
LM-A GUARD	-9
VTX HIT	3
VTX GUARD	2
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	6
ACTIVE	5
RECOVERY	11
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
LM-A HIT	-1
LM-A GUARD	-2
VTX HIT	9
VTX GUARD	8
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

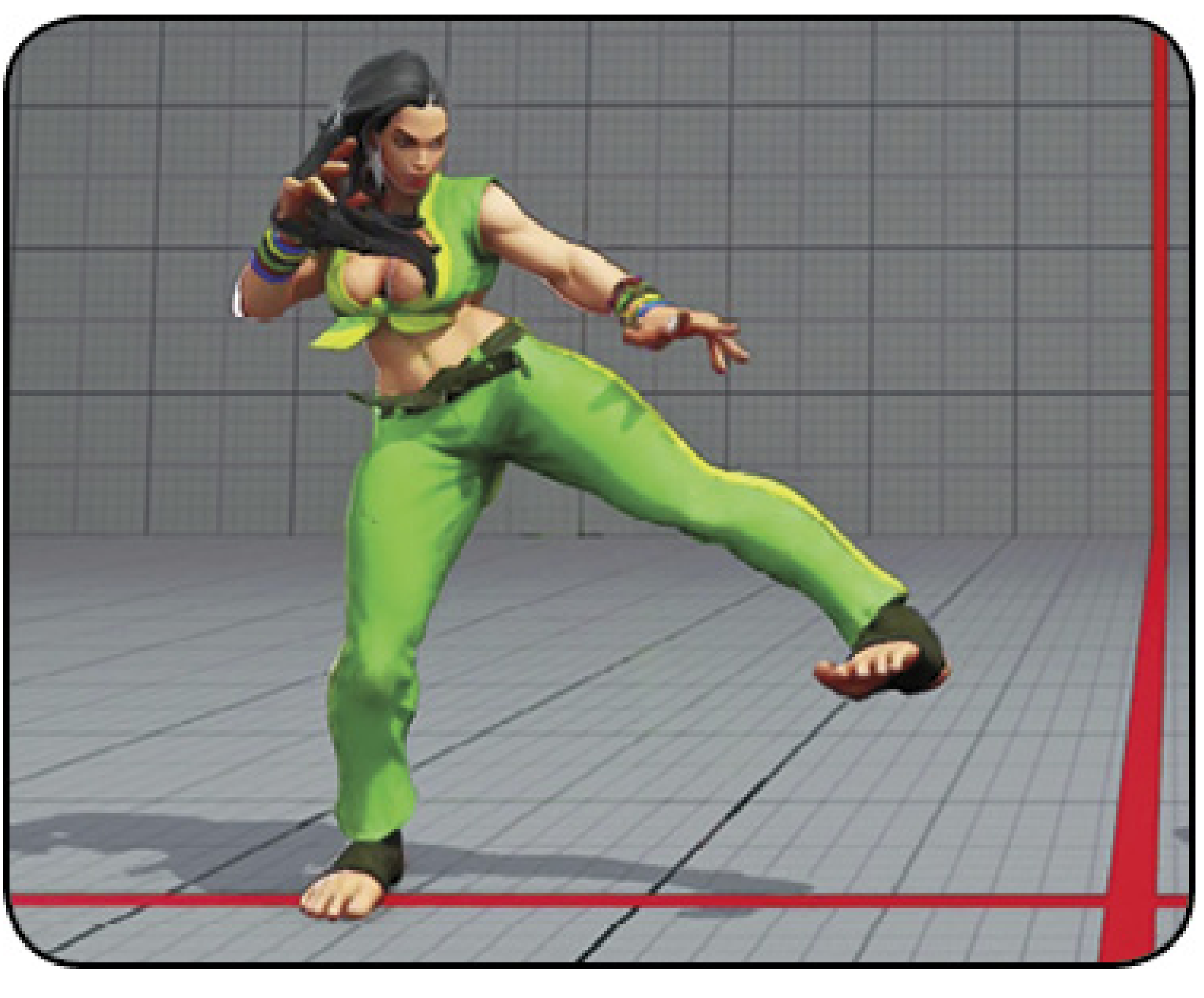


STARTUP	8
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-2
LM-A HIT	-1
LM-A GUARD	-5
VTX HIT	11
VTX GUARD	7
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +16 frame advantage and +150 V-Gauge

STANDING SHORT LK

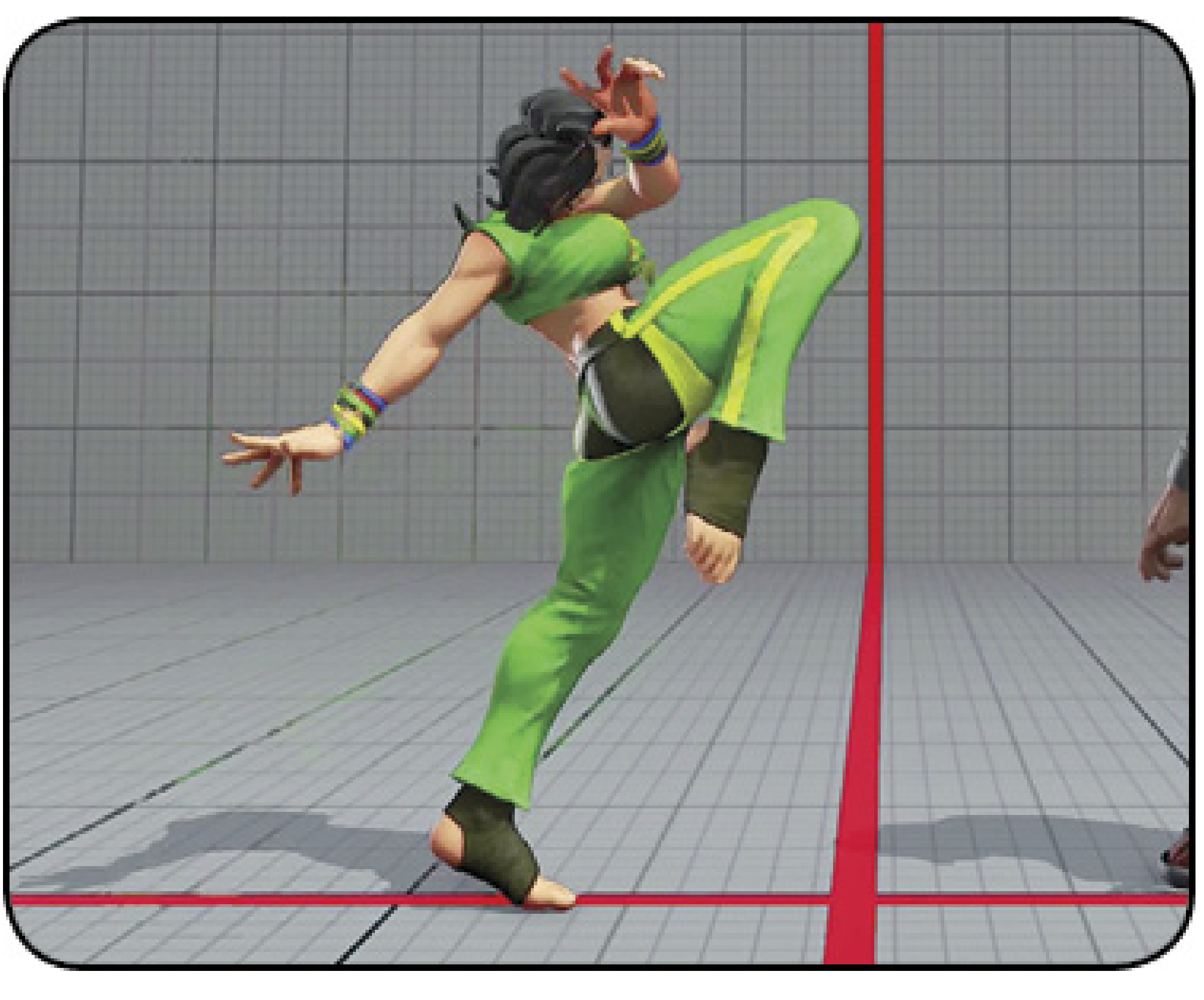


STARTUP	4
ACTIVE	3
RECOVERY	9
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
LM-A HIT	-6
LM-A GUARD	-7
VTX HIT	4
VTX GUARD	3
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

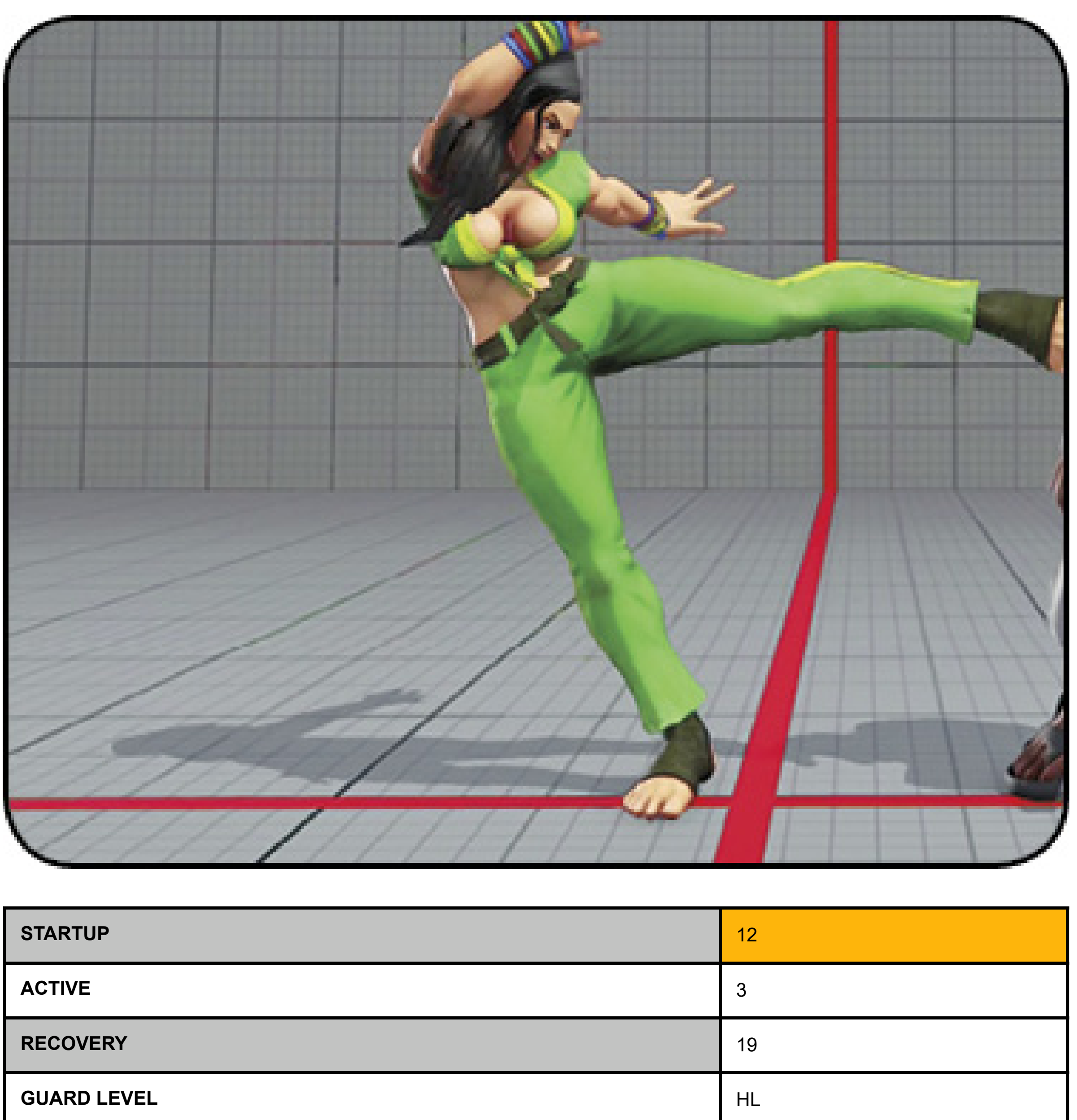
Can be canceled into from crouching LP

STANDING FORWARD MK



STARTUP	6
ACTIVE	4
RECOVERY	14
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-1
LM-A HIT	-1
LM-A GUARD	-4
VTX HIT	9
VTX GUARD	6
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

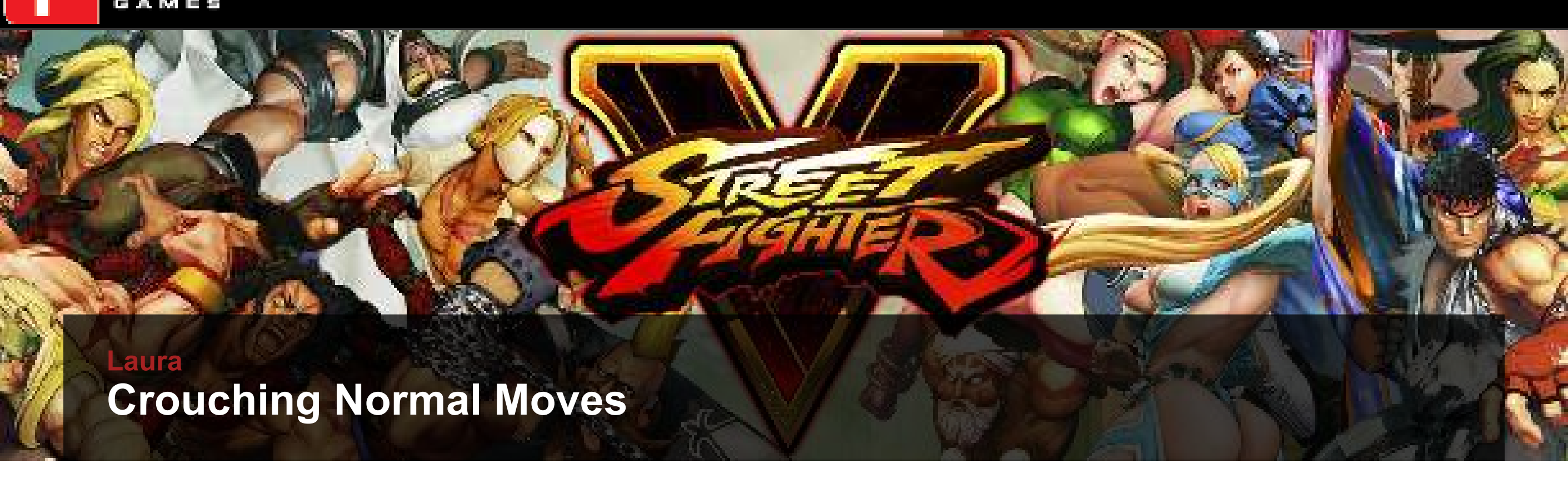
STANDING ROUNDHOUSE HK



STARTUP	12
ACTIVE	3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
LM-A HIT	—
LM-A GUARD	—
VTX HIT	12
VTX GUARD	7
CANCEL	CA, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

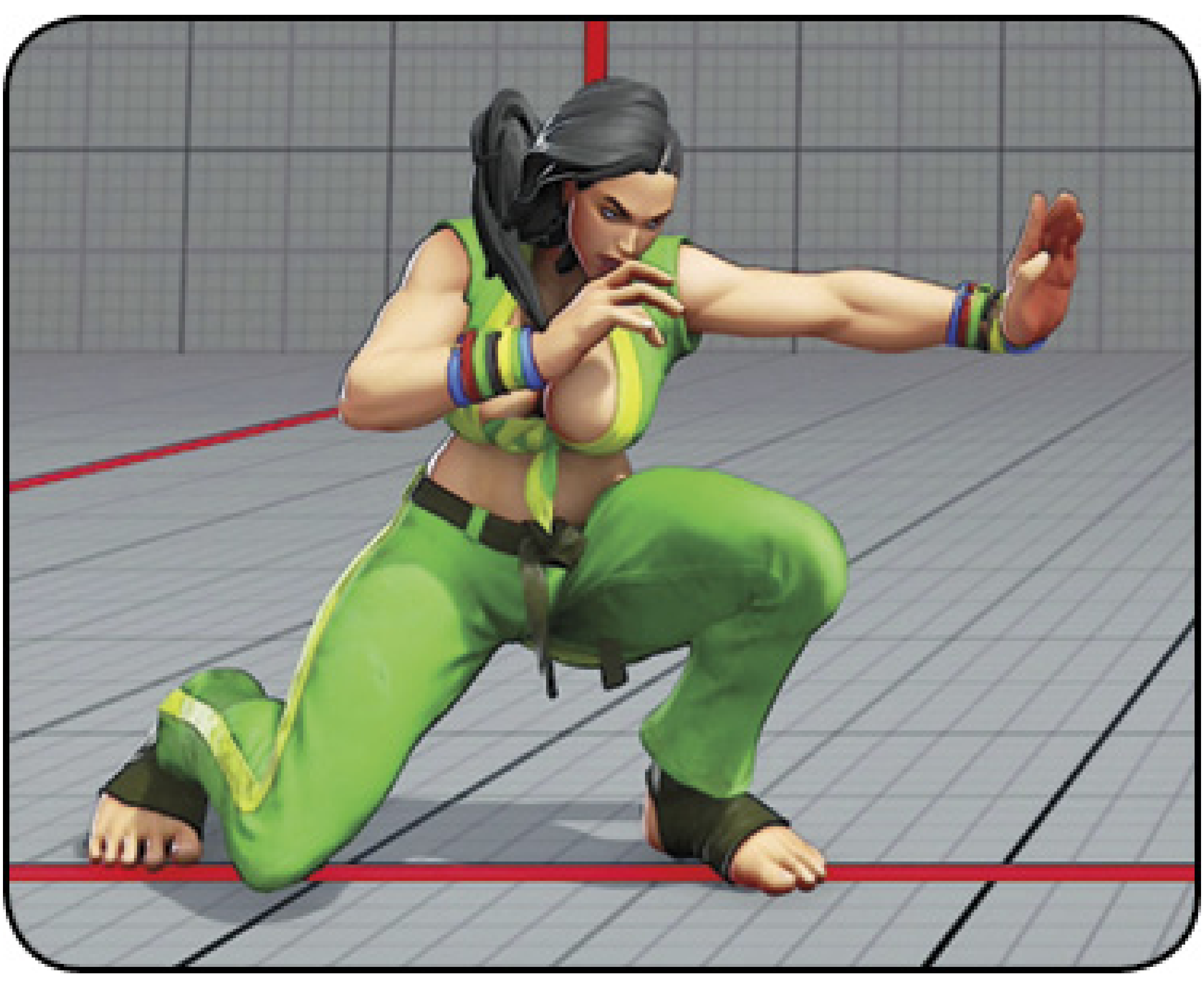
On counter-hit: Crush Counter (stagger), +17 frame advantage and +150 V-Gauge



Laura

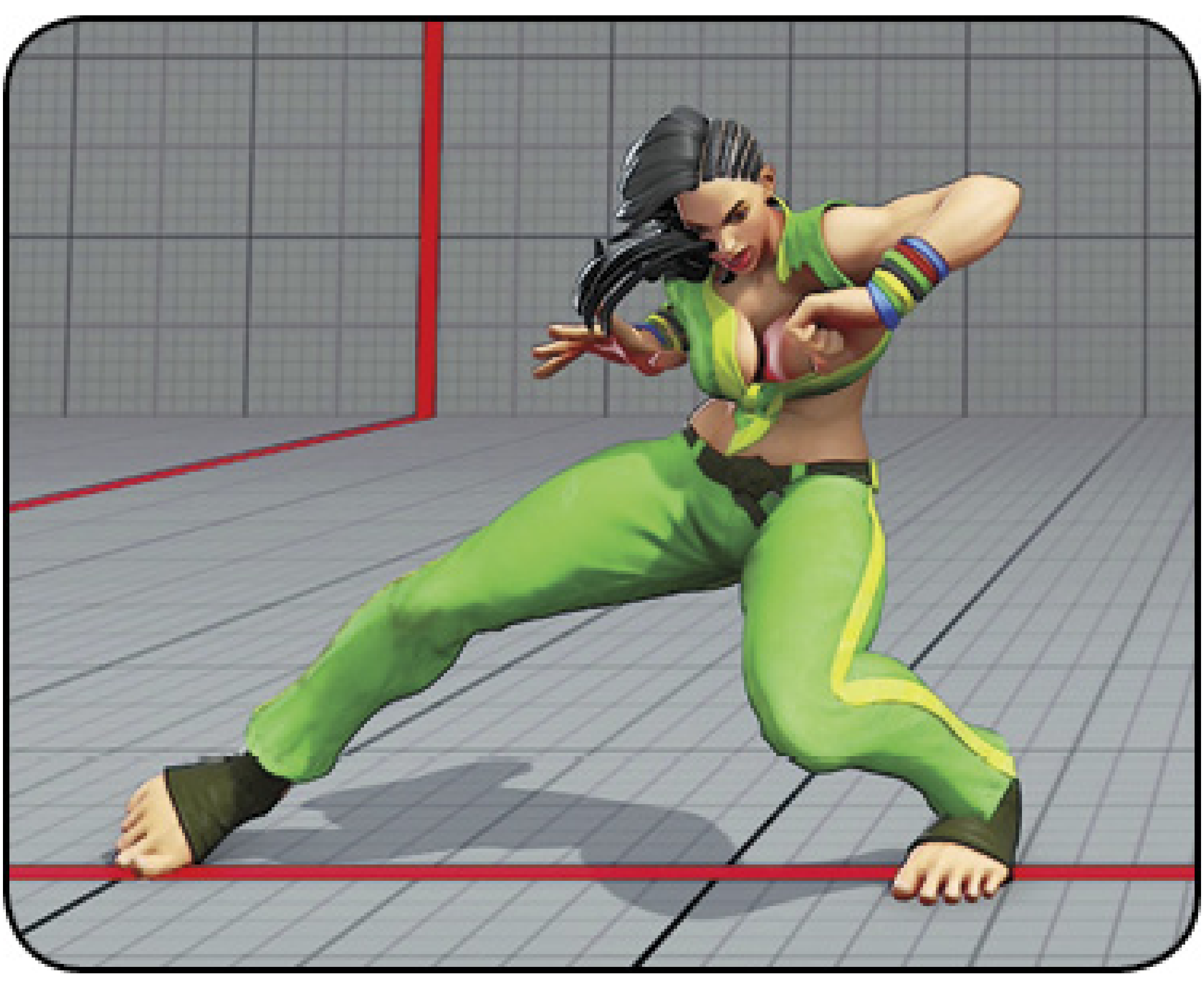
Crouching Normal Moves

CROUCHING JAB (LP) WHILE CROUCHING



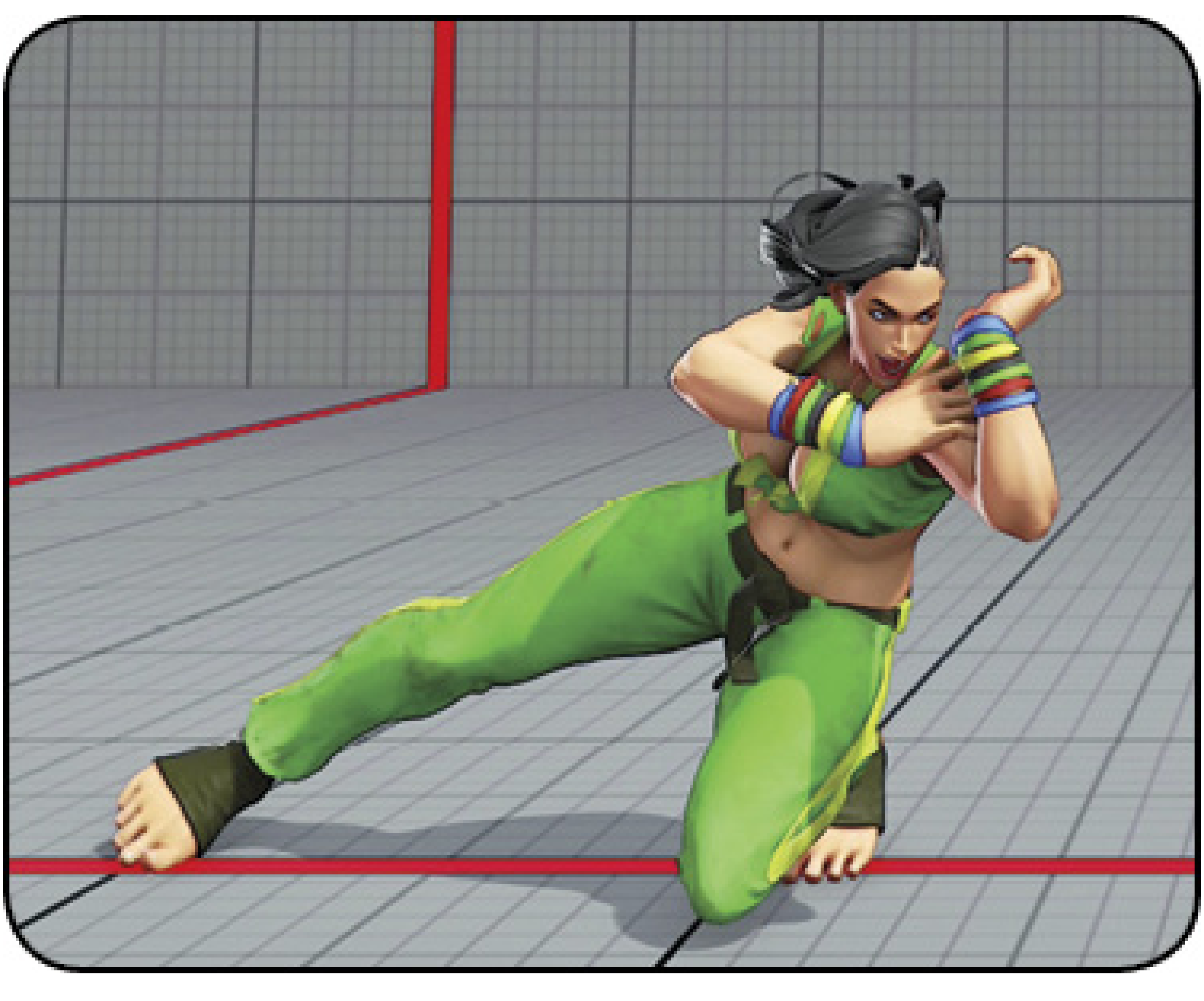
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
LM-A HIT	-8
LM-A GUARD	-11
VTX HIT	2
VTX GUARD	±0
CANCEL	SP, CH, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG (MP) WHILE CROUCHING



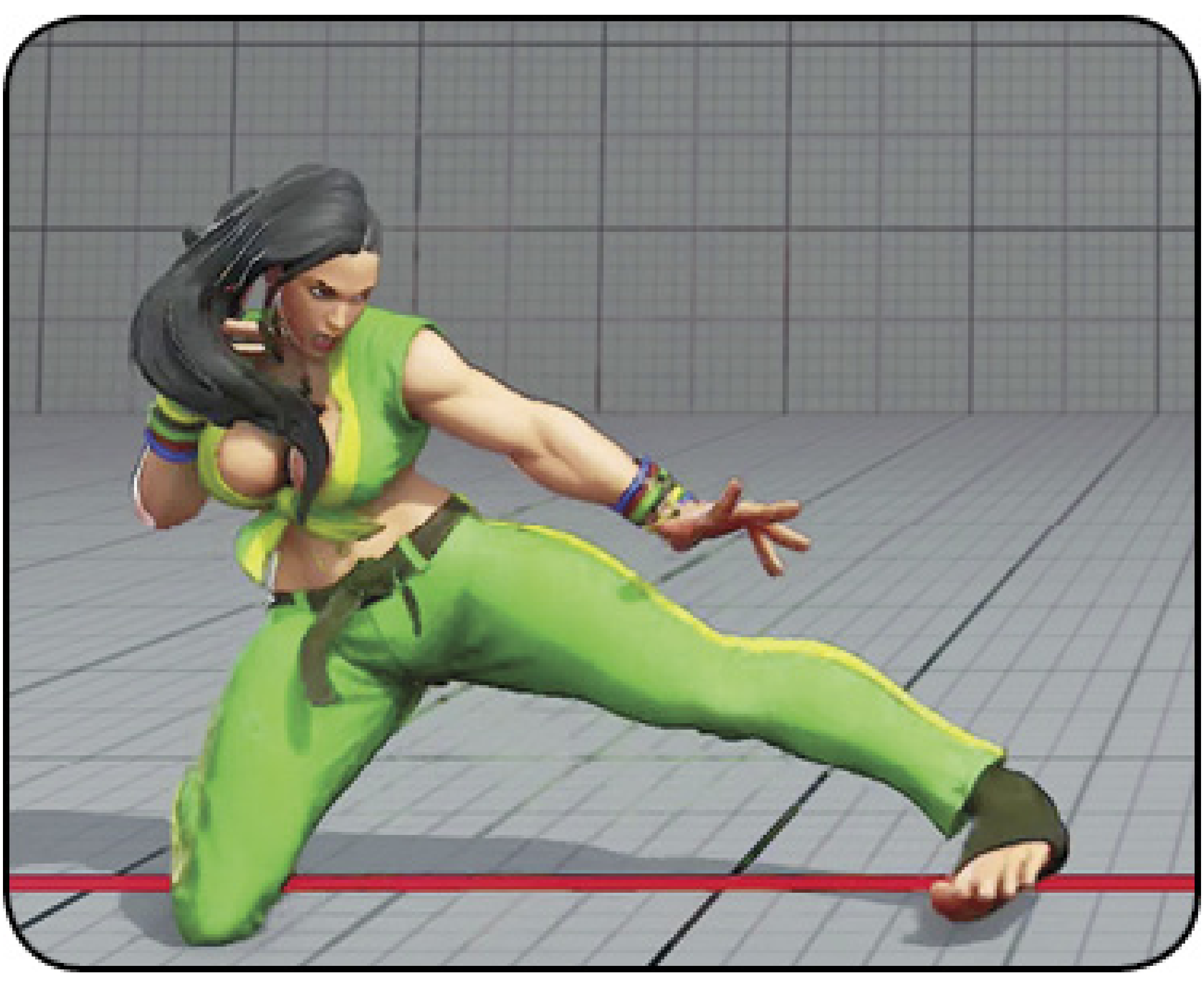
STARTUP	5
ACTIVE	2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
LM-A HIT	-1
LM-A GUARD	-2
VTX HIT	9
VTX GUARD	7
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE (HP) WHILE CROUCHING



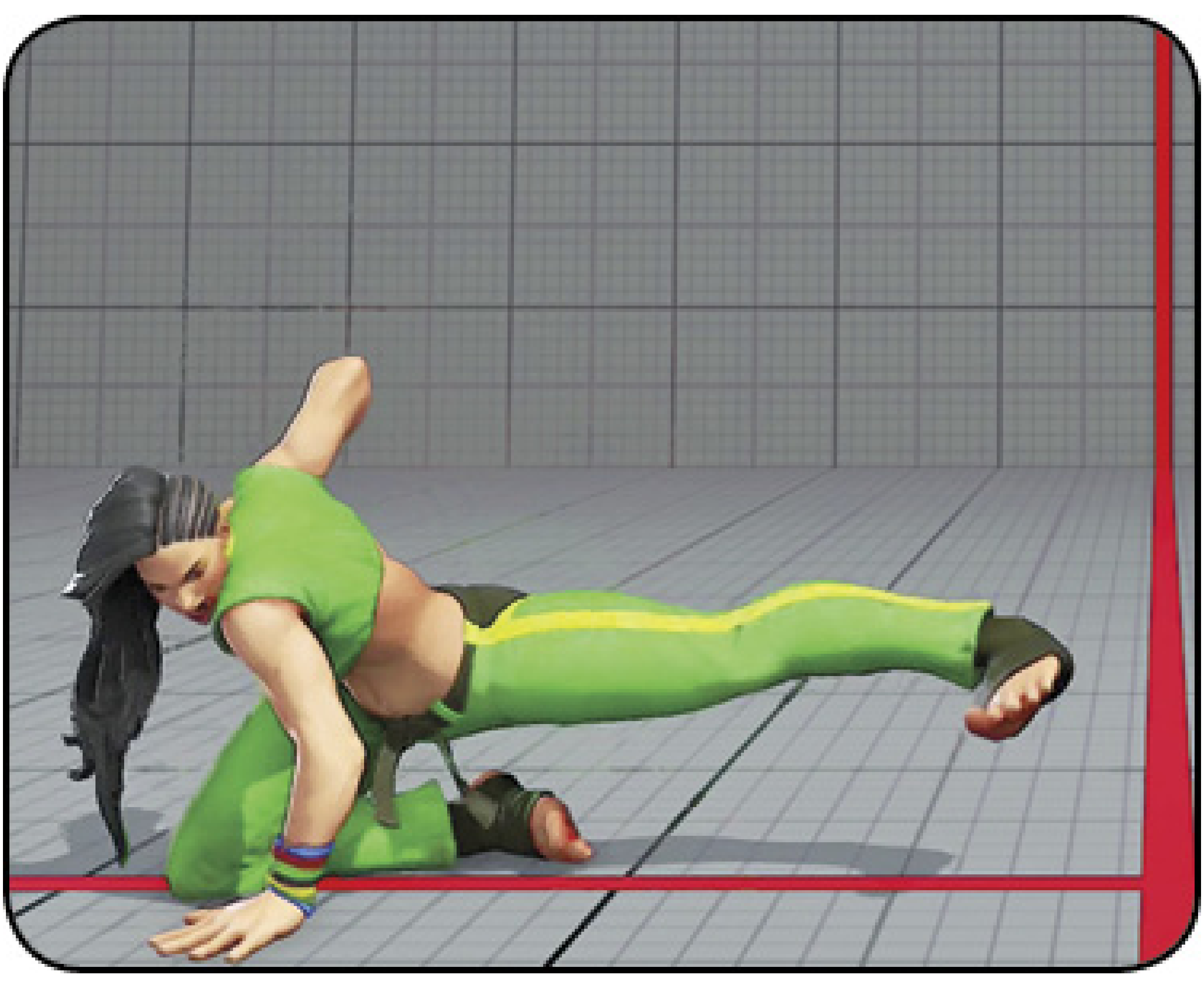
STARTUP	7
ACTIVE	4
RECOVERY	17
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
LM-A HIT	-1
LM-A GUARD	-5
VTX HIT	12
VTX GUARD	8
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

CROUCHING SHORT (LK) WHILE CROUCHING



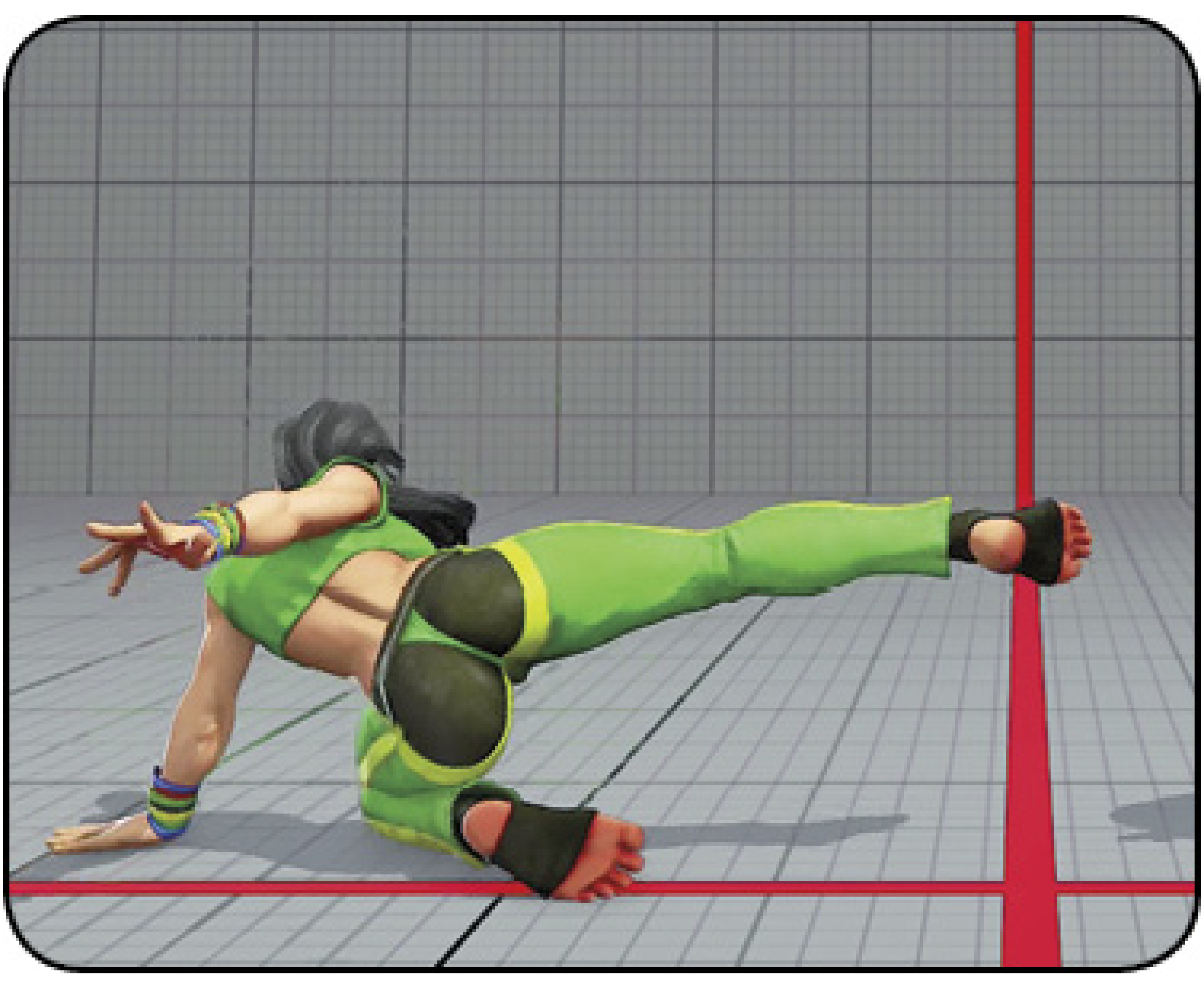
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	2
ON GUARD	-2
LM-A HIT	-9
LM-A GUARD	-14
VTX HIT	1
VTX GUARD	-3
CANCEL	SP, CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD (MK) WHILE CROUCHING



STARTUP	7
ACTIVE	3
RECOVERY	13
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-1
LM-A HIT	-6
LM-A GUARD	-7
VTX HIT	5
VTX GUARD	4
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

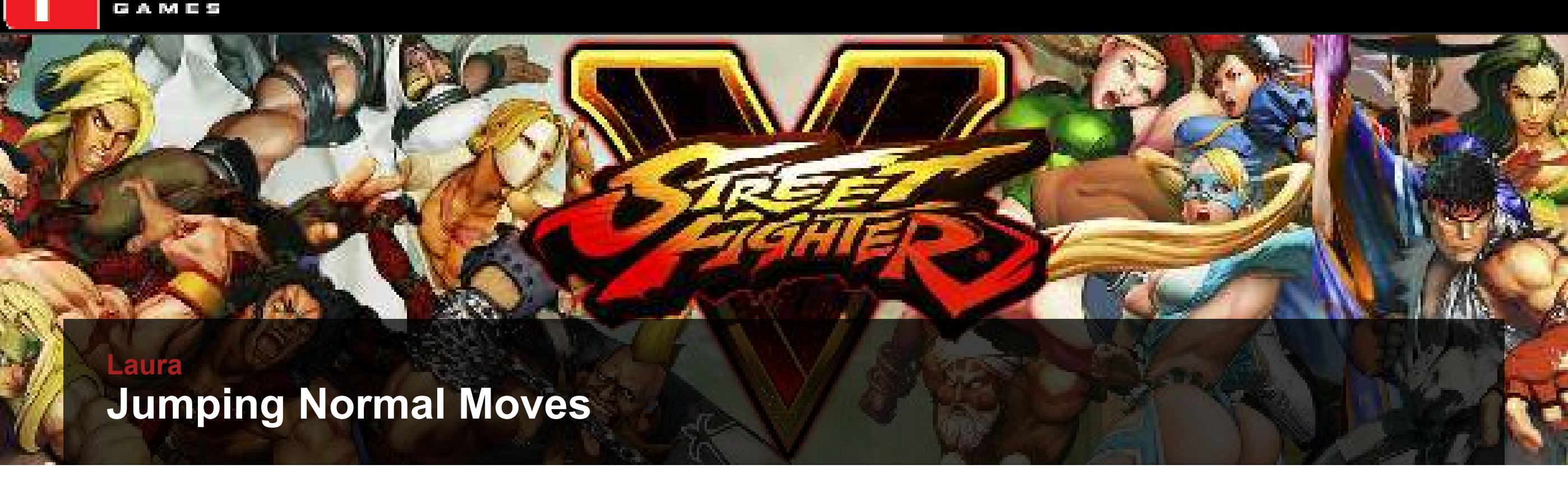
CROUCHING ROUNDHOUSE (HK) WHILE CROUCHING



STARTUP	9
ACTIVE	3
RECOVERY	20
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
LM-A HIT	—
LM-A GUARD	—
VTX HIT	D
VTX GUARD	4
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

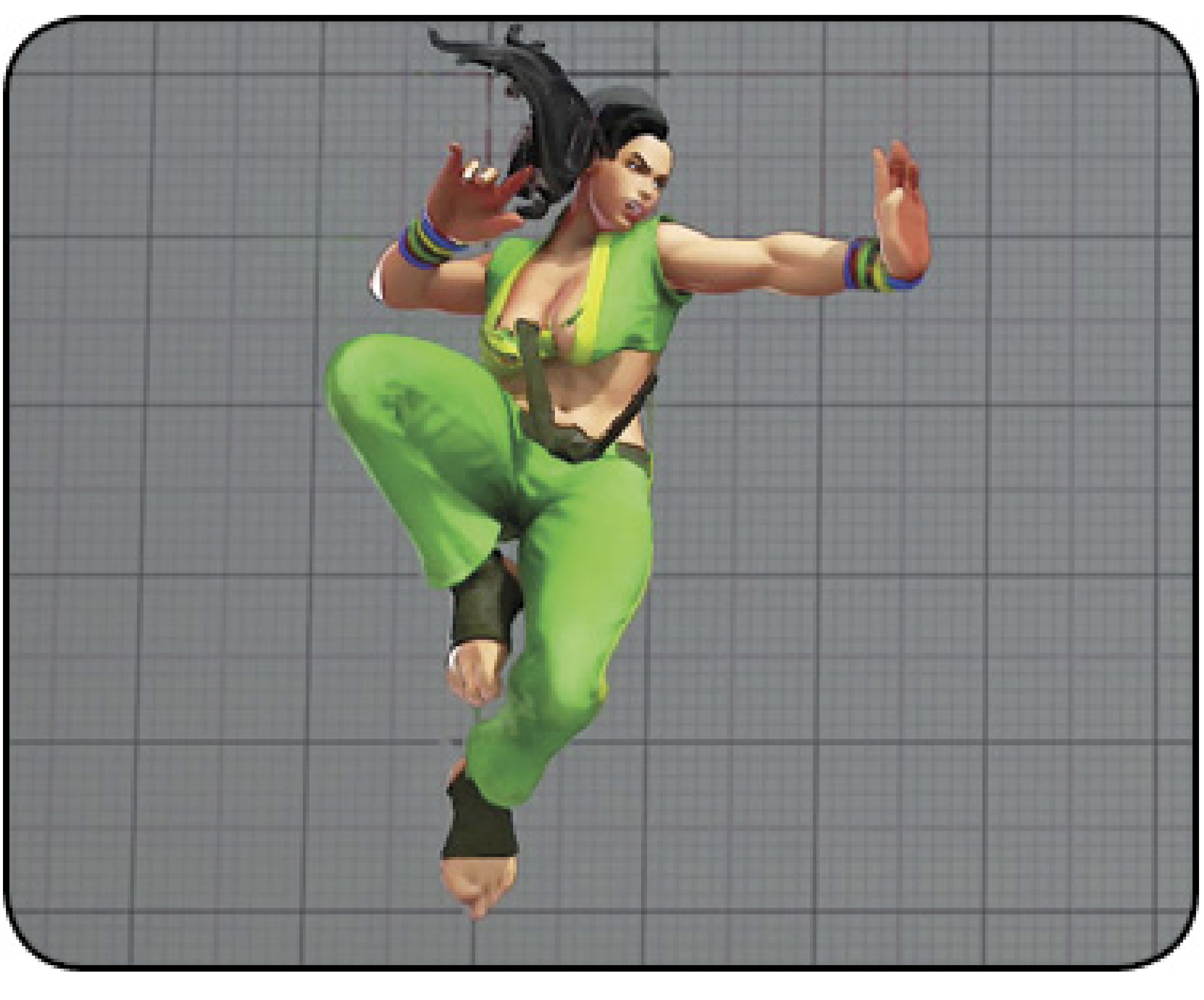
On counter-hit: Crush Counter knockdown prevents quick recovery, +150 V-Gauge



Laura

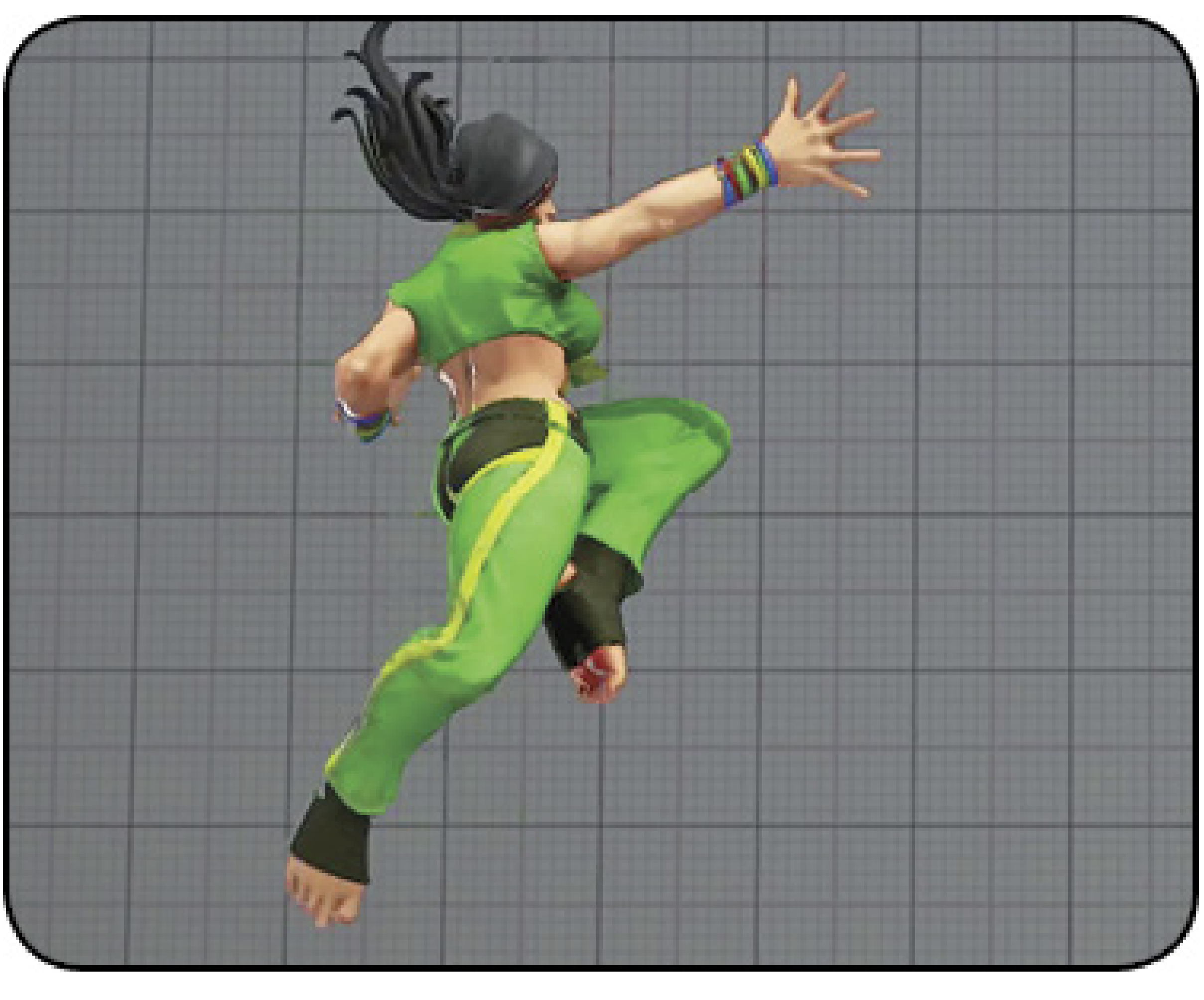
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



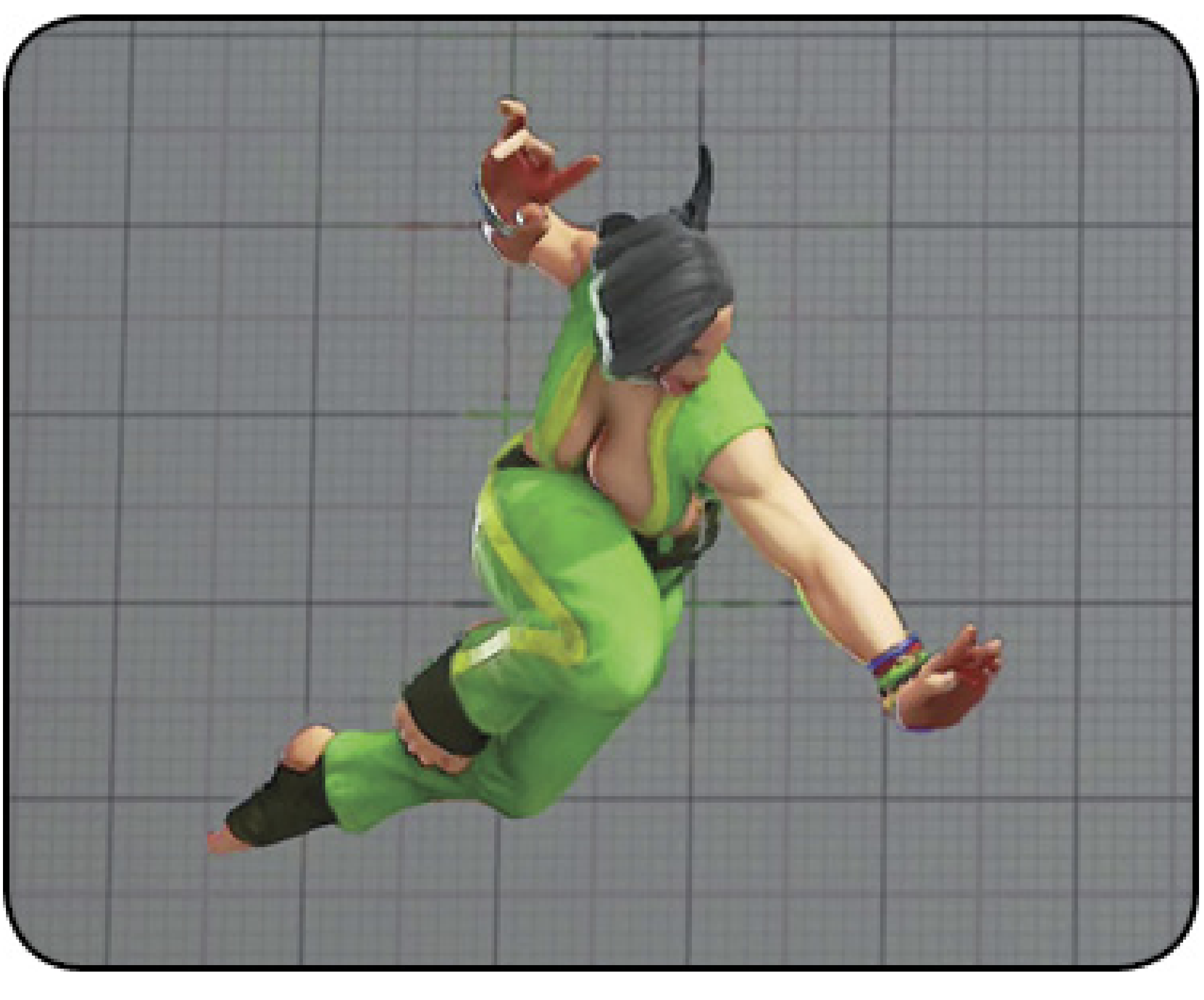
STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



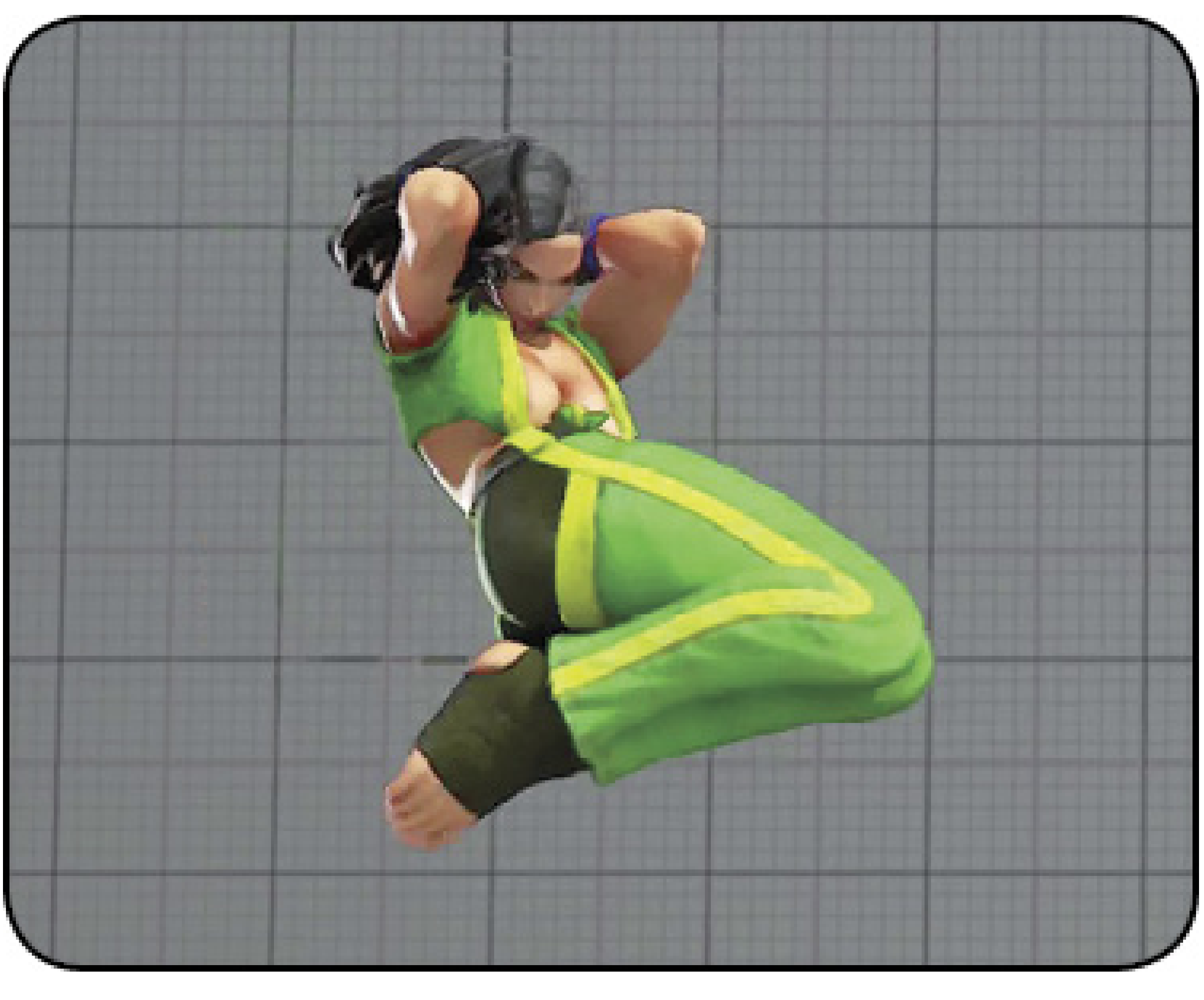
STARTUP	4
ACTIVE	3
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

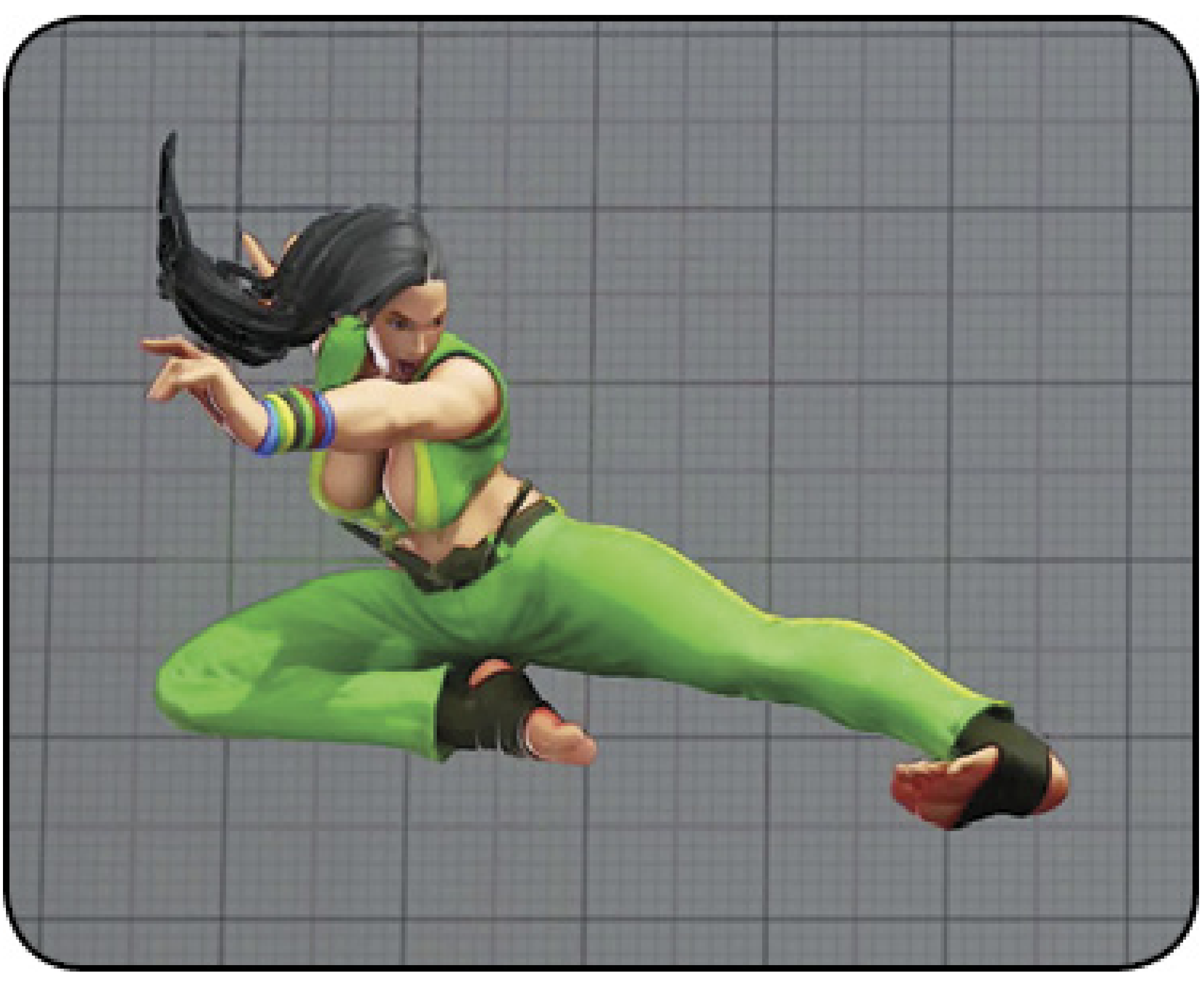


STARTUP	4
ACTIVE	10
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

Cross-up

JUMPING FORWARD MK WHILE JUMPING



STARTUP	5
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Cross-up

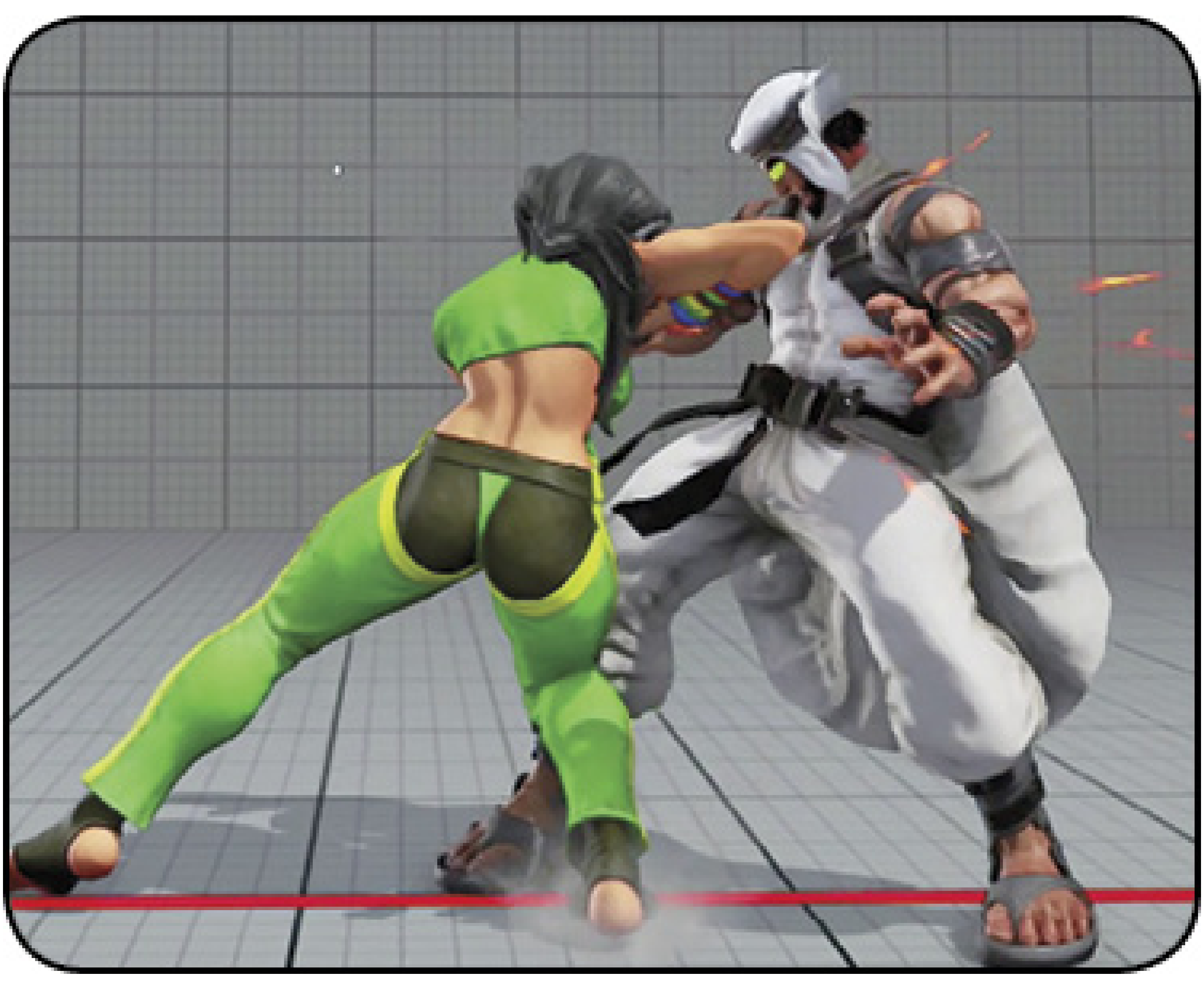
JUMPING ROUNDHOUSE HK WHILE JUMPING

STARTUP	5
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

Laura

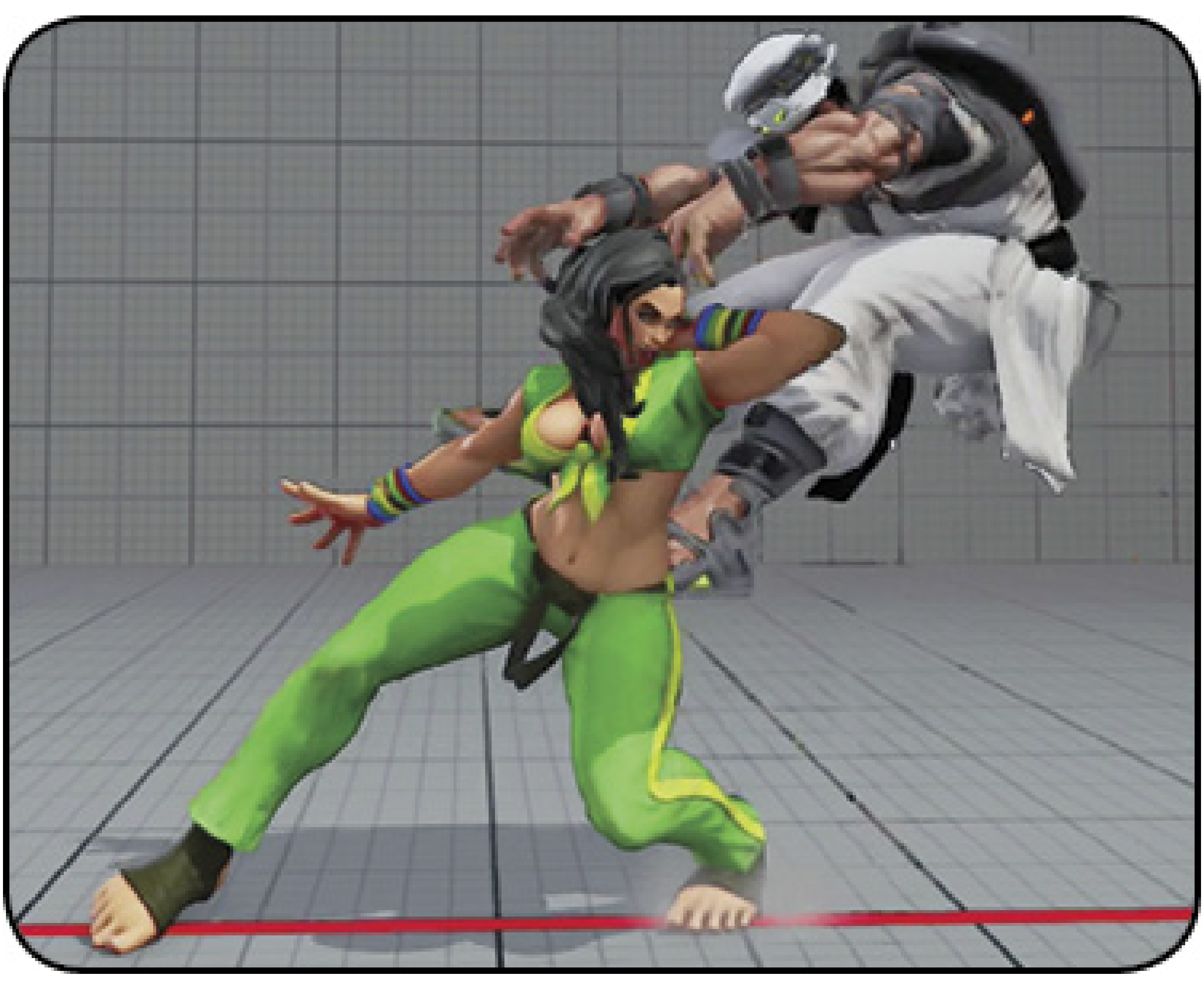
Unique Attacks

STEP ELBOW → + HP



STARTUP	18
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-2
LM-A HIT	—
LM-A GUARD	—
VTX HIT	12
VTX GUARD	6
CANCEL	V
DAMAGE	80
STUN	120
METER GAIN	50/25

TWIST BARRAGE → + HP ✕ HP



STARTUP	9
ACTIVE	3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
LM-A HIT	—
LM-A GUARD	D
VTX HIT	D
VTX GUARD	3
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	50/25

NOTES

Only cancelable on hit

Step Elbow/Twist Barrage: Laura lunges about a jump's distance toward her enemy while delivering a descending elbow onto the opponent's head. On hit or block, it can be canceled into a specialized standing HP (Twist Barrage), which is then special-cancelable only on hit. If your two-hit target combo is blocked, you can't make it safe by canceling into EX Thunder Clap or any other special attacks. However, it is V-Trigger-cancelable (+3 on block). This puts you at a perfect Sunset Wheel timing, since the enemy's throw hurtbox appears on the same frame as a buffered Sunset Wheel follow-up after the screen freeze. This gives you a true 50/50 mix-up between HK Sunset Wheel and **Combo 3**.

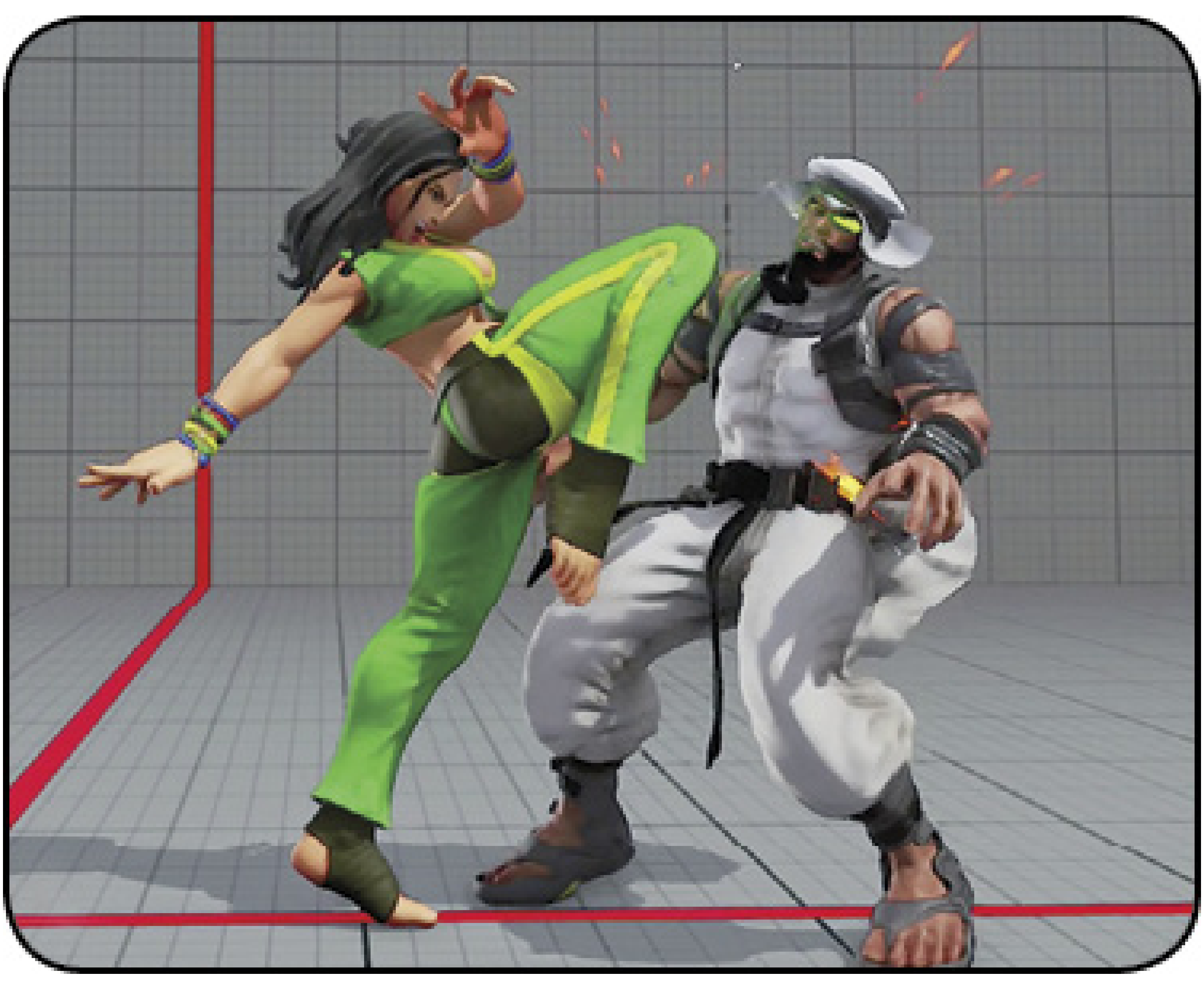
The first hit of Step Elbow makes for an excellent hit-check initiation combo, similar to Ryu's Solar Plexus Strike. On hit, you're at +4, affording a link into **Combo 5**. On block, you're at -2, so be ready to switch to defense against perceptive opponents.

DEVELOPER NOTES

Being effective with Laura requires you to really get into the mind of the opponent once you get into close range. This means that you'll have to keep pressuring as they retreat, anti-air them when they try to jump, command grab them if they block, and block if you feel they're itching to attack back. Once you're aware of your opponent's options, and can properly guess what they'll do next, you'll be surprised at how fast the wins will come.

—Peter Rosas, Associate Producer

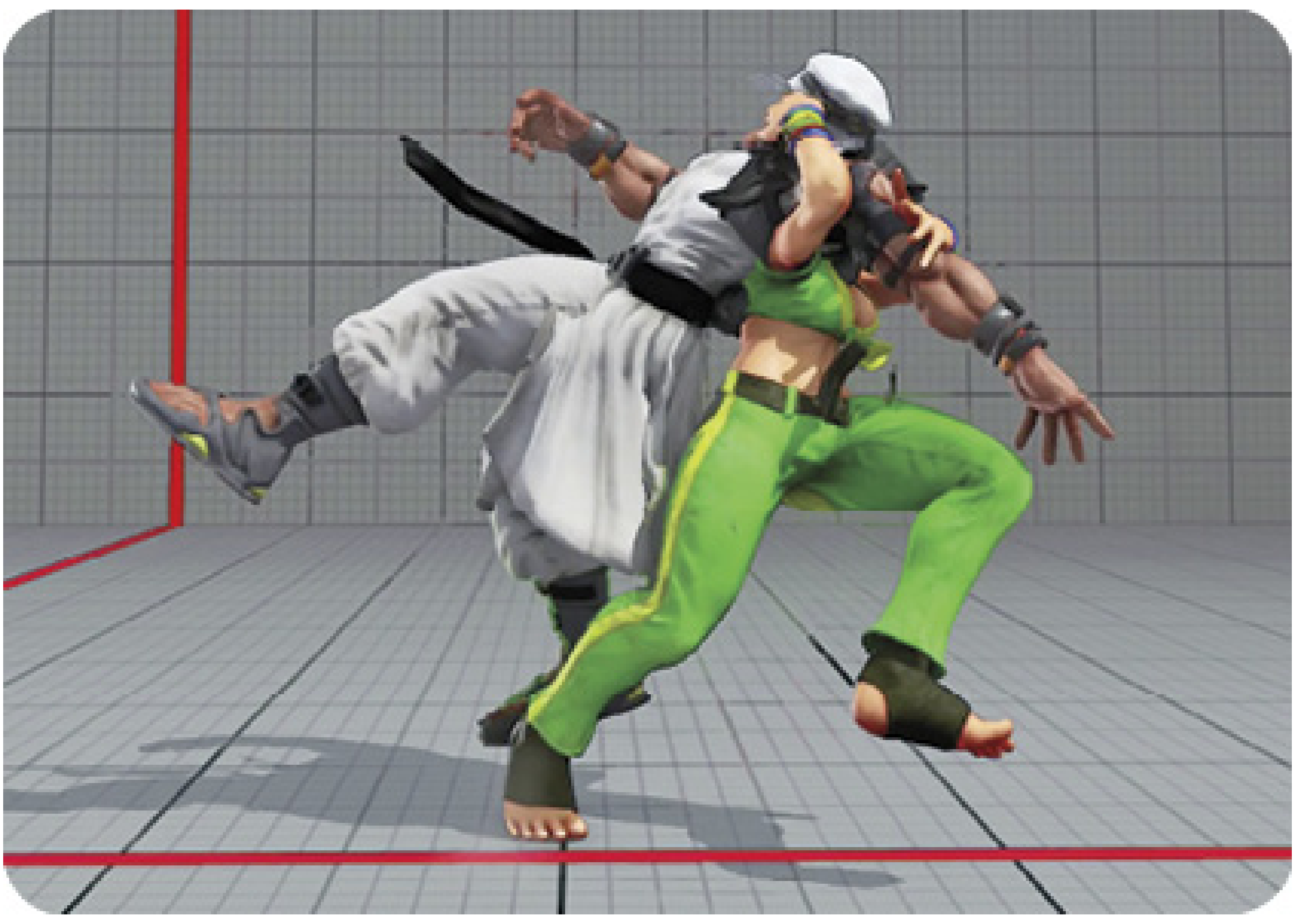
DUAL CRASH MP ✕ MK

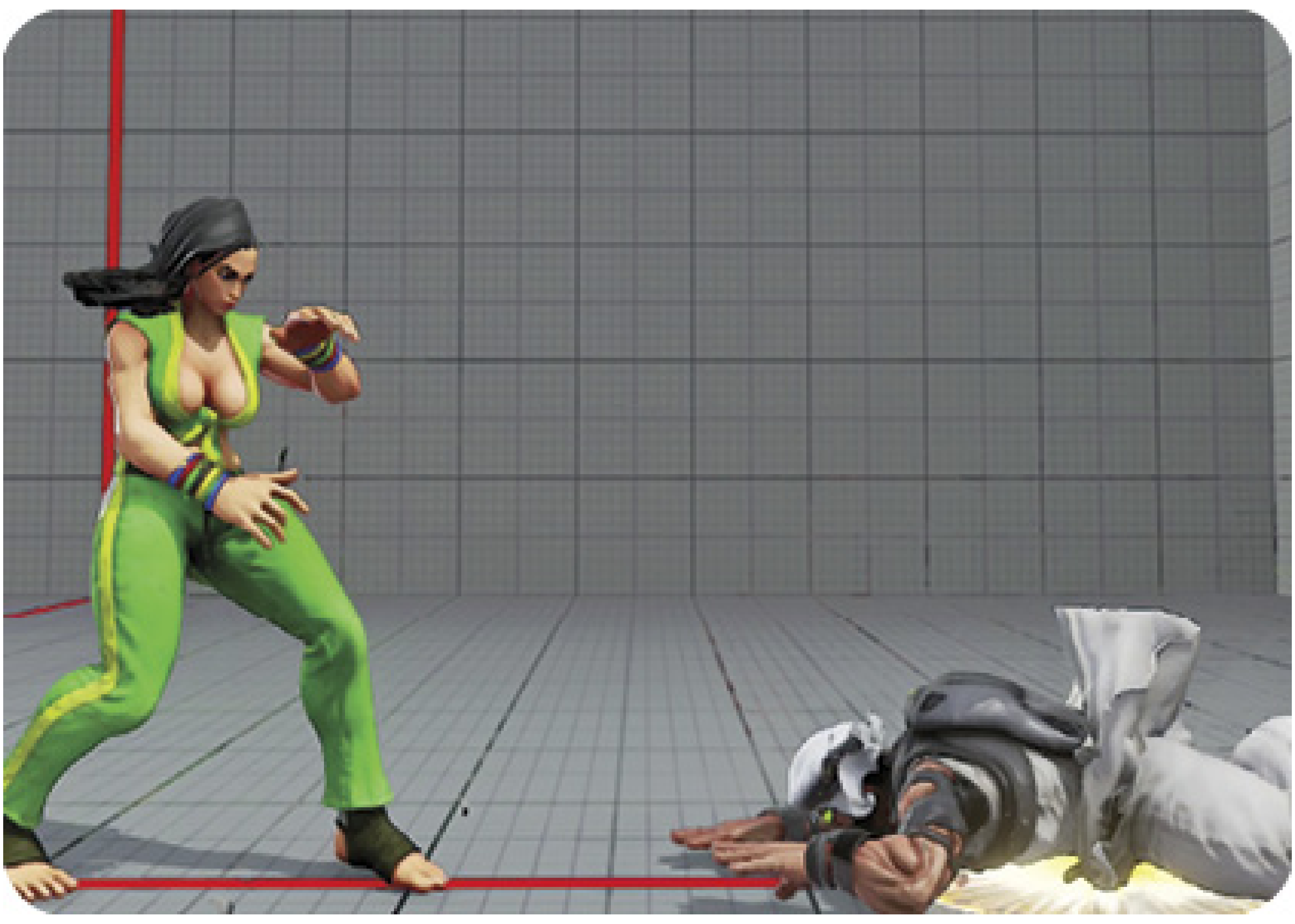


STARTUP	7
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
LM-A HIT	—
LM-A GUARD	—
VTX HIT	9
VTX GUARD	6
CANCEL	V
DAMAGE	60
STUN	10
METER GAIN	30/15

Dual Crash: Laura's other two-hit target combo is close-range standing MP canceled into her standing MK. It's not special-cancelable, but it is V-Trigger-cancelable. Unlike most target combos in SFV, Dual Crash doesn't punish you with too many extra recovery frames on block (standing MK is usually -1 on block, whereas Dual Crash leaves you at -2). Its best use is as an easy hit-check into a Spark Show cancel combo, as seen in **Combo 9**.

SEOI THROW LP + LK

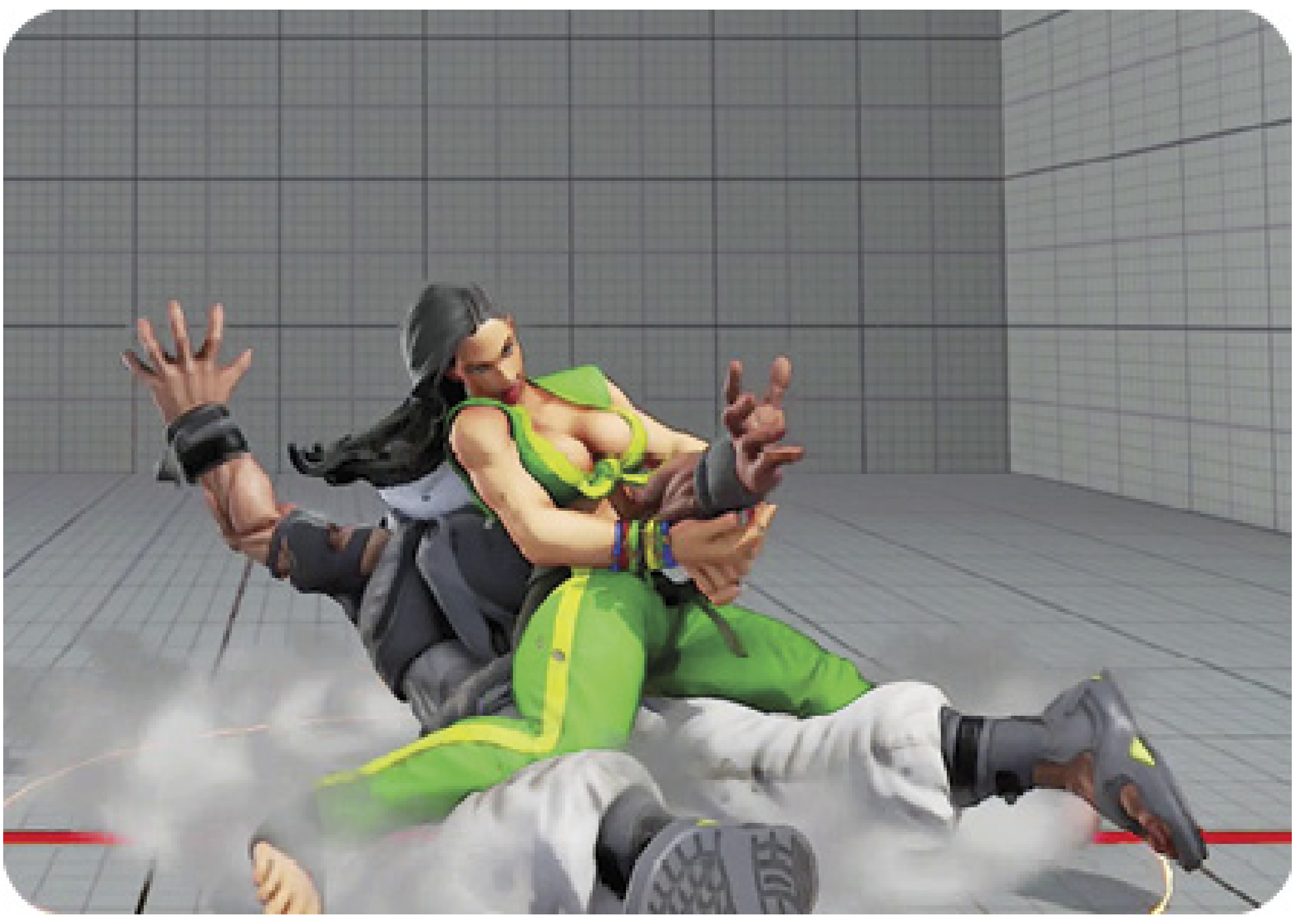




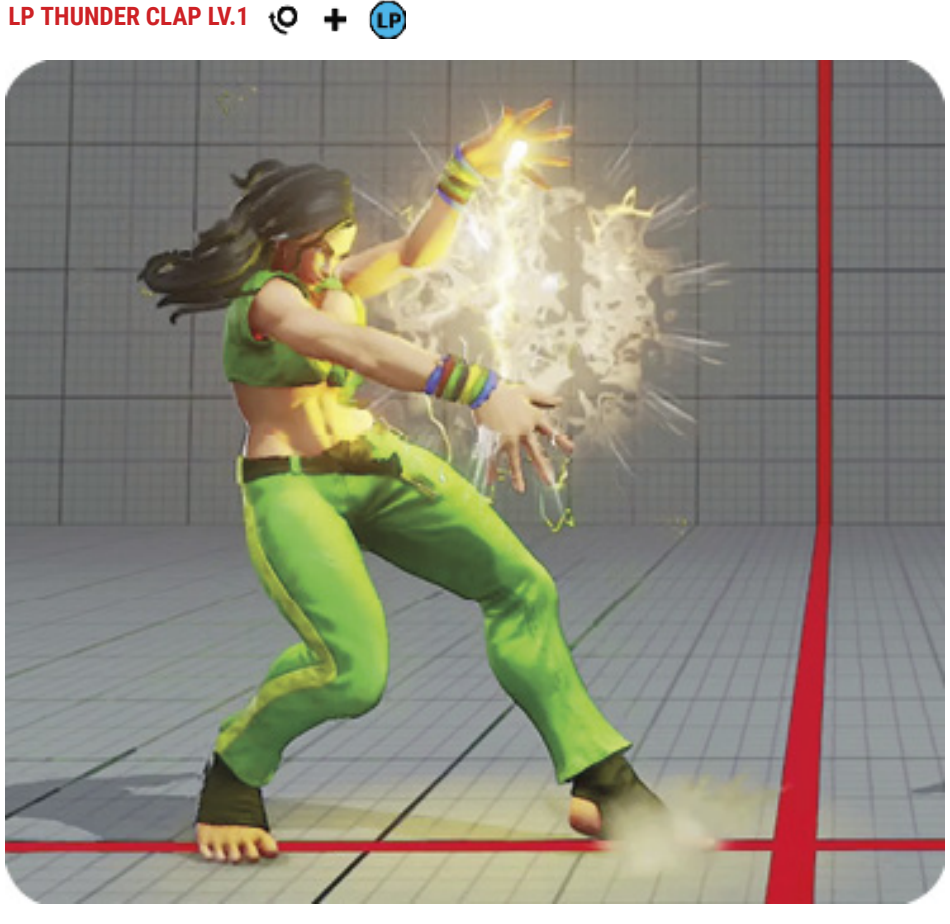
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	100

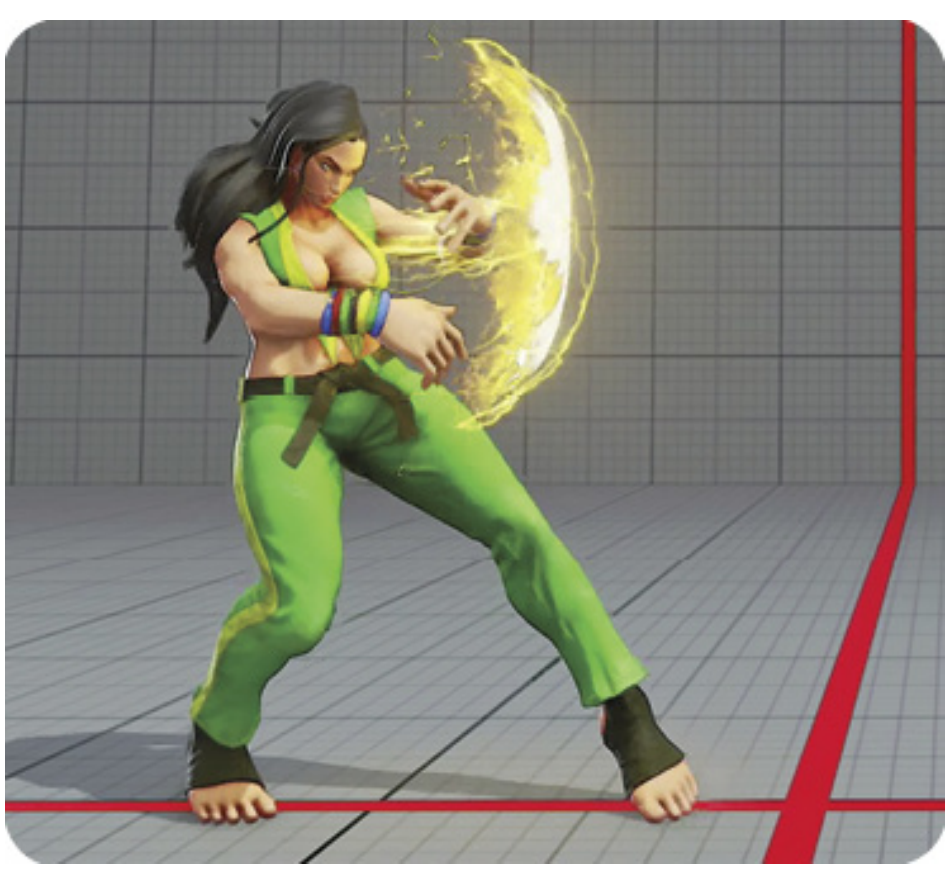
Seoi Throw: Laura performs a standard forward shoulder throw, leaving her opponent a dash's distance away. If you follow the throw with an immediate forward dash while the enemy quick-rises, you're in a neutral situation, with ±0 advantage. It's a decent position to be in because you're controlling the tempo of the match, so you can choose to go for a six-frame Sunset Wheel or a three-frame frame trap with standing LP into **Combo 15**. If you have the choice of going for an offensive forward or back throw, it's usually best to go for back throws because of their increased knockdown advantage over forward throws. However, forward throws are universally more effective when your foe is near a wall.

PULLBACK HOLD ← + LP + LK



LP THUNDER CLAP LV.1 + LP





STARTUP	19
ACTIVE	Notes
RECOVERY	28
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-5
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	60
METER GAIN	10/20/10

NOTES

Projectile persists for 40 frames

LP THUNDER CLAP LV.2 + LP (HOLD)

STARTUP	41
ACTIVE	Notes
RECOVERY	27
GUARD LEVEL	HL
ON HIT	9
ON GUARD	±0
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	90(60+30)
STUN	90(60+30)
METER GAIN	10/30/15

NOTES

Projectile persists for 80 frames

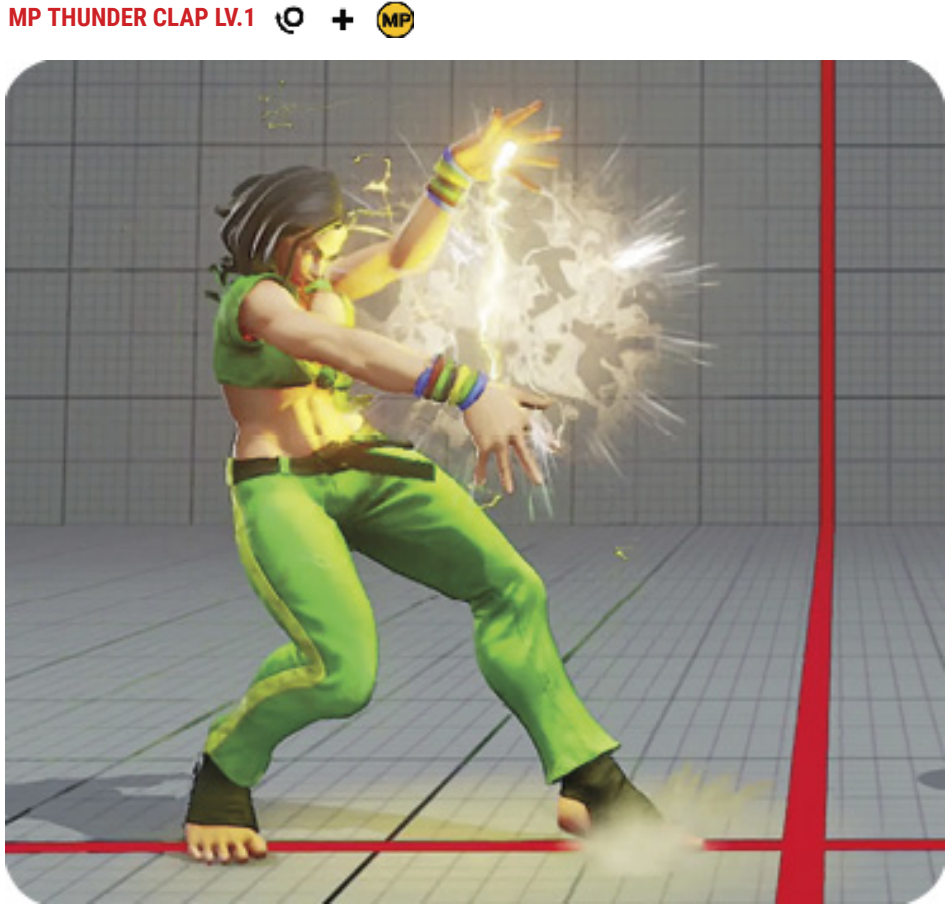
LP THUNDER CLAP LV.3 + LP (HOLD)

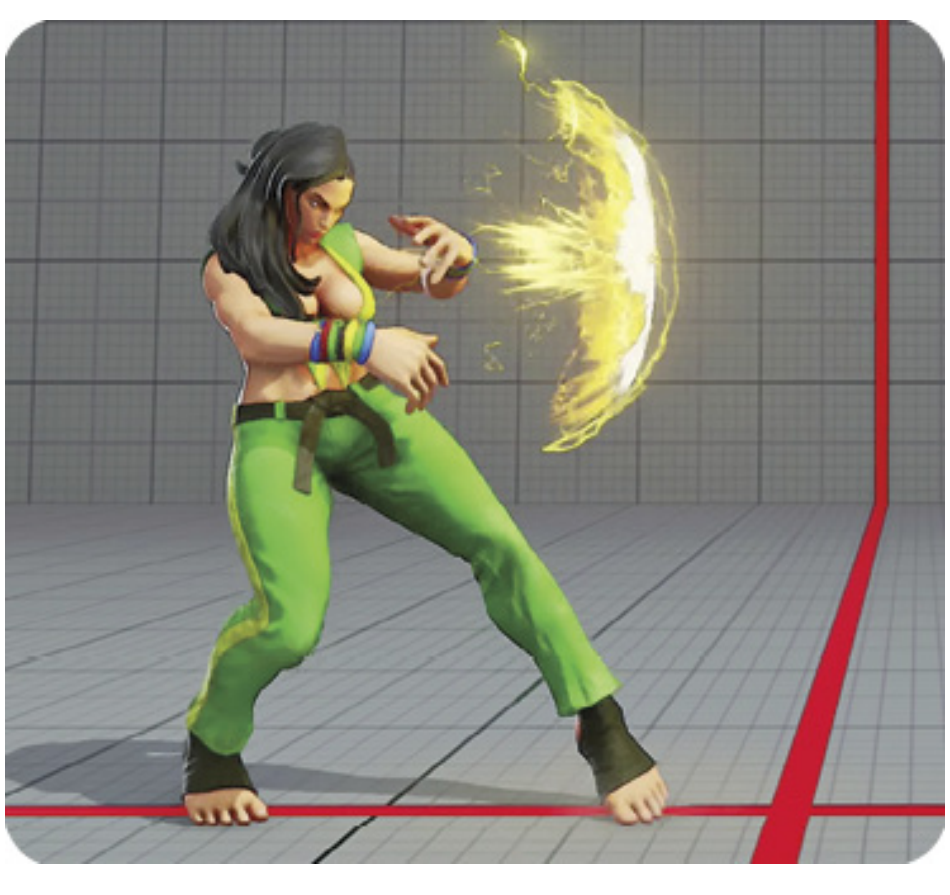
STARTUP	70
ACTIVE	Notes
RECOVERY	13
GUARD LEVEL	HL
ON HIT	31
ON GUARD	18
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120(60+30+30)
STUN	120(60+30+30)
METER GAIN	10/40/20

NOTES

Projectile persists for 100 frames

MP THUNDER CLAP LV.1 + MP





STARTUP	19
ACTIVE	Notes
RECOVERY	28
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-5
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	60
METER GAIN	10/20/10

NOTES

Projectile persists for 40 frames

MP THUNDER CLAP LV.2 + MP (HOLD)

STARTUP	41
ACTIVE	Notes
RECOVERY	27
GUARD LEVEL	HL
ON HIT	9
ON GUARD	±0
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	90(60+30)
STUN	90(60+30)
METER GAIN	10/30/15

NOTES

Projectile persists for 80 frames

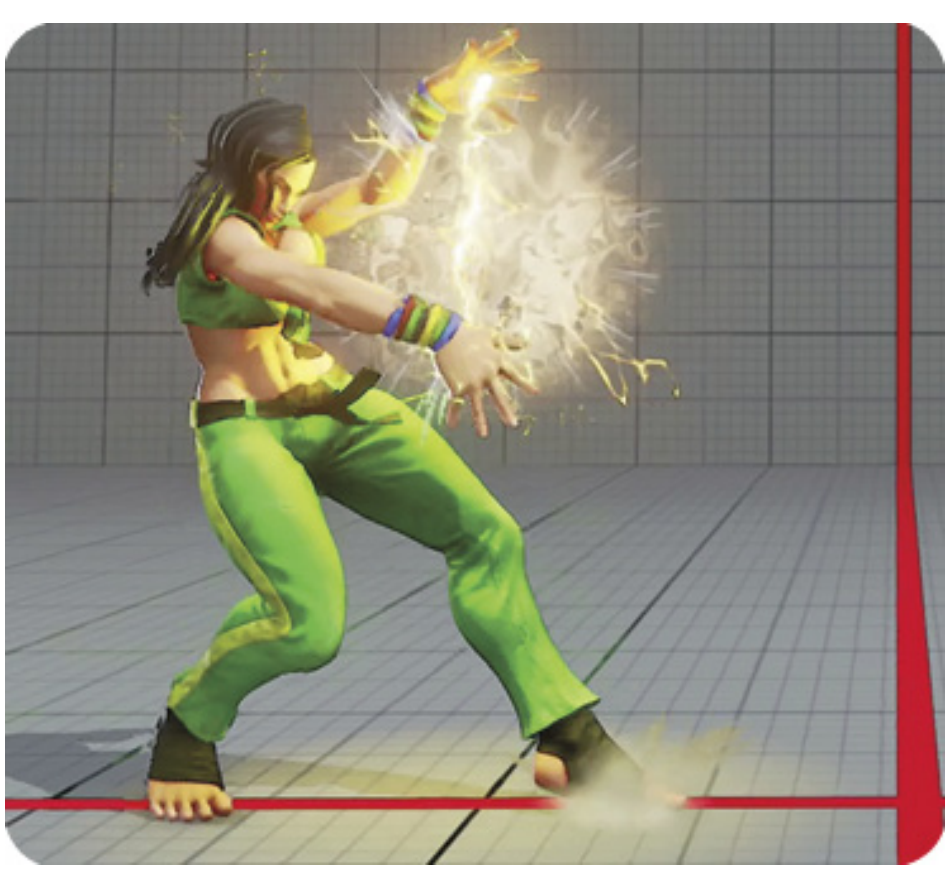
MP THUNDER CLAP LV.3 + MP (HOLD)

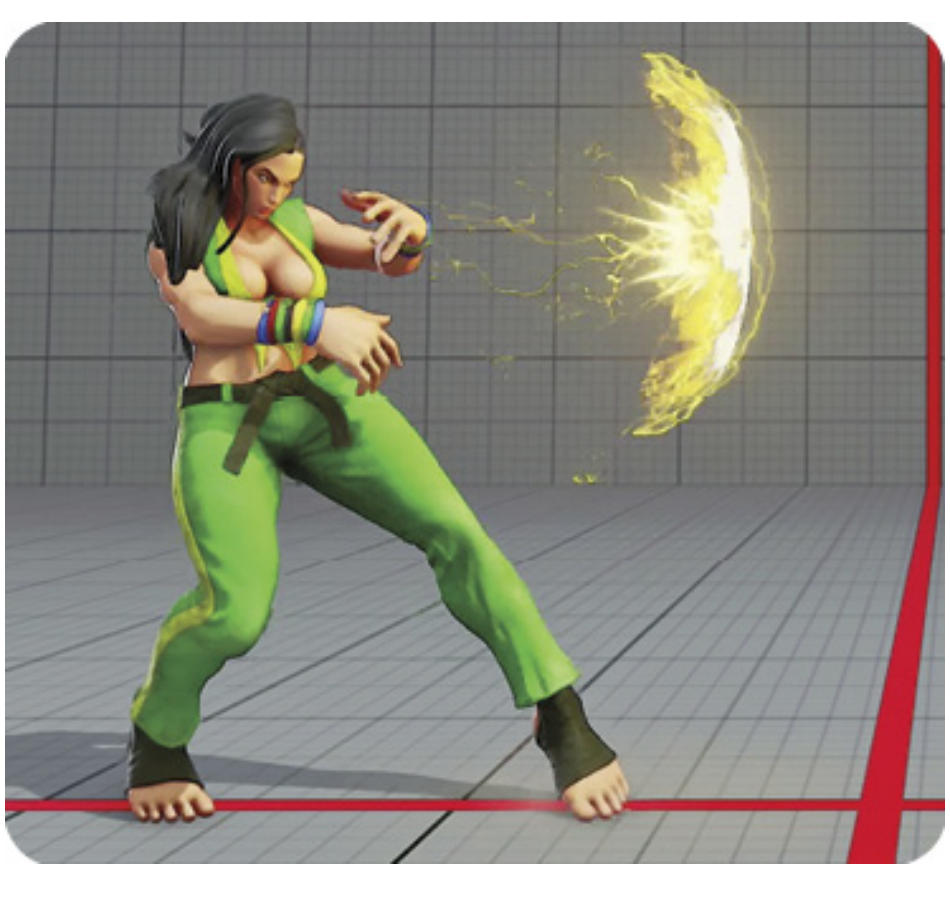
STARTUP	70
ACTIVE	Notes
RECOVERY	13
GUARD LEVEL	HL
ON HIT	31
ON GUARD	18
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120(60+30+30)
STUN	120(60+30+30)
METER GAIN	10/40/20

NOTES

Projectile persists for 100 frames

HP THUNDER CLAP LV.1 + HP





STARTUP	19
ACTIVE	Notes
RECOVERY	28
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-5
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	60
METER GAIN	10/20/10

NOTES

Projectile persists for 40 frames

HP THUNDER CLAP LV.2 + HP (HOLD)

STARTUP	41
ACTIVE	Notes
RECOVERY	27
GUARD LEVEL	HL
ON HIT	9
ON GUARD	±0
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	90(60+30)
STUN	90(60+30)
METER GAIN	10/30/15

NOTES

Projectile persists for 80 frames

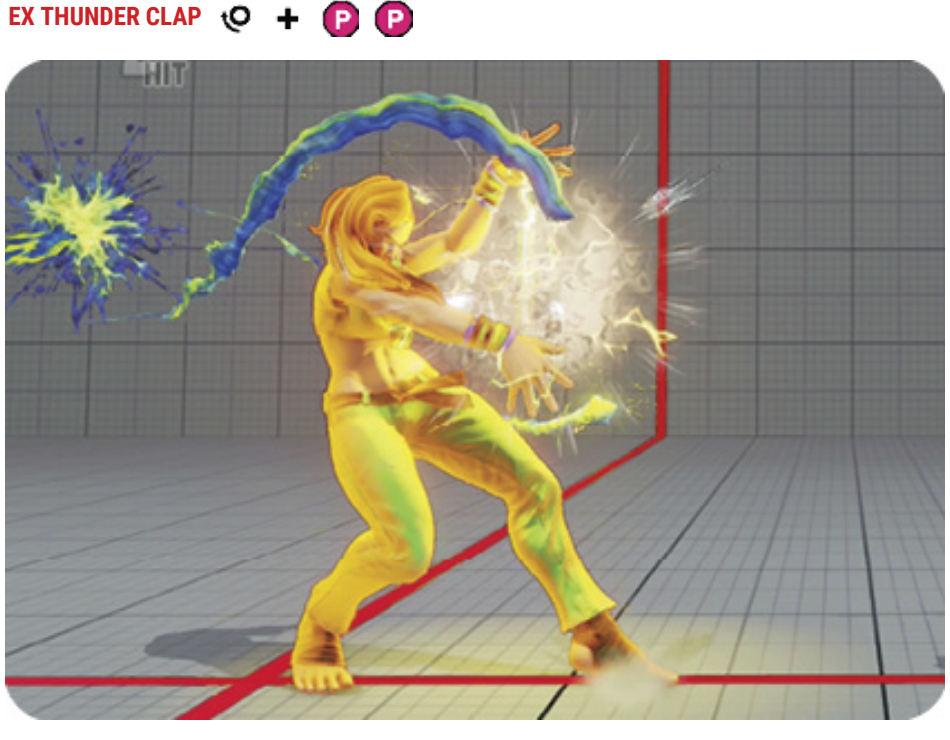
HP THUNDER CLAP LV.3 + HP (HOLD)

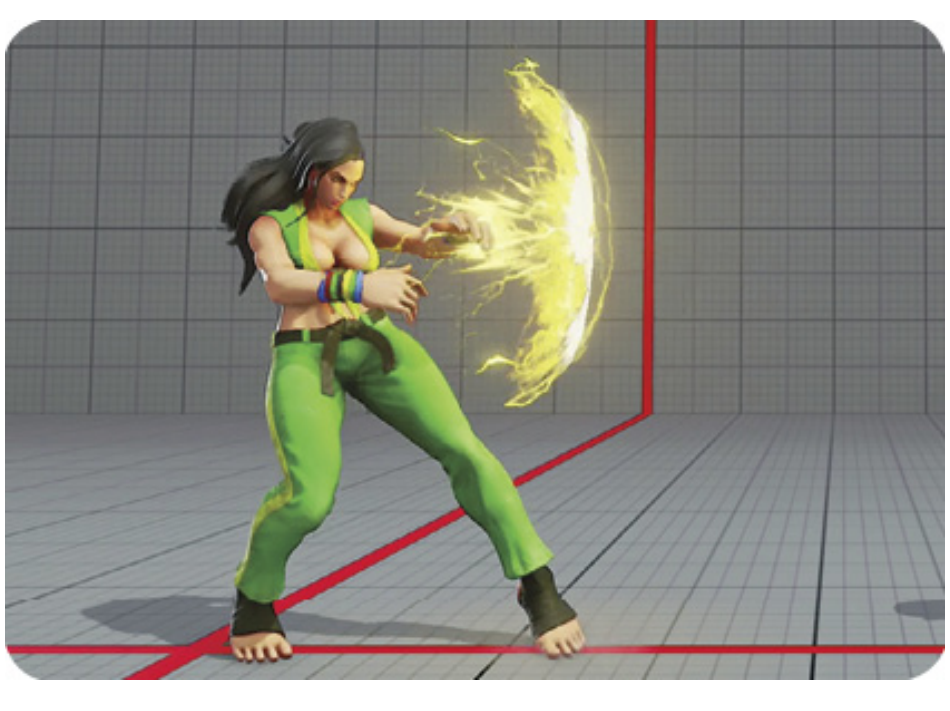
STARTUP	70
ACTIVE	Notes
RECOVERY	13
GUARD LEVEL	HL
ON HIT	31
ON GUARD	18
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120(60+30+30)
STUN	120(60+30+30)
METER GAIN	10/40/20

NOTES

Projectile persists for 100 frames

EX THUNDER CLAP + P P





STARTUP	17
ACTIVE	Notes
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	3
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90(60+30)
STUN	90(60+30)
METER GAIN	-300

NOTES

Projectile persists for 170 frames

Thunder Clap: As a grappler, it's rare to have access to a decent projectile, so Laura has it made. Thunder Clap is a slow-moving, short-lived projectile that travels a severely limited distance. However, these unconventional properties greatly complement her fighting style. All normal versions of Thunder Clap have identical active durations, startup time, and recovery. They stay out for 40 frames (two-thirds of a second), but they cover a different area. LP Thunder Clap travels at the slowest velocity, while HP travels the fastest. The distance covered by LP Thunder Clap is negligible; it's basically a floating force field directly in front of Laura. HP Thunder Clap travels about a dash's distance forward before dissipating. In both distance traveled and speed, the MP version is in between the others.

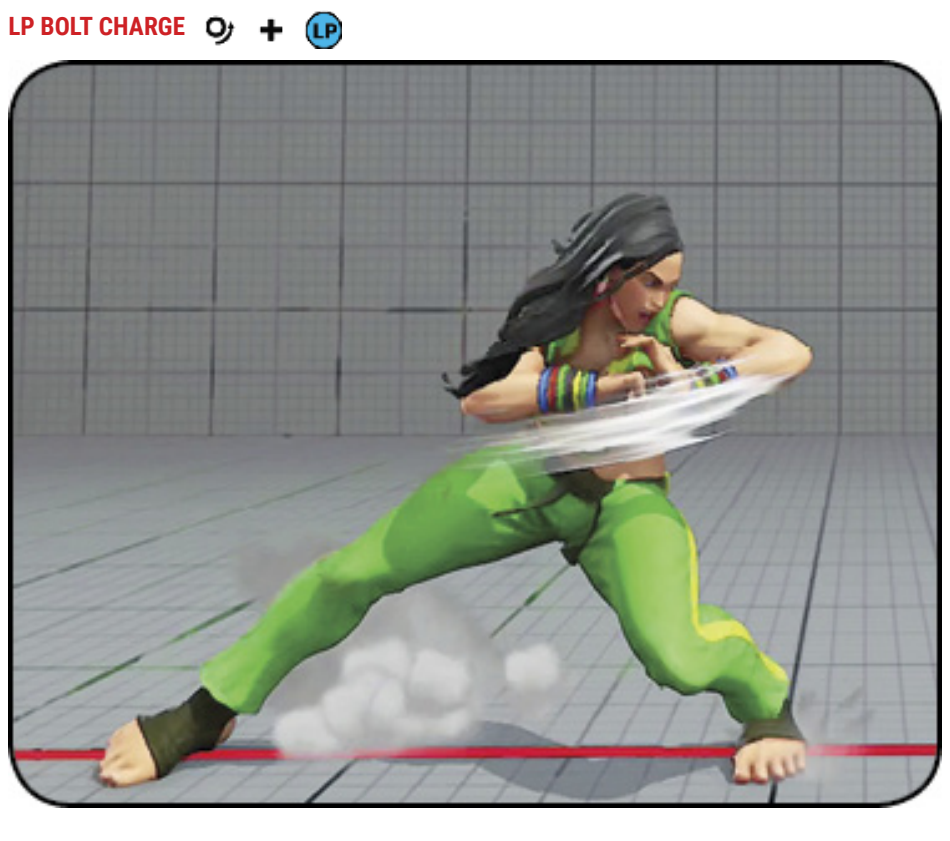
You can charge Thunder Clap to two additional levels by holding the P input, increasing its active frames. Charging to Thunder Clap lv.2 requires 22 frames of charge, and charging to Thunder Clap lv.3 requires 51 frames of charge.

Aside from the increased startup time, Thunder Clap lv.2 doubles the on-screen duration, which also doubles its travel distance. Additionally, it becomes a two-hit projectile instead of a single-hit one. Thunder Clap lv.3 increases the number of hits to three, while also boosting on-screen duration and travel distance by 2.5x (for 100 frames of travel).

Although charging up for an lv.2 or lv.3 Thunder Clap takes up valuable time, they're invaluable tools against characters with limited mobility. On release, you're basically free to do what you please, as the projectile slowly moves in front of Laura, paving a path for her follow-up offense. If the opponent decides to jump over an approaching Thunder Clap, Laura is easily in position to anti-air it with HP Bolt Charge.

EX Thunder Clap is the fastest-starting version and is a two-hit projectile that knocks down on hit, putting the enemy into a juggle state. If you combo into EX Thunder Clap, you can follow up with a juggle, as seen in **Combo 7**.

LP BOLT CHARGE + LP

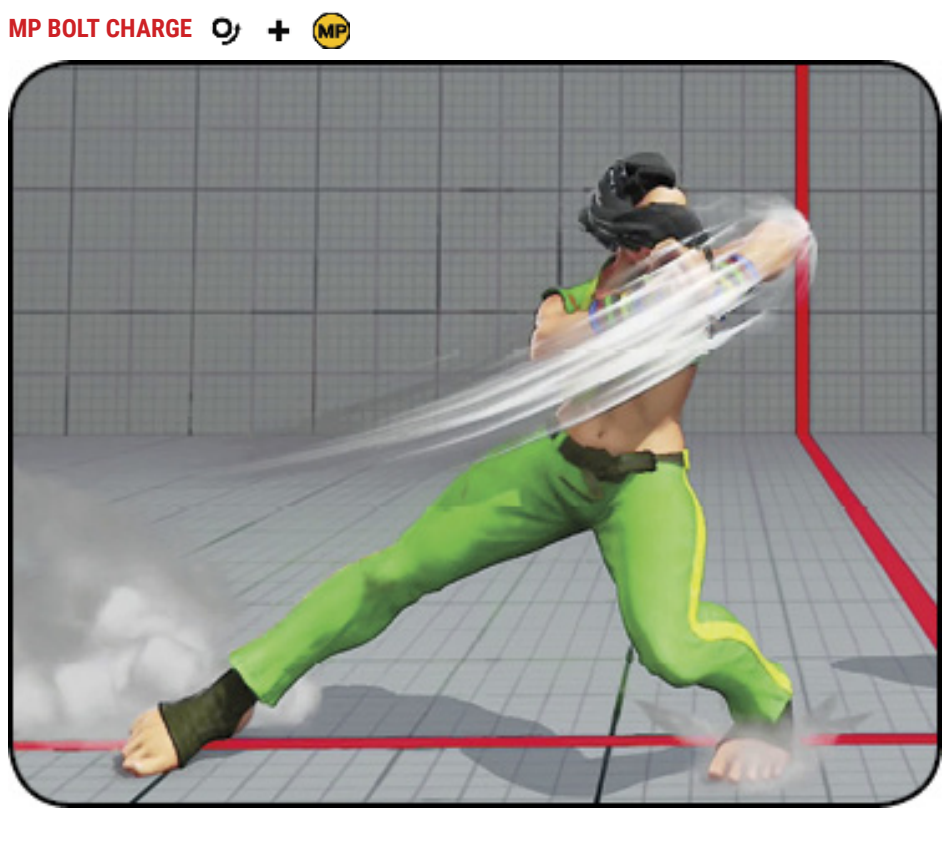


STARTUP	13
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	20/20/10

NOTES

During Spark Show: +10 damage and +50 stun

MP BOLT CHARGE + MP

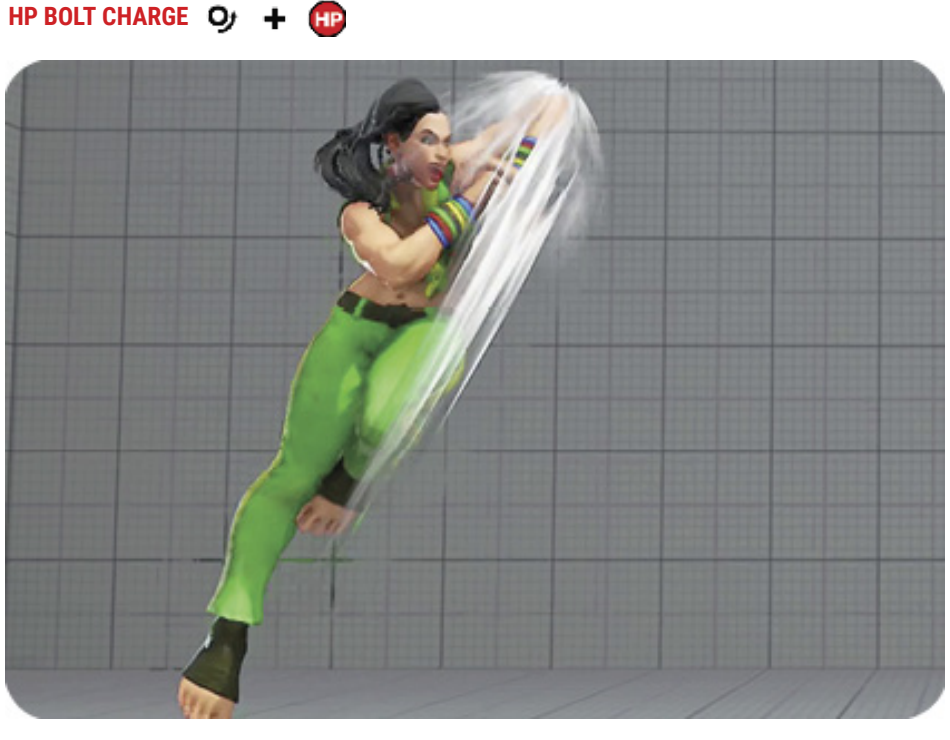


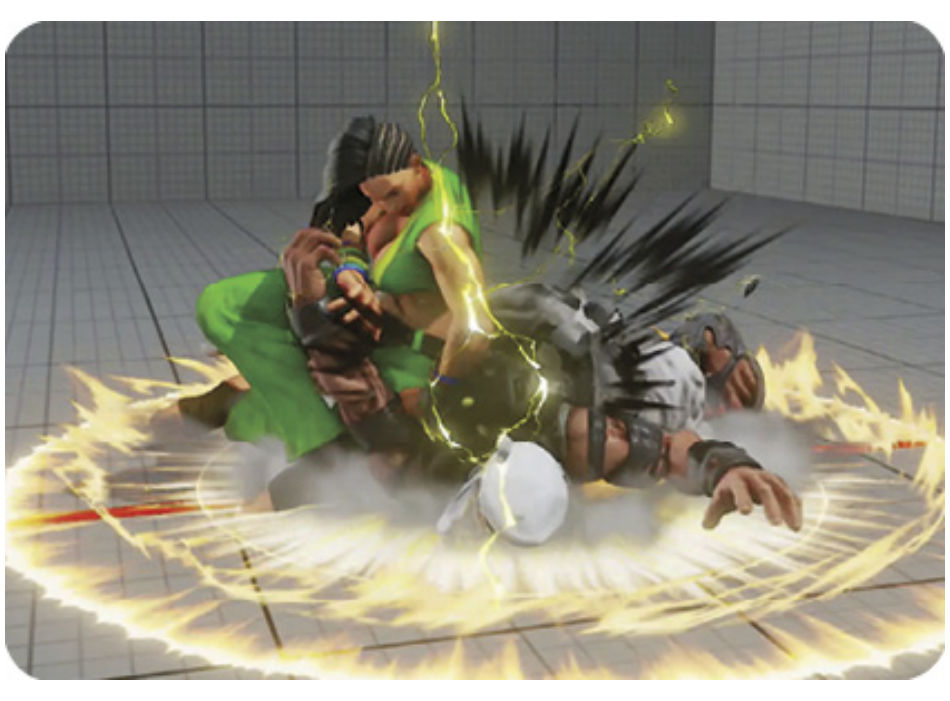
STARTUP	15
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-7
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	50
METER GAIN	20/20/10

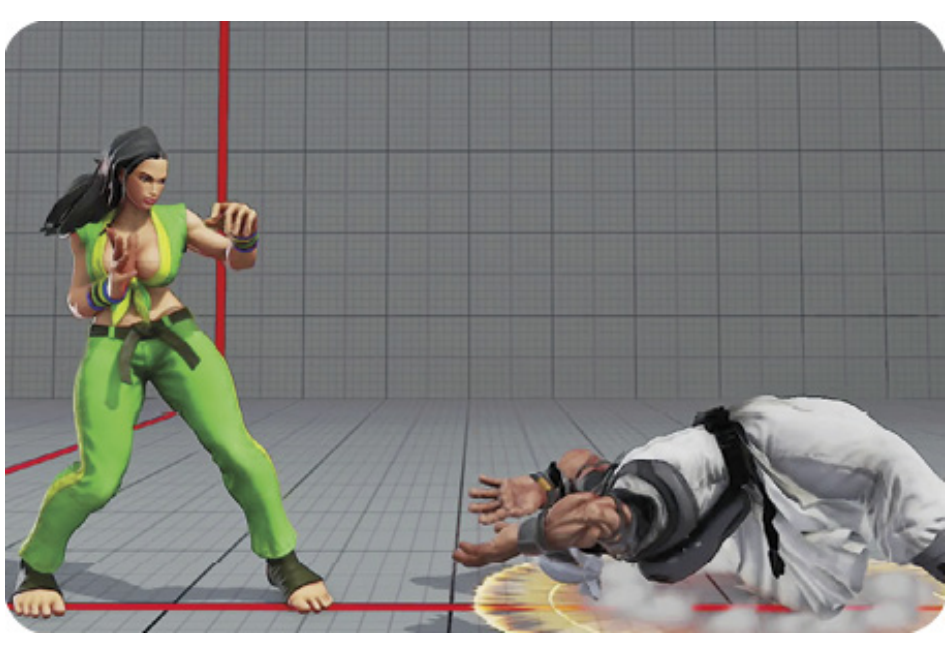
NOTES

During Spark Show: +10 damage and +50 stun

HP BOLT CHARGE + HP





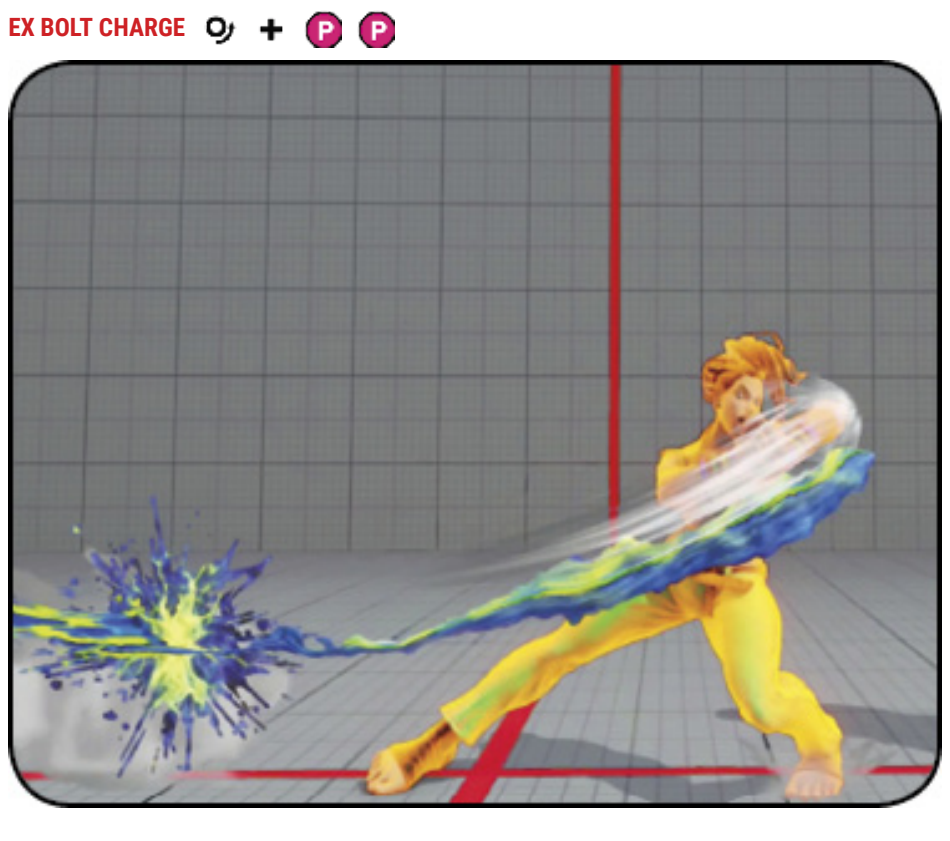


STARTUP	7
ACTIVE	8
RECOVERY	17 + 13 landing
GUARD LEVEL	—
ON HIT	D
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	150(60+90)
STUN	200(50+150)
METER GAIN	20/40(20+20)/10

NOTES

Frames 1-11 upper body invincible; airborne on 7th frame; during Spark Show +30 damage and +50 stun; cannot hit grounded opponents

EX BOLT CHARGE + P P



STARTUP	14
ACTIVE	3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-11
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	-300

NOTES

Frames 3-17 one point of armor; during Spark Show +10 damage and +50 stun

Bolt Charge: Bolt Charge is a unique special move in that the four versions are essentially four separate attacks, applicable for different situations.

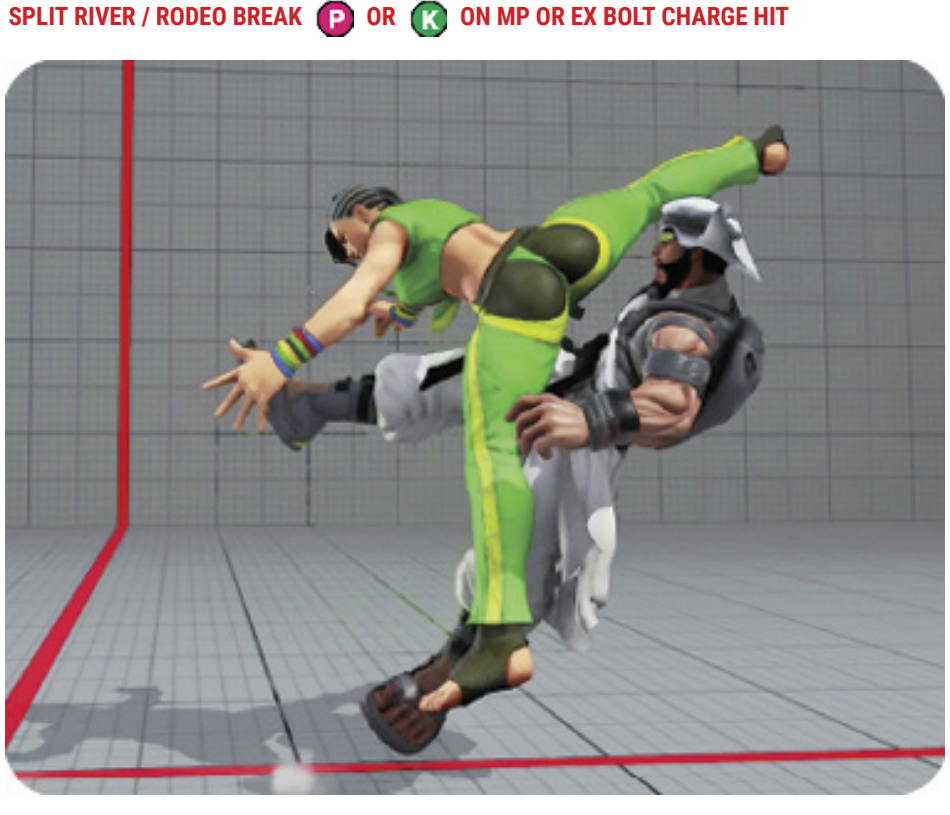
LP Bolt Charge is a traditional one-hit, lunging elbow attack to the midsection. This is the safest version (at -2 on block), and you'll be using this primarily in two-in-one poke sequences or for your quick light-attack combos (see **Combo 3**). It doesn't knock down on hit, but it does leave Laura directly next to the enemy at +2 advantage for further offensive pressure. For instance, if you hit with **Combo 3**, you can immediately go into a Sunset Wheel, and the opponent only has a four-frame window to escape or retaliate. You can use it standalone as a mid-range poke, or you can cancel it from crouching MK as a pressure sequence.

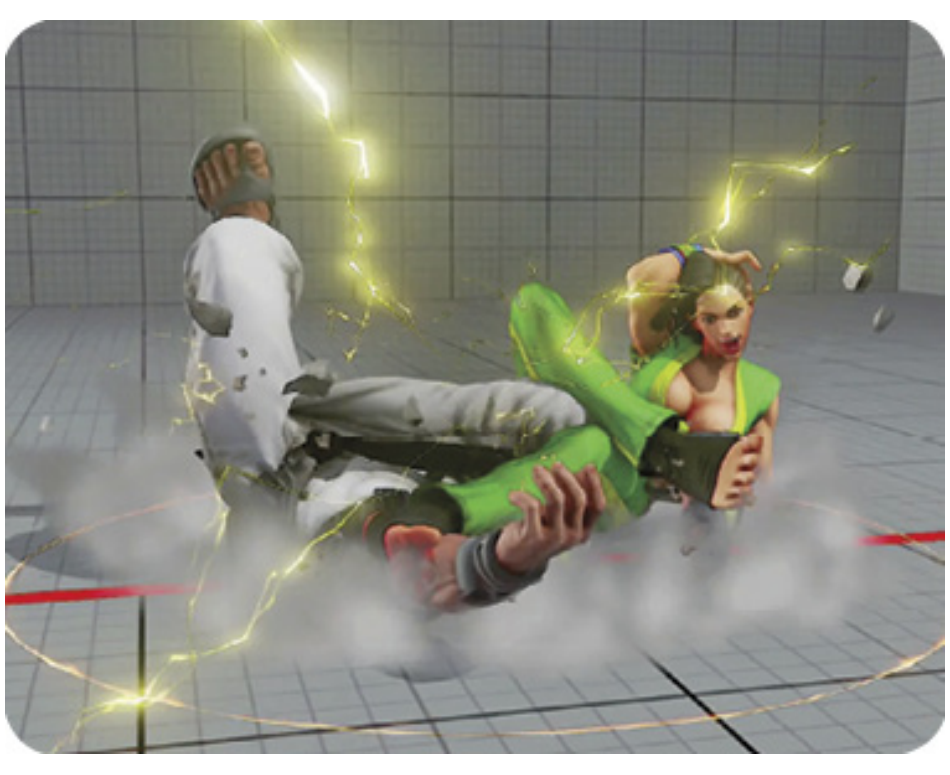
MP Bolt Charge is the version you'll want to use for your meterless knockdown combos. It's easily punishable on guard at -7, so you'll rarely (if ever) use this as a mid-range attack. On hit, you can cancel it into Split River/Rodeo Break, scoring a knockdown. See the Combos section for more details.

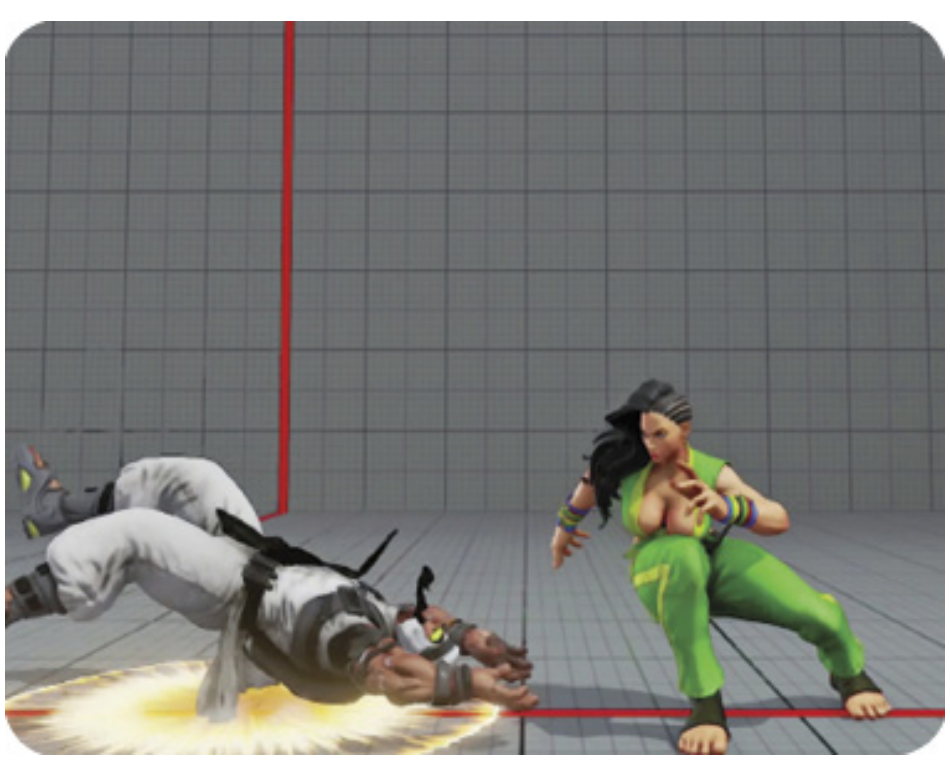
HP Bolt Charge is designed strictly as an anti-air. Laura is invincible around her upper body from frames 1-11, and the attack cannot connect with grounded opponents, regardless of their standing height. On impact, this hit transitions into a throw animation, leaving you with knockdown advantage and forcing your foe to either quick-rise in place or stay grounded for the full knockdown duration.

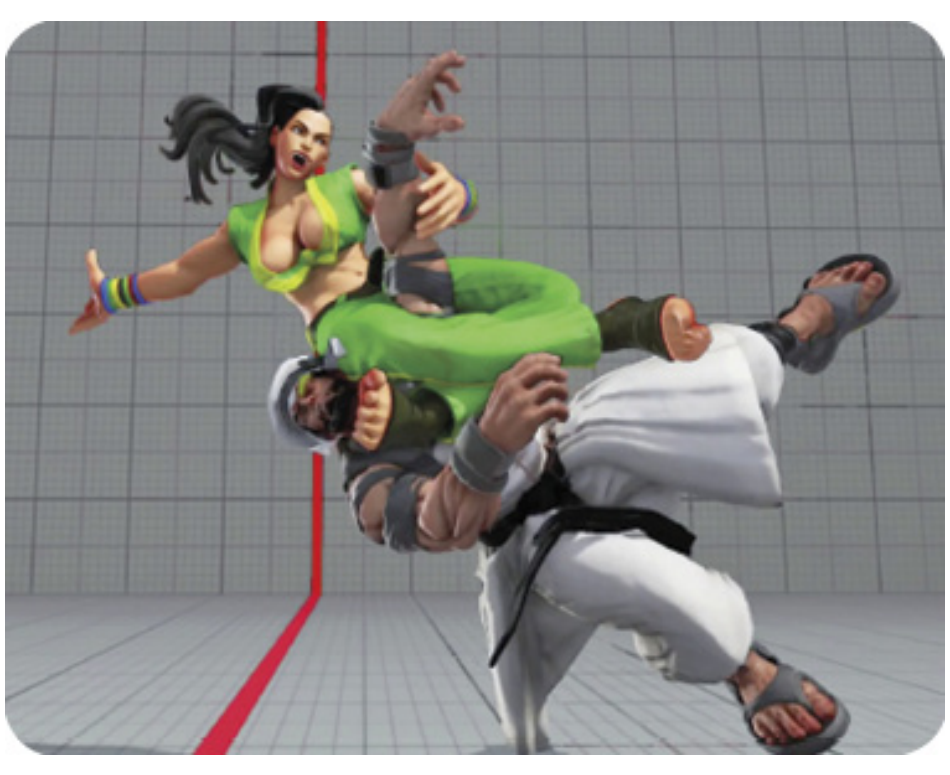
EX Bolt Charge is like MP Bolt Charge in that it's cancelable into Split River/Rodeo Break on hit. However, it has a point of armor starting on Frame 3 and lasting until Frame 17. You can use it to punish projectiles on reaction from about a half-screen distance. It also absorbs normal attacks, so you can employ it as a pseudo-reversal. You can blow through one-hit attacks, but you won't have armor against meaties since it doesn't activate until the third frame. EX Bolt Charge also starts up slightly faster than MP Bolt Charge, so you can use it in certain combos for a Split River/Rodeo Break knockdown (such as **Combo 2**).

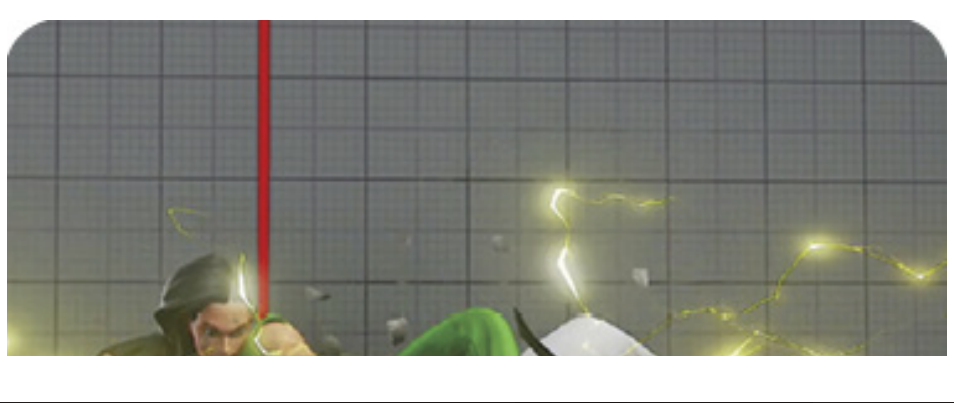
SPLIT RIVER / RODEO BREAK P OR K ON MP OR EX BOLT CHARGE HIT



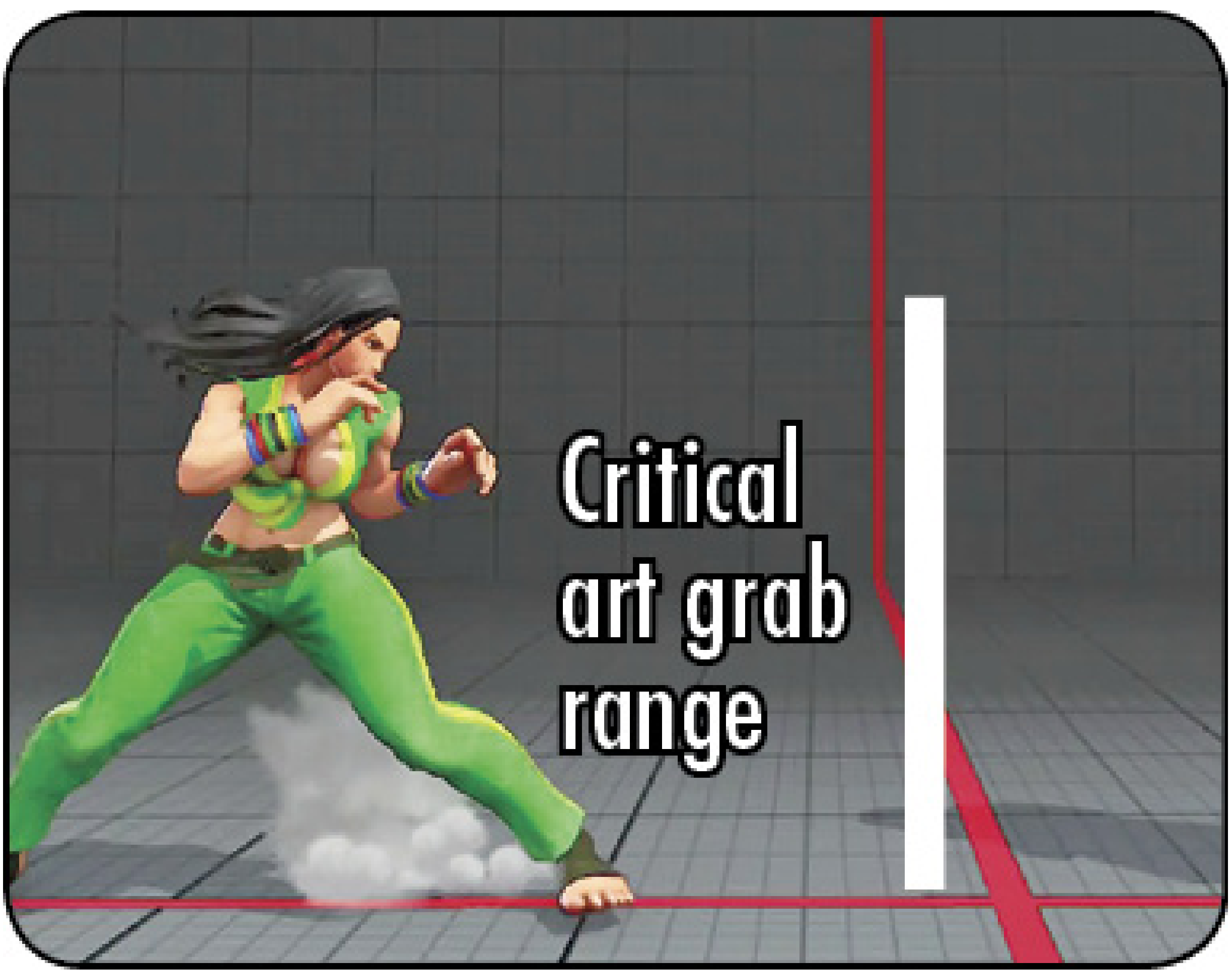








INAZUMA SPIN HOLD ↻ ↻ + Ⓚ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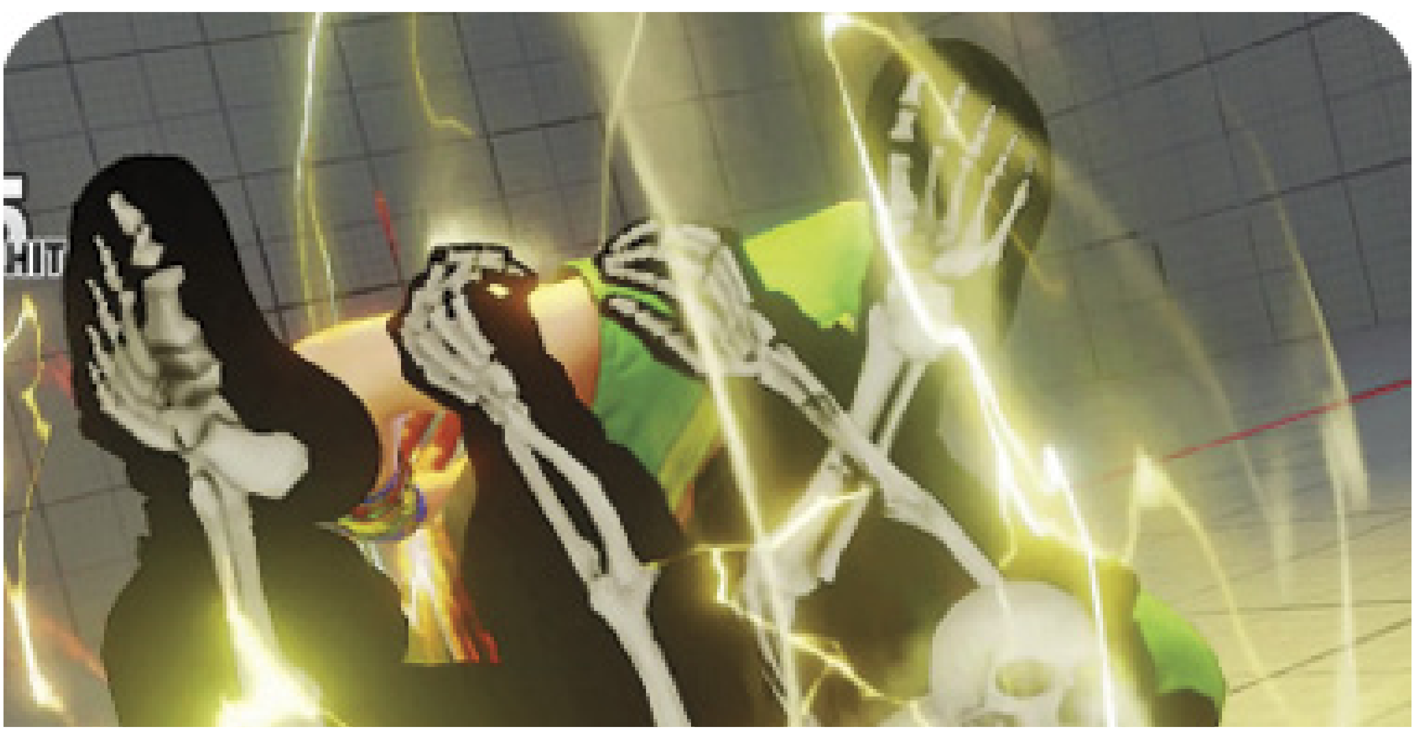
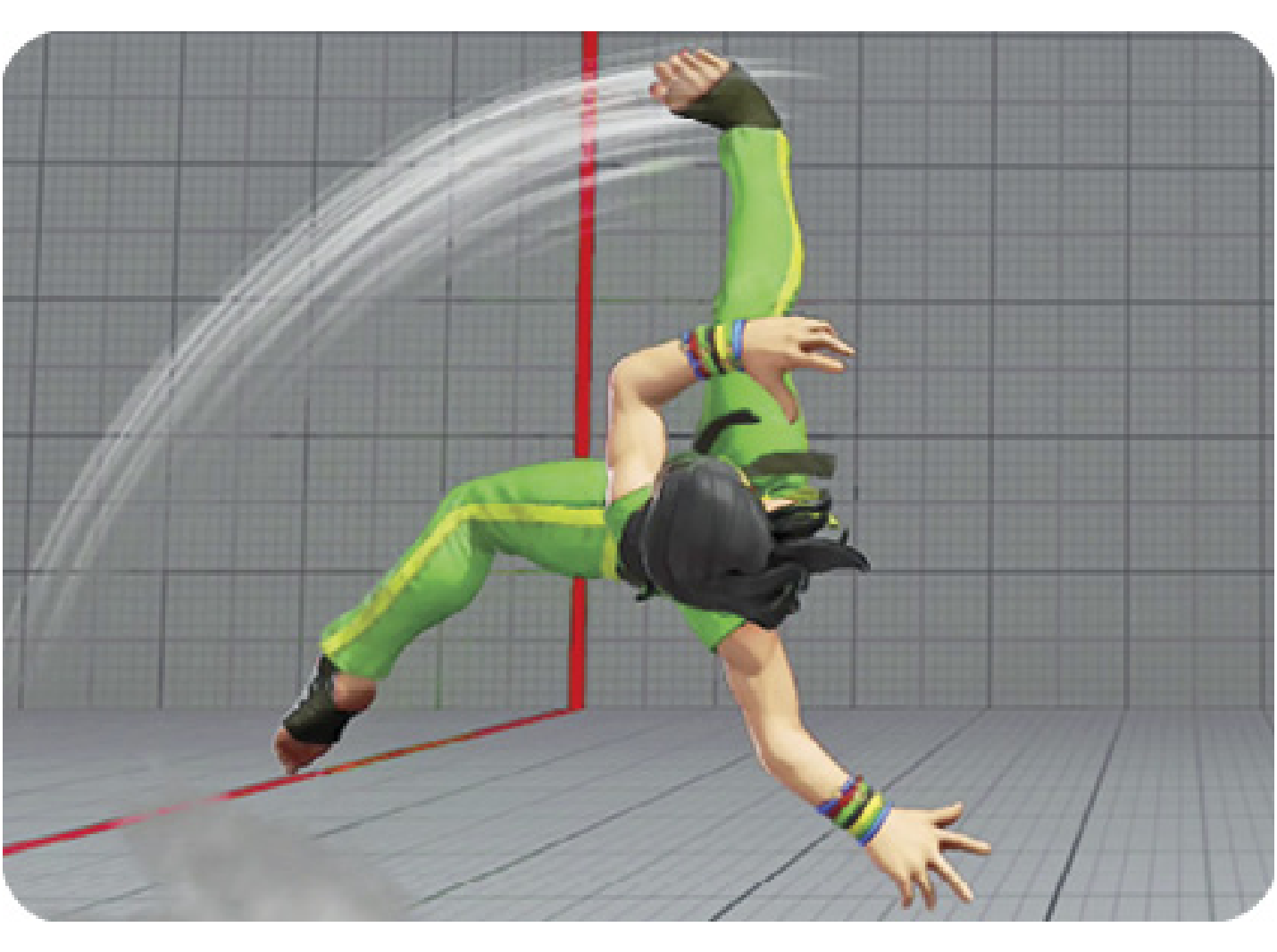
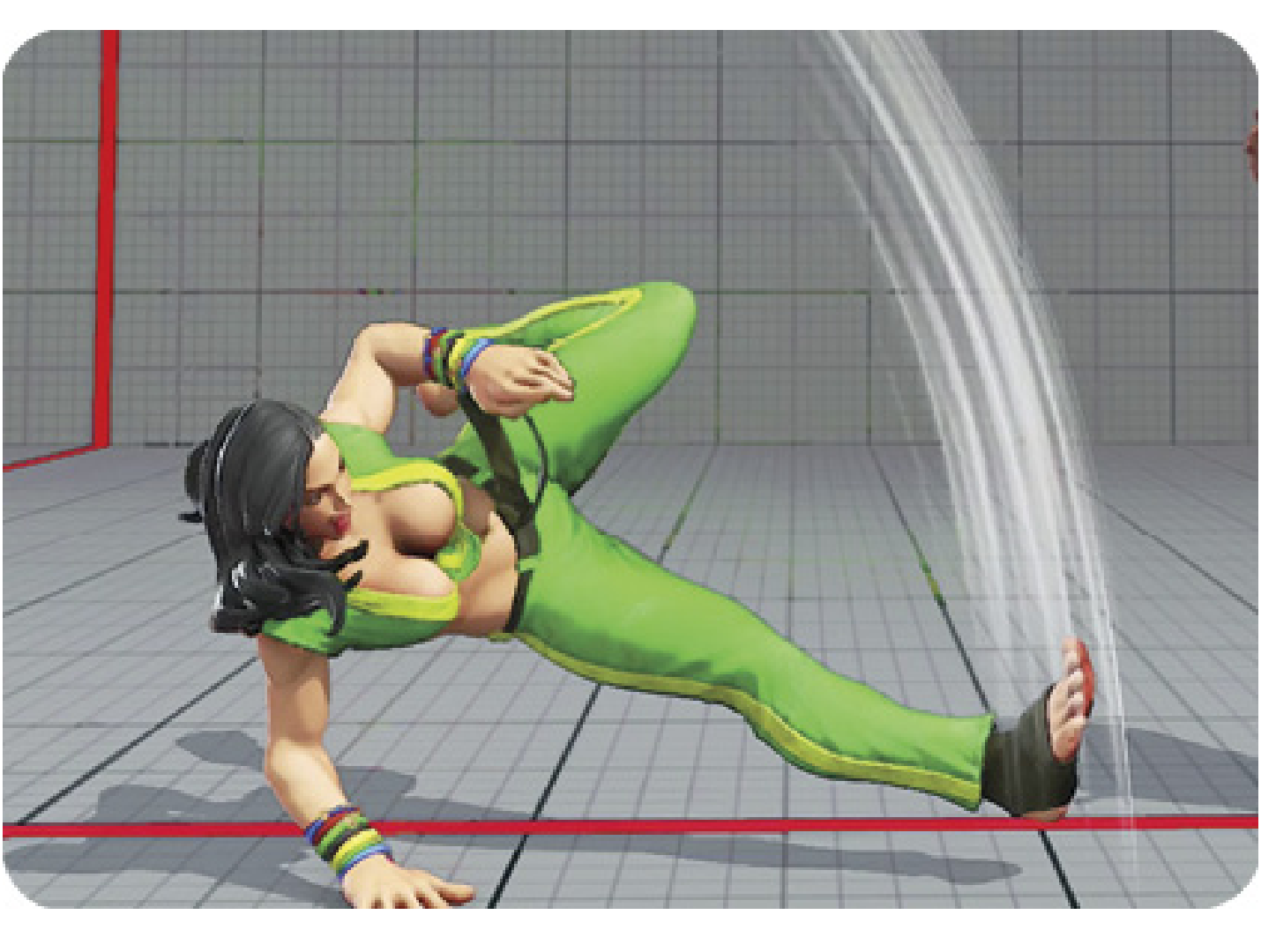


V System

V-SKILL

VOLTY LINE MP + MK





STARTUP	22
ACTIVE	6
RECOVERY	22
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-7
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	V60

NOTES

Active frames 20-21 can only hit airborne opponents; deals +10 damage during Spark Show

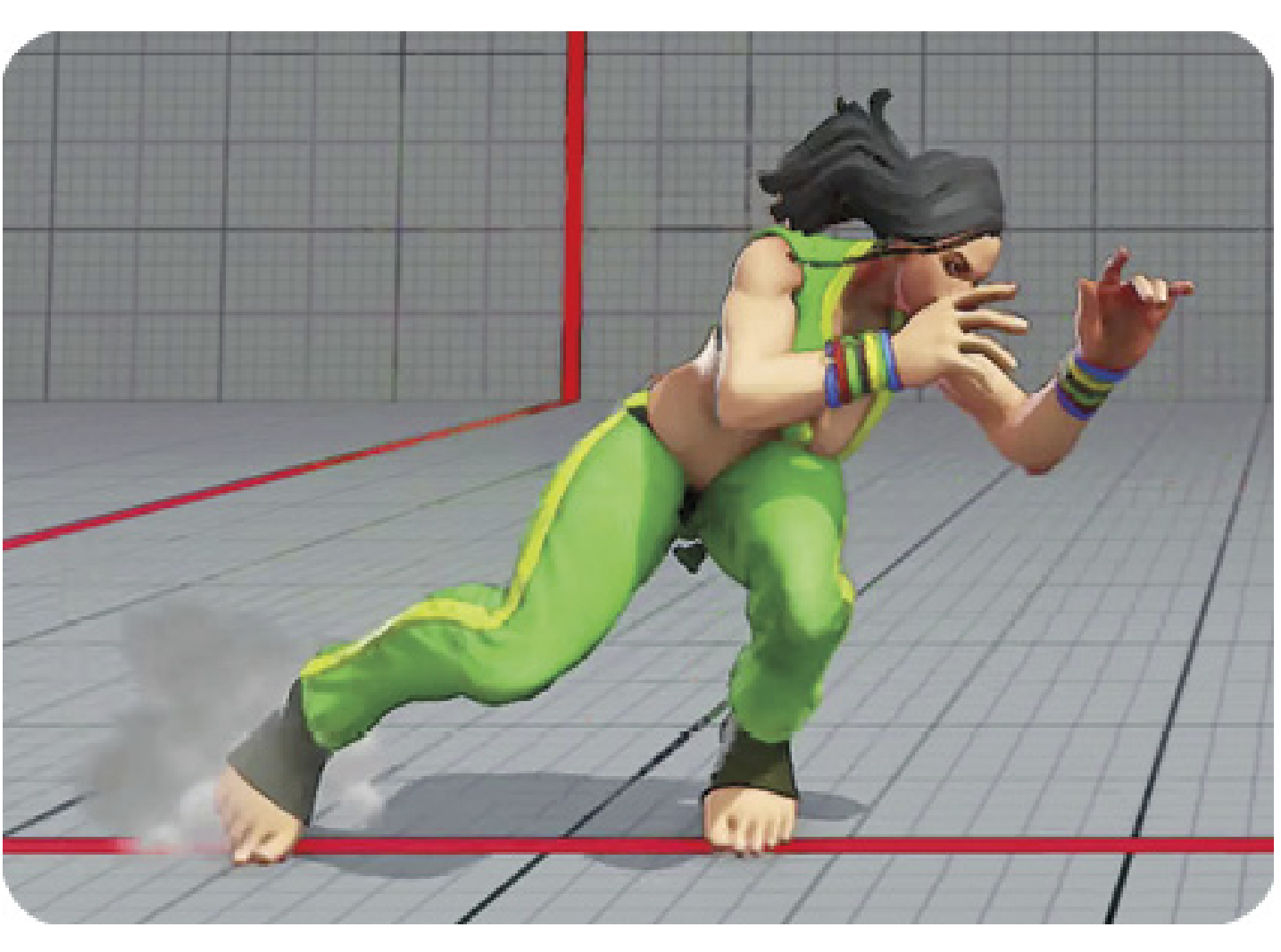
Volty Line: Volty Line is one of Laura's three V-Skills, and it is executed with an input of MP + MK. It's an overhead wheel kick that reaches just short of half-screen distance. Any attacks that are special-cancelable are also V-Skill-cancelable (with standing MK being an exception, since it's V-Skill-cancelable but not special-cancelable). This applies to all three V-Skills. While that's a powerful trait to possess, especially as a grappler, using Volty Line in this way is usually not advised. It's -7 on block and easily punishable by medium-strength combos, even at max distance. Furthermore, Laura doesn't have a blockstring sequence with successive low attacks, so astute opponents will most likely block high after blocking your first low attack, nullifying this strategy entirely.

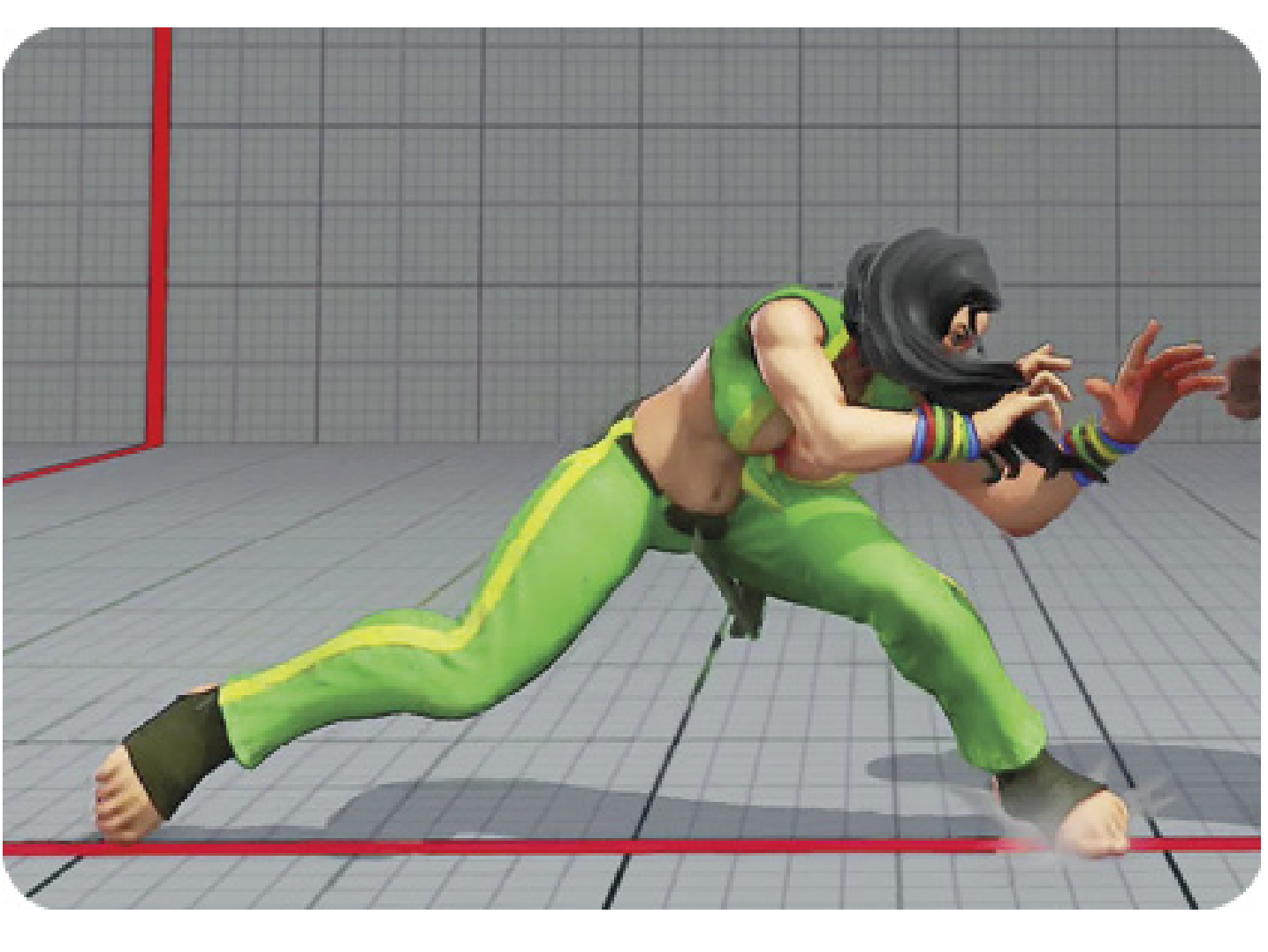
Volty Line is best used standalone, where you can force the enemy to react appropriately under your footsie pressure. Like Rashid's Beak Assault overhead, Volty Line starts up at 23 frames, so it's not too difficult to block if you're looking for it. But, in conjunction with your crouching MK XX ↓ + LP poke sequence, you can sneak it in if you've conditioned the enemy into blocking low at mid range. It also builds valuable V-Gauge on contact and deals more damage than a traditional overhead (90 versus 60).

There are two active frames prior to the overhead active frame that won't connect with grounded opponents. These frames knock down airborne foes and are meant to stop opponents from jumping out of range. This trait is often more valuable than the overhead trait, since players may be inclined to jump away from Laura's frightening mid-range and close-range offense.

Additionally, Volty Line causes a Crush Counter when it counter-hits. This effect makes Volty Line an invaluable backdash deterrent when applying your close-range pressure. Players are much more likely to backdash away from a grappler like Laura, especially considering she doesn't have conventional low hit-check combos. If you can make the appropriate read, you can hunt down your opponent's backdash with Volty Line, earning a Crush Counter juggle. See Combo 20 for more details.

LINEAR MOVEMENT - AVANTE → + MP + MK





STARTUP	—
ACTIVE	—
RECOVERY	22(18)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

22 frames total when used standalone; 18 frames total when canceled from Linear Movement - Esquiva; increased distance during Spark Show; smaller height hurtbox

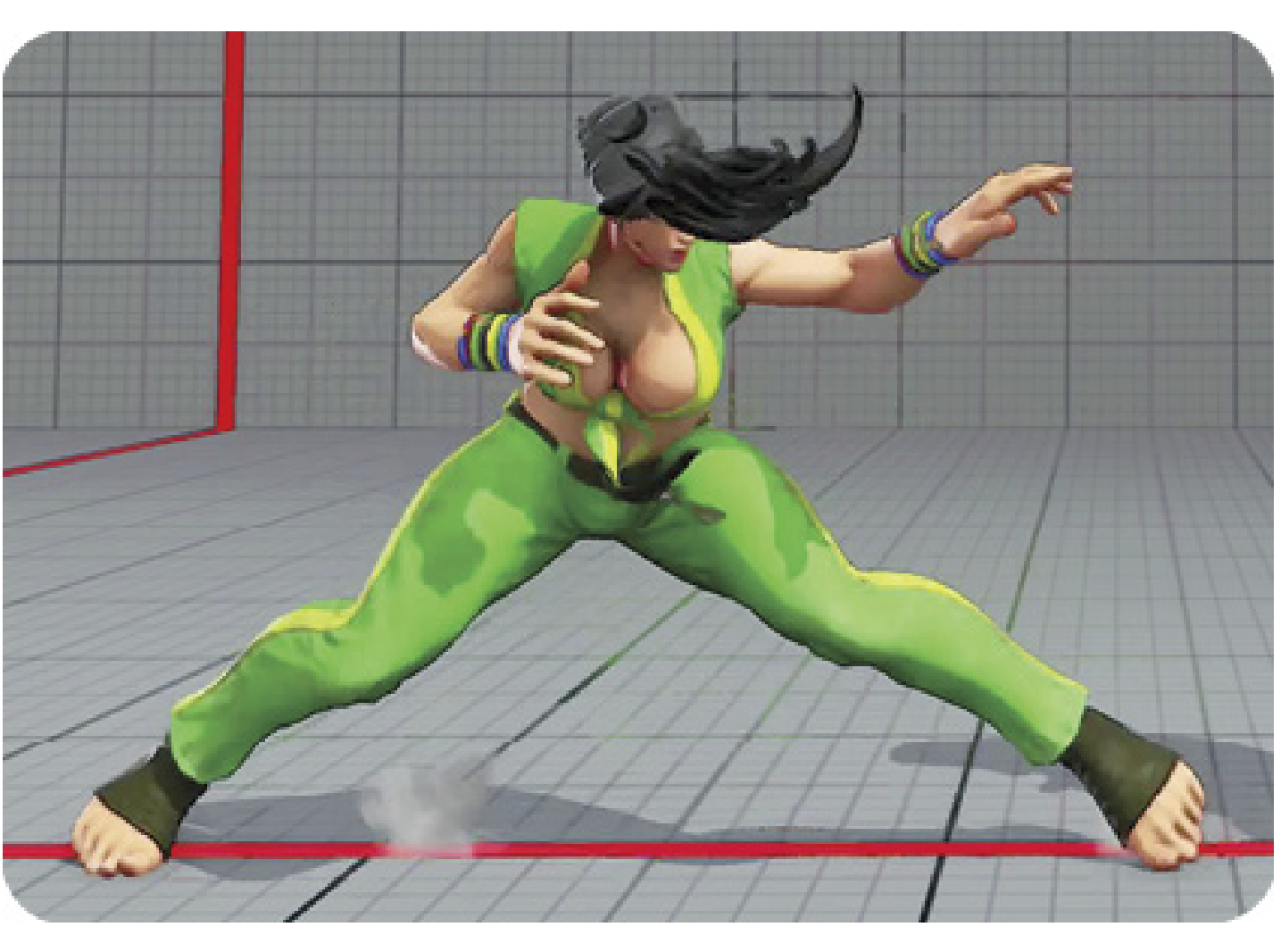
Linear Movement - Avante: With an input of → + MP + MK, Laura performs a crouch-dash toward the enemy. Linear Movement – Avante (or "forward" in English) is a command dash that can be canceled from any of her special-cancelable ground attacks. The main difference between this dash and her normal → → dash is that her hurtbox height is decreased during Linear Movement – Avante, but at the cost of five additional recovery frames (22 total frames compared to her normal dash at 17). When canceled into from Linear Movement – Esquiva, Linear Movement - Avante clocks in at 18 frames total, a reduction of four frames.

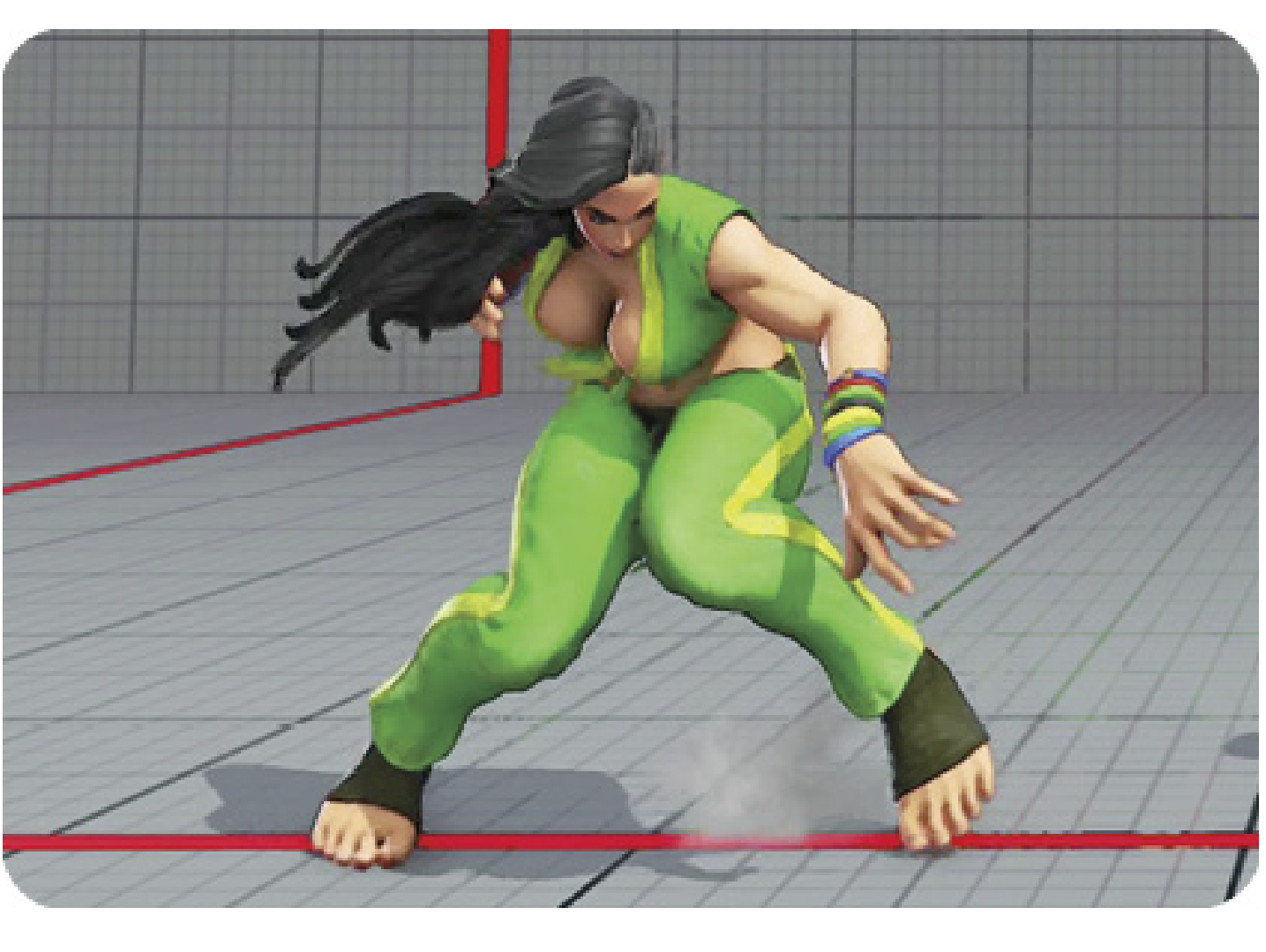
Linear Movement – Avante is an important asset in Laura's offense-based gameplay, considering she can cancel her attacks with it to get into close range easily. However, you're usually at a punishable disadvantage when using it this way. The best advantage you can get from canceling a blocked normal attack is standing MP or crouching MP XX → + MP + MK, at -2. V-Skill-canceling standing MP isn't too useful since standing MP has an extremely limited range, and you're at +3 on guard without the V-Skill cancel anyway. The next best sequences are standing HP XX → + MP + MK, which is -5 on guard, and crouching MP XX → + MP + MK, at -2 on guard. The standing HP variant is punishable, but it's practical because of how much range standing HP covers, allowing Laura to get into point-blank range from outside of close range. It's not a sequence you want to use often because experienced players will punish you on reaction, but if you can keep your opponent in a state of hesitation, you'll be able to get away with it occasionally. Otherwise, you can use crouching MP to get Laura into close range easily and safely (for the most part).

For instance, if you're using standing HP canceled into a safer special like LP Bolt Charge, Linear Movement – Esquiva, or EX Thunder Clap (or even normal Thunder Clap from range), you can sneak in a Linear Movement – Avante cancel intermittently because your opponent is probably worried about one of your other follow-ups.

With its crouching properties, you can use Linear Movement – Avante to get under certain attacks, including F.A.N.G.'s Nishikyu, Dhalsim's Yoga Fire, and even some jumping attacks that would hit Laura's head if she were standing or dashing normally. This is especially important against those two zoning characters since the parabolic arc on their projectiles can be an annoyance for a ground-based grappler like Laura. Linear Movement – Avante lets Laura crouch-dash under those projectiles when timed properly, advancing her closer to mount a mid-range and close-range offense.

LINEAR MOVEMENT - ESQUIVA ← + MP + MK





STARTUP	—
ACTIVE	—
RECOVERY	27 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	SP, V
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Frames 15-26 can be canceled into specials/critical art (except Sunset Wheel); increased distance during Spark Show

Linear Movement - Esquiva: Linear Movement – Esquiva (or "elusive" in English) is performed with an input of ← + MP + MK and is the backdash variant to Linear Movement – Avante. It's six frames longer than Laura's normal backdash, but it has several unique properties that make it much more versatile. It can be canceled into from any special-cancelable attack, like Linear Movement – Avante, and then can even be canceled into other moves. Frames 15 through 26 of Linear Movement – Esquiva can be canceled into a special attack (except Sunset Wheel), or any of her other V-Skills. Essentially, you can skip the last 12 frames of this move with another one. You can use this trait creatively, especially with Linear Movement – Avante, LP/MP/EX Bolt Charge, and Thunder Clap.

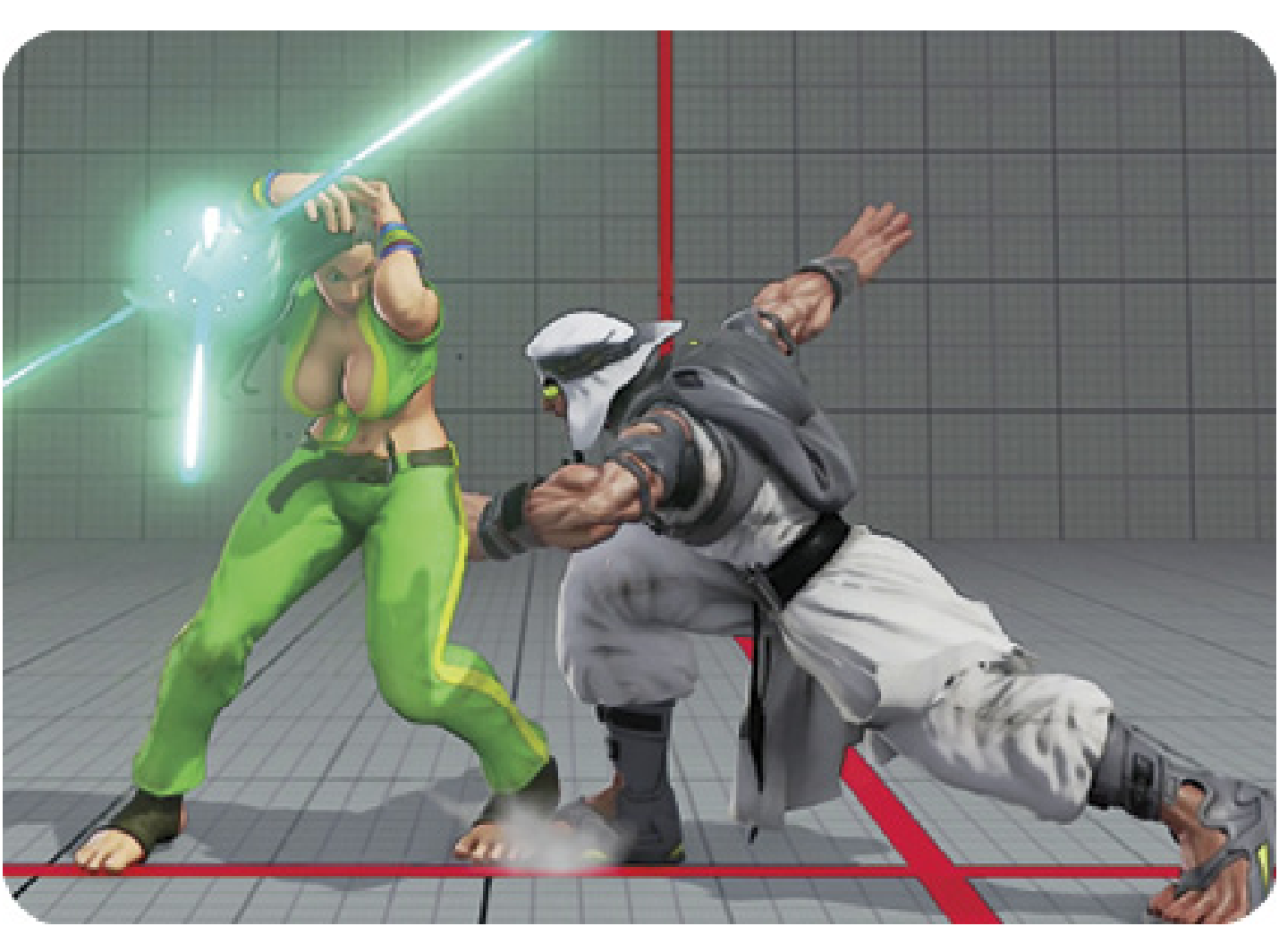
For example, if you knock down an opponent and then get into close range, you can use a sequence of standing LP XX ← + MP + MK XX → + MP + MK to bait out a throw-tech or whiffed attack. Laura will dodge it and then get back into close range for a surprise frame trap, throw, or command throw mix-up.

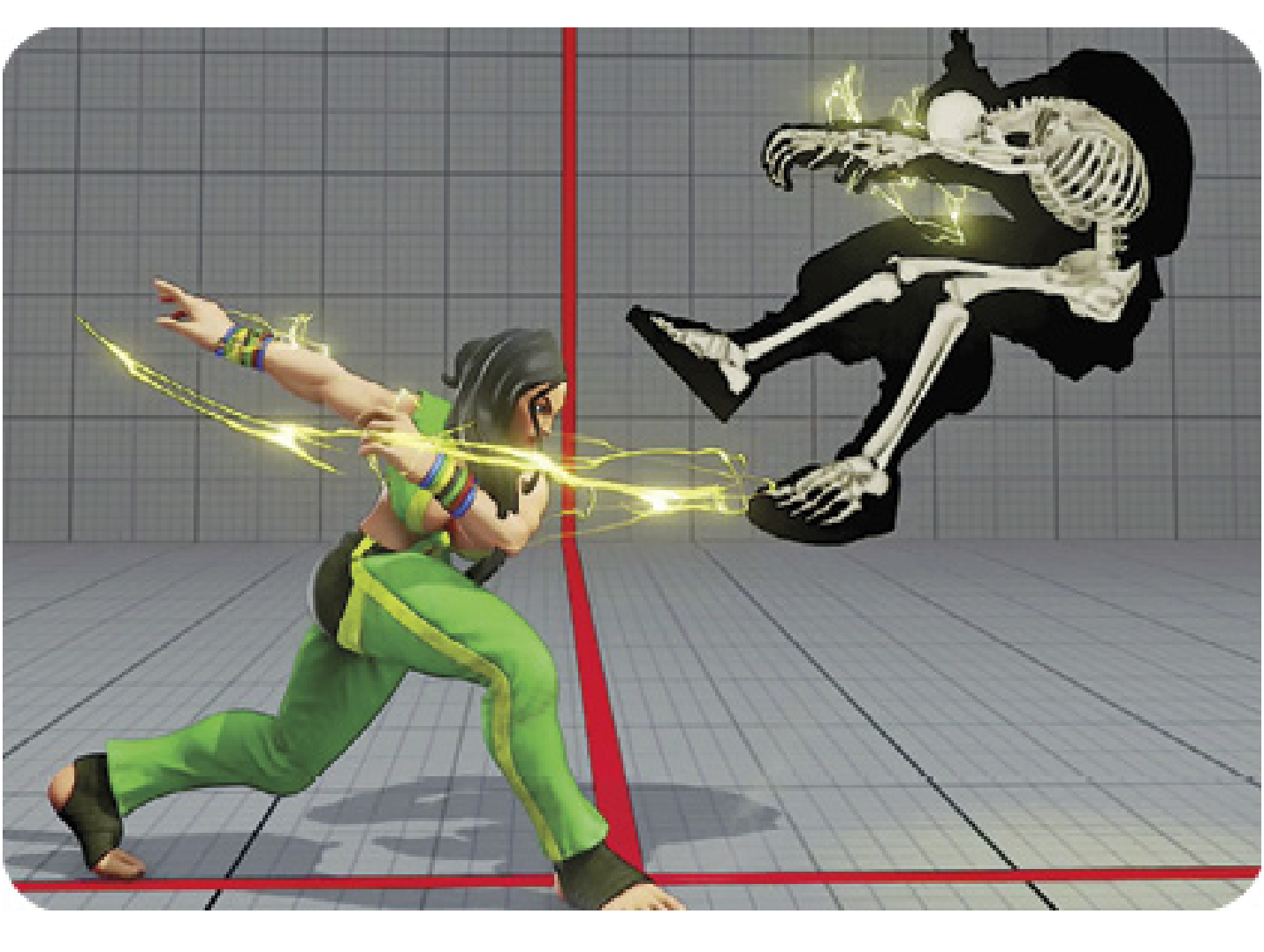
Another great use of this kind of V-Skill cancel into special cancel is in fishing for counter-hit standing HP XX + ← + MP + MK. On a counter-hit confirm, you can cancel the recovery of Linear Movement – Esquiva with MP or EX Bolt Charge, as seen in **Combo 16**.

As the "elusive" name implies, you can use these techniques to weave out of and back into close range, keeping the enemy on their toes guessing what you'll do next. Both Linear Movement - Avante and Esquiva are essential to Laura's gameplay. Her walk speed is slower than average, so these ground mobility options make up for it.

V-REVERSAL

DOUBLE SLAP → + P P P





STARTUP	15
ACTIVE	2
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	0
METER GAIN	—

NOTES

30 frames of strike invincibility; recovers 200 of own stun

Double Slap: After guarding an attack, Laura spins around with a double-handed slap to her opponent's chest, knocking them down on hit. Laura's V-Reversal is better than most others in terms of knockdown advantage. After a successful hit followed by a dash-in, you're at +9 against quick-recovery and +14 against back quick-recovery—plenty of time to set up your next attack. At this point, you can basically go for any kind of frame trap, meaty, or command throw attempt.

If Double Slap is blocked, you're left at -2 frame disadvantage, which is usually safe.

V-TRIGGER

SPARK SHOW HP + HK

STARTUP	1
ACTIVE	—
RECOVERY	4
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Charge time for Thunder Clap reduced,Thunder Clap LV1 active duration doubled, enhanced V-Skills; enhanced damage on Sunset Wheel; duration of 800 frames

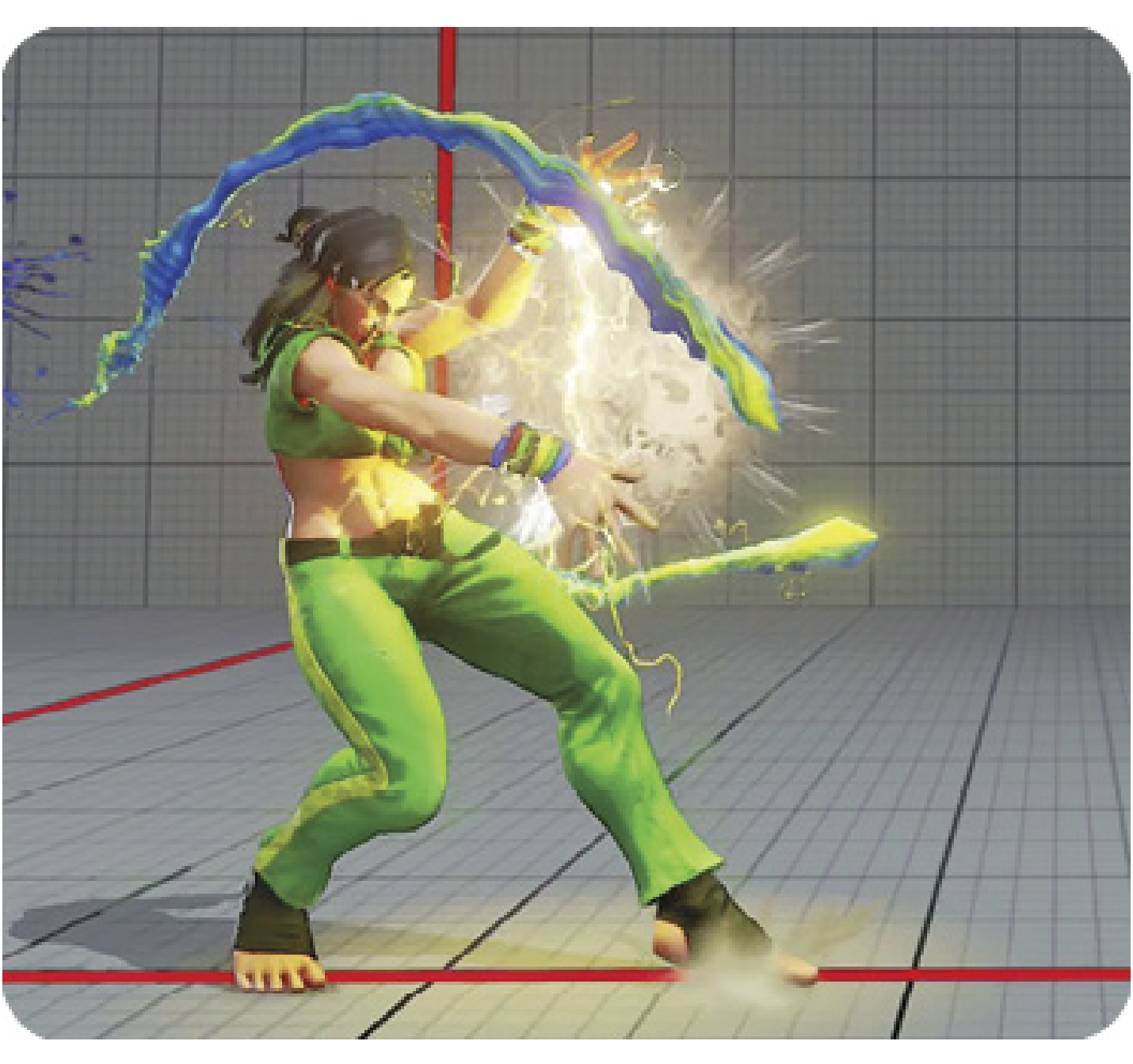
Spark Show: As its name implies, Laura's Spark Show V-Trigger empowers her with the element of lightning. For roughly 13 seconds, Laura gains new properties on several of her moves, including more damage and stun to all of her special moves, as well as her Critical Art. Distance traveled is increased for both Linear Movement – Avante and Linear Movement - Esquiva. Thunder Clap lv.1 is automatically upgraded to Thunder Clap lv.2, and the required charge time for Thunder Clap lv.3 is reduced. EX Thunder Clap also gains an extra hit. Finally, EX Sunset Wheel gains extended dash range. These buffs are game-changing, especially the ones involving Thunder Clap.

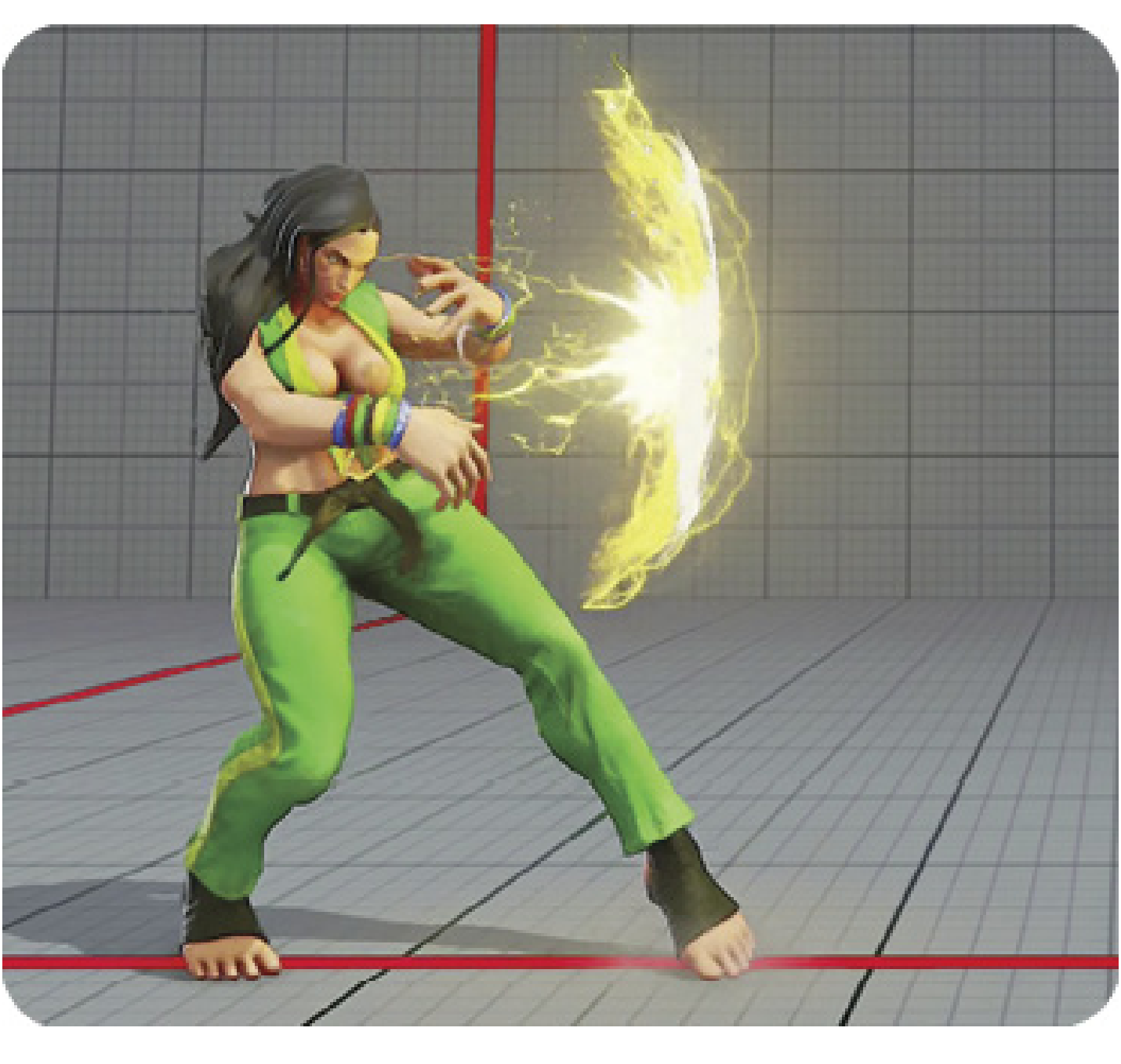
Having a full V-Gauge allows for more extensive combos, letting you utilize V-Trigger cancels from Laura's normal moves. Your mid-range pokes become more of a threat, as seen in several of the combos listed in the Combos section. Additionally, you can create some hard-to-escape 50/50 situations if you can force your opponent to block one of your high-advantage sequences of poke XX V-Trigger (see the Step Elbow/Twist Barrage description for an example setup).

Unlike other V-Trigger power-ups, none of Laura's special moves consumes Spark Show gauge on use. During its duration, you're free to use as many buffed Thunder Claps as you please.

SPECIAL MOVES DURING SPARK SHOW

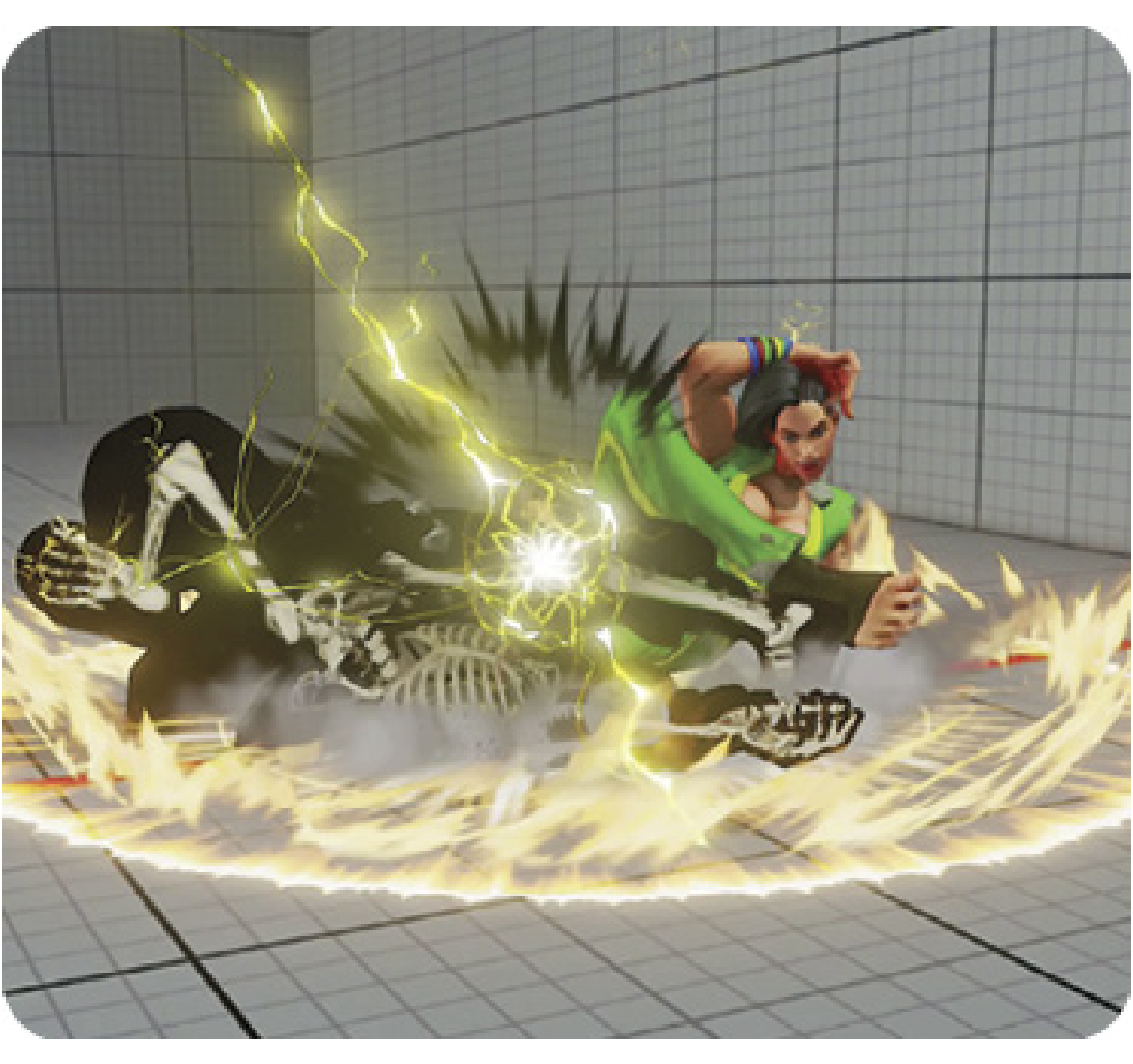
V EX THUNDER CLAP + P P

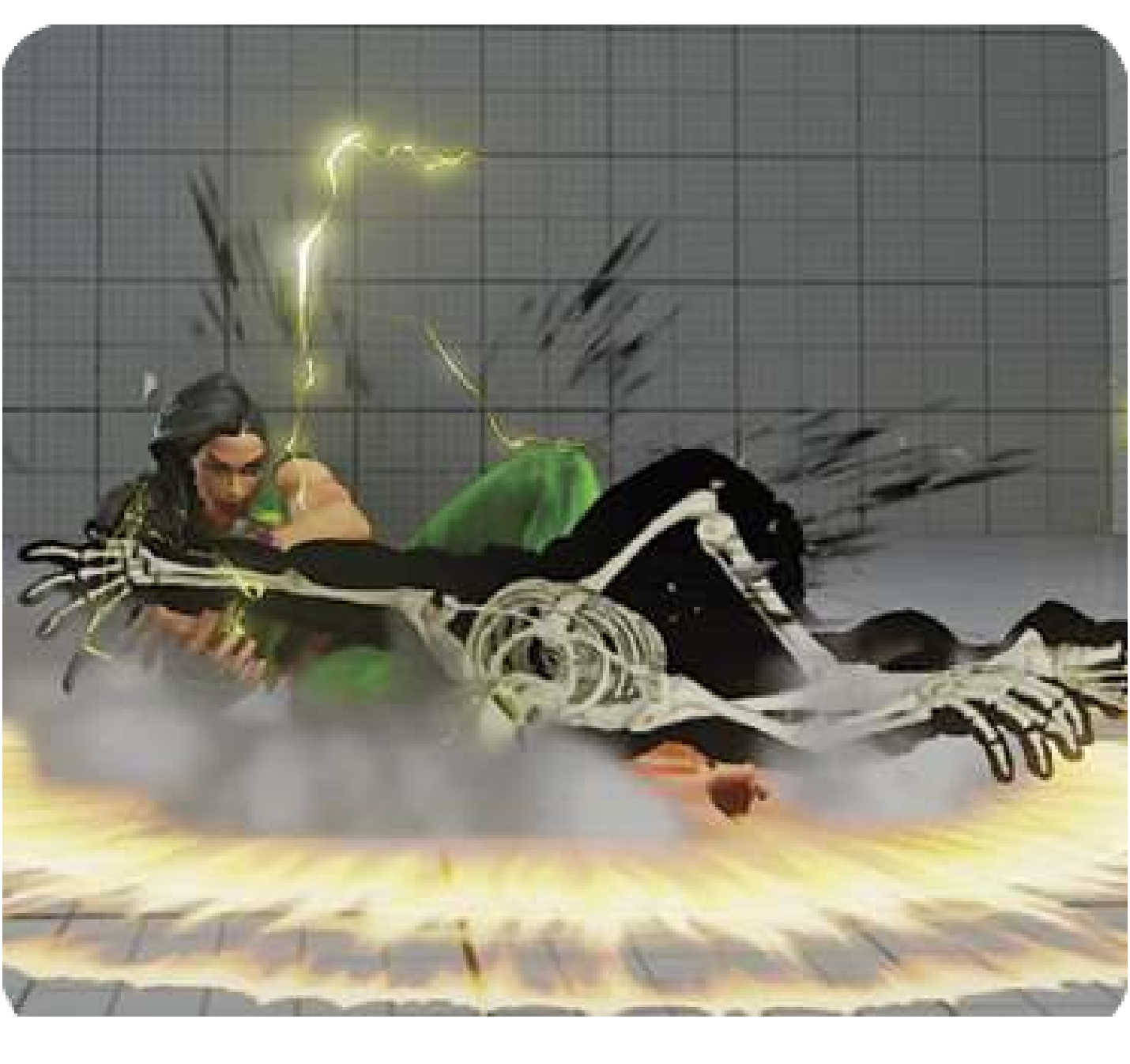




STARTUP	17
ACTIVE	170
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	7
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120(60+30+30)
STUN	120(60+30+30)
METER GAIN	-300

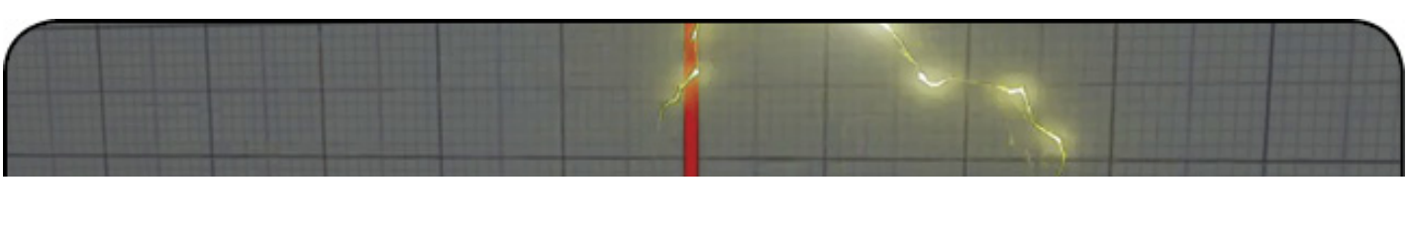
V SPLIT RIVER / RODEO BREAK P OR K ON MP OR EX BOLT CHARGE HIT





STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	D
ON GUARD	—
LM-A HIT	—
LM-A GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	99
STUN	135
METER GAIN	18

V LK SUNSET WHEEL + LK



STREET FIGHTER

Laura

Overview

PROS

- She hits like a truck, with even the simplest openings dealing more than 100 points of damage.
- For a grappler, she has an incredibly mobile ground game with her Linear Movement V-Skills that greatly enhance her footsies game.
- A few of her tick-into-command-throw blockstrings have tight windows of escape, putting the enemy in sticky coin-flip situations.
- Many of her knockdowns are from hit-throws or throws, limiting her opponent's recovery options to quick-rising in place or staying floored.
- Thunder Clap would be an invaluable tool for conventional characters, but it's an even better one for a grappler like Laura.

CONS

- Laura is limited in her combos; she only has a handful of hit-check combos and no practical anti-air Crush Counter ones.
- She's primarily footsie-based, so she can be difficult to play for *Street Fighter* novices.
- She doesn't have a conventional low hit-check combo like most characters, so her offense can be difficult to implement against knowledgeable players.

Laura is a ground-based, mobile grappler with a chargeable projectile attack. Her strengths lie in her ability to weave in and out of mid and close range, threatening with her powerful Sunset Wheel command throw. She's reliant on having good *Street Fighter* fundamentals, so she can be reasonably hard to master. Her combos, however, aren't too mechanically intensive.

Your objective is to play a solid mid-range game until you find an opening to score a throw-type knockdown, or to use an LP Bolt Charge combo to get in. Achieve this by:

- Getting into mid range as early as possible, holding your ground and pressuring your opponent into the corner
- Using Thunder Clap as a catalyst for the enemy to make bad decisions, and to clear a path through their defense
- Fishing with standing HP into Linear Movement – Esquiva, weaving out of range with strong mid-range attacks
- Whiff-punishing attacks with crouching MK XX LP Bolt Charge or crouching MP XX MP Bolt Charge XX Split River/Rodeo Break

Laura

Strategy

LONG RANGE

Because she's a grappler, you'll always want Laura to be either in the opponent's face with the threat of her command throw or at around footsie range, intimidating the enemy with her Linear Movement mobility options. However, Laura is no slouch when it comes to long-range play. With a serviceable projectile that handily deflects other projectiles from long range, she's difficult to chip at effectively. Thunder Clap also forces other close-combat fighters to engage with Laura since they can't sit back idly allowing her to build meter and dominate the stage with it. You aren't going to be chipping out your opponents from full screen with Laura's Thunder Clap, but it gives you a tool to help you do what you want to do, and that's to get her closer.

Against zoning characters with projectiles (like Ken, Nash, and Ryu), you have a couple of tools to help Laura fight back without losing ground. You can trade with your own Thunder Clap projectile, or you can blow through single-hit ones with EX Bolt Charge. EX Bolt Charge can be done on reaction and a little anticipation, depending on how far Laura is from the enemy. Successfully connecting with it and canceling it into Split River/Rodeo Break scores you a knockdown. If you want to get Laura into close range afterward, you can immediately follow it with a dash-in, leaving her at ±0 (assuming the enemy quick-rises).

With a full EX Gauge, you can use Inazuma Spin Hold the same way, except Laura's punish range is less relative to using EX Bolt Charge. Her Critical Art is invincible for the first four frames and travels far forward quickly, easily getting past projectiles for the throw.

At closer distances (around mid to long range), projectiles may be difficult to deal with without EX Gauge because of how slow Thunder Clap starts up (19 frames versus Ryu's 13 with HP Hadoken). So, in a fireball fight, Laura will eventually lose ground or get hit out of the Thunder Clap animation, since she won't be able to keep up with the barrage. Laura doesn't have meterless moves to get around a good zoning game, nor does she have great aerial tools to deal with them. Therefore, when you find yourself in these scenarios, you'll need to be patient and resort to blocking or neutral jumping. These options are perfectly acceptable, especially since you have plenty of stamina to play with.

If you can pin down your opponent's projectile patterns, you can make an educated guess jump-in using jumping MK (her farthest-reaching jump attack), linked into **Combo 4**. Alternatively, if your guess-jump read is incorrect and Laura is far enough, you can omit the jumping MK extension, making it less likely for her to get punished. However, this depends heavily on the range that Laura jumped from, as well as her foe's anti-air capabilities. For instance,

Chun-Li may have a much easier time in deflecting Laura's jump-in with her standing HK than characters like Ken or Nash.

The two other zoning characters Laura may have trouble dealing with are Dhalsim and F.A.N.G. These two have parabolic projectiles but are limited in horizontal ground control compared with a zoning-based character like Nash (Dhalsim has a few using standing MP and EX Yoga Fire). Fortunately, Laura's Linear Movement – Avante, with its crouching hurtbox and forward movement, makes for excellent mobility in getting under Yoga Fire and Nishikyu. It does have additional recovery frames over Laura's normal dash, so if the enemy baits it out, they'll have an easier time punishing her. You only need to get into close range a few times against these low-stamina, projectile-chucking fighters, so sacrificing some stamina trying to get in is generally okay.

Against other grapplers or melee-based characters, there usually won't be much of a long-range game because you'll both want to immediately engage mid-stage, with an emphasis on keeping ground or pushing each other to the corner. Remember that you do have a leg up against them in terms of having an actual projectile, so make good use of Thunder Clap (and even charged Thunder Clap if there's a lull or point of hesitation in the action) to force out mistakes or to take ground control.

MID RANGE

When Laura is within mid range, she becomes an immediate threat to her opponent. With so many exceptional mid-range tools, it can be rather unnerving for the enemy to engage with Laura at this range, especially considering the multiple dashes she has available to easily transition into close range. If your playstyle leans toward a conservative footsie approach, you should focus on using attacks like standing HK, crouching MK, Thunder Clap, and (occasionally) your Volty Line overhead. If you want to go for a more aggressive approach, you should focus on getting in with your normal dash, Linear Movement – Avante, Step Elbow, and LP Bolt Charge.

Against most characters, Laura will normally be on offense, pressuring her opponent into the corner. To accomplish this at mid range, you need to be vigilant in your aggression. Everything you do from this range should instill fear so that Laura can eventually corner the target, especially if they're taking a passive approach.

While standing HK is active for three frames and has a relatively long-reaching hitbox, its hurtbox extends farther, leaving it vulnerable if it misses. However, since it's a heavy attack with the highest priority, it doesn't often lose to opposing medium and light attacks, as long as you're spacing it correctly. Unless you score a counter-hit with it (or cancel it with Spark Show for a combo), you don't get much from connecting with it, aside from its heavy-attack damage (80). It's meant as a relatively safe footsie deterrent because you aren't committing to advancing into close range. It's particularly strong against hop kick attacks (such as Rashid's → + HP and Chun-Li's → + HK), as long as you're proactive with it; stick it out if you're expecting this kind of attack from your enemy. When it counter-hits against a grounded foe (depending on Laura's distance), you can proceed into one of the variants listed under **Combo 17**. Furthermore, it can be canceled into Inazuma Spin Hold, so you can use a sequence of standing HK XX ↓↘→ ↓↘→ + K for a devastating whiff-punish combo. As an option select, you can use this sequence just outside of your standing HK attack range so that if the opponent attacks or walks into your standing HK, you'll cancel into your Critical Art. Otherwise, you'll simply miss your attack with your EX Gauge unused.

Another reserved approach you can take is to use MP/HP Thunder Clap. The startup is slow, but if you sense the enemy's reluctance in engaging in a footsies battle with Laura, it's imperative that you throw out a long-lasting threat in order to force the action. Once Laura has recovered from releasing Thunder Clap, you can go for an aggressive dash-in with either a normal dash or Linear Movement – Avante. You can opt to charge up to Thunder Clap lv.2 or Thunder Clap lv.3 if your opponent shows absolutely no signs of aggression. Each additional level travels much farther and adds an extra hit to the projectile, causing more chip damage and frame advantage. Note that if Laura is hit while the projectile is out, the projectile will dissipate. For instance, if the foe is within crouching MK range and they hit Laura directly after she releases her Thunder Clap, you won't get a trade—the projectile simply disappears. But if she manages to get her Thunder Clap out, it's essentially a large tempo advantage in your favor. The opponent must deal with the projectile, and for the most part, they can't simply jump over at Laura since you have ample time to punish them with HP Bolt Charge. An often overlooked advantage of setting out a slow-traveling projectile in front of the opponent is that it puts them into a "proximity guard" while it's out—while there's a threat active within a certain range, they can no longer walk backward because it's replaced by a standing guard animation. You can use this to your advantage as the aggressor, keeping them in place while Laura trails her projectile.

At closer ranges, crouching MK will be Laura's main low-hitting mid-range attack. It has average reach, but it can be canceled with LP Bolt Charge for a two-hit blockstring that's relatively safe when guarded (at -2). This puts Laura at close range but sacrifices a bit of advantage, so be prepared to defend against a retaliatory light attack. As a whiff-punish, you can substitute LP Bolt Charge with EX Bolt Charge XX Split River/Rodeo Break for a knockdown (see **Combo 2**), or you can still go with LP Bolt Charge for a non-knockdown, +2 advantage combo. If using the latter sequence, you can go for an immediate Sunset Wheel (which version to use depends on the distance you connected LP Bolt Charge from). If ending with EX Bolt Charge into Split River/Rodeo Break, you get a knockdown (where the opponent can't back recover). You can capitalize on this with a forward dash (Laura's left at ±0, so you can go for a three-frame jab or throw setup). You can go for a hit-and-run style crouching MK sequence by canceling it into Linear Movement – Esquiva, as well. This puts Laura outside of mid range, and you can then cancel the recovery of your ← + MP + MK with HP Thunder Clap, seamlessly flowing back into an aggressive approach.

If you've conditioned your opponent into guarding low at mid range, you can try for a semi-risky Volty Line V-Skill overhead. Unlike most overhead attacks, Laura's V-Skill deals a large amount of damage (90, versus the usual 60 for an overhead). Additionally, you gain valuable V-Gauge on block and hit. The downside is that if it's blocked, it's easily punishable (at -7) with either a medium or heavy-strength combo. Distancing Laura helps make it less punishable, but most characters will still be in range for at least a medium-attack punish. Although Volty Line starts up a bit slowly and is blockable on reaction, its best property is that it has an "anti-jump" property. There are two active frames prior to the overhead active frame that can hit opponents out of the air (however, these frames do not hit grounded characters). Essentially, Volty Line doubles as an overhead and as a high-damage punish for opponents trying to jump out of range from Laura (which many players are tempted to do against a grappler like her).

If your playstyle is more aggressive (or you're against a character weak to close-range offense, such as Dhalsim, F.A.N.G, or Rashid), you can go for a Step Elbow hit-check advance. Admittedly, you're left at -2 on block (so be prepared to block a quick light attack), but → + HP immediately gets Laura into close range with a chance of connecting with **Combo 5**. You can't necessarily use Step Elbow as a whiff-punish because of its lengthy 18 frames of startup, but if you're punishing a heavy-recovery attack from range, you can go into **Combo 6b** for around 200 points of damage. Twist Barrage (the HP follow-up to Step Elbow) is easily punishable on block, but if you have a full V-Gauge, you can turn it into up-close advantage by canceling Twist Barrage into Spark Show (+3) for a potential Sunset Wheel setup.

Another aggressive approach is to simply dash in with your normal → → dash or Linear Movement – Avante. If you sense hesitation in your opponent's footsie game, don't be afraid to just go in with either of these, especially considering the high amount of health Laura has. You can afford to take these risks—compounded with the comeback potential of her V-Trigger, these lines of play can often be more rewarding than harmful. For example, if you've been bullying with standing HK and crouching MK, you might give pause to the enemy, affording you time to dash in for a quick three-frame standing LP frame trap into in-your-face grapple pressure.

If you want to take Laura's offense airborne, she has two exceptional jumping attacks that both have cross-up properties: jumping LK and jumping MK. Which to use depends on what type of setup you want to pursue after your jump-in. Jumping LK puts the opponent in much less blockstun, which threatens a quick follow-up throw, while jumping MK allows for a stronger combo on hit. See **Combo 12** and **Combo 13** for sample combos stemming from these attacks. Additionally, jumping MK can be made very ambiguous with its five active frames. Depending on Laura's spacing and the timing of your MK input during her forward jump, you can create an extremely hard-to-block situation for the opponent. The spacing for this is just barely outside of backdash range from the enemy. You can practice this by getting flush with the opponent, backdashing once, and just ever so slightly walking back. Then, forward jump and change up your timing of the MK input; the later you input it, the more likely you are to cross the enemy up. If you hit it earlier, then Laura will land with a frontal kick to her opponent's face. If you can master the spacing of this in the heat of a match, you can easily score moderate damage along with a knockdown to keep up your offensive momentum, especially if you set it up with an unrecoverable Crush Counter crouching HK. As with most jump-ins, though, it's vulnerable to certain anti-air attacks (especially anti-cross-up ones that strike vertically).

CLOSE RANGE

Close range is where Laura truly shines. It's where most of your damage will come from, with the obvious threat of her Sunset Wheel, high-advantage back throw, and three-frame standing jabs. Laura's only deficiency at close range is that she doesn't have access to a conventional low-hit check (aside from using full EX Gauge, as seen in **Combo 1**), but her throw threats make up for this shortcoming.

One of the most common ways Laura will get into close range is from a normal dash or Linear Movement - Avante (standalone or canceled from an attack, like standing HP). In these cases, you'll most likely want to follow up with a fast light attack. Dash in with standing LP or standing LK and go for a hit-check using **Combo 3**, or for a counter-hit frame-trap, **Combo 15**. Alternatively, you can stop after the first standing LP / LK and go for a buffered Sunset Wheel. This type of 50/50 is the basis of your close-range play, so get used to making good reads and gauging your opponent's defensive habits appropriately. For a counter-hit strategy, you can use a two-step counter-hit-check combo using a standing LP buffered into crouching MP sequence, leading into a knockdown combo. See **Combo 15** for details and tips.

If you're transitioning into close range from a blocked jumping HP or HK attack, you can use your high blockstun advantage to go for a command throw setup. Time your Sunset Wheel so that it will grab the enemy as soon as they leave guardstun, or lock them down even more with standing LK, which you can then buffer into Sunset Wheel if they're still blocking. This strategy is extremely frightening for your opponent to deal with because it leaves only a three-frame window to escape. You'll beat out three-frame jabs if timed correctly (since throws have priority over strikes in hitbox "trading" situations).

However, watch out for the primary counter-strategies to your command throws. You might not want to go for them too often since they leave Laura completely vulnerable if the enemy scouts them out and preemptively neutral jumps or backdashes away from her. Sometimes, the best command throws are the ones never used. This gives you a leg up with your frame trap pressure because of the higher possibility of connecting with strikes when your opponent is trying to jump out of Laura's attacks, scoring you combos where you otherwise wouldn't earn them. If you can make a hard read on a backdash, you can go for a Crush Counter standing HP or standing HK. Off of a low, spinning Crush Counter from these, you can either juggle with standing HP or standing MP canceled into Linear Movement – Avante for an air recovery frame trap or throw setup. This sequence is particularly effective since standing HP is only -2 on block, so it's safe to go for in most cases; its reward is a two-hit heavy-attack combo leading into a setup.

Against neutral jumps, instead of using a high-recovery Sunset Wheel, you can opt for a fast-recovering normal throw instead. Normal throws are particularly attractive to use as a grappler because a player's natural instincts against grappler-type characters are to get off the ground instead of inputting a throw tech. For example, if you go for a sequence like dash-in standing LK into a follow-up normal throw, your opponent may see the standing LK as a precursor to Sunset Wheel, instigating a neutral jump in hopes of punishing Laura with a full jump-in combo. However, Laura will recover much faster—with good reactions, you can anti-air their neutral jump with HP Bolt Charge or standing MP.

If you've conditioned your enemy into staying grounded and playing a standard close-range neutral game, you can start using your other effective up-close attacks, including standing HP, standing MP, and standing MK.

Standing HP is an advancing heavy attack that's cancelable into specials. It's one of Laura's primary attacks from just outside of point-blank range. It's only -2 on block, so you don't even have to special-cancel it to make it safe. A sample pressure sequence you can use is standing LK, standing LK, then a buffered standing HP for a frame trap. With its heavy-attack priority, you'll beat out medium-strength normal attacks while catching jumps and backdashes. You can cancel it into Linear Movement – Avante to get back into point-blank range (although at a punishable -5), or cancel it into Linear Movement – Esquiva for a Crush Counter hit-check (see **Combo 16**). Alternatively, you can cancel it into EX Thunder Clap for frame advantage and a combo on counter-hit and non-counter-hit. (See the Combos section for more details.)

When you're going for a standing HP Crush Counter check and your opponent blocks, you can cancel the recovery of your Linear Movement – Esquiva with HP Thunder Clap. This is a remarkable follow-up that lets you get Laura back into close range, keeping up your tempo. However, if the opponent makes a good read, they can hold ↙ after blocking your standing HP for a punish on your Thunder Clap. It's a hard guess they have to make, but it's still one you should consider.

If you're looking for a faster close-range attack from standing HP range but don't want to commit to eight frames of startup, you can use standing MK. It's similar in properties but starts up two frames faster (at six, versus standing HP's eight). It can only be V-Skill-canceled, but it's only -1 on block. It boasts an impressive midsection hitbox and gets Laura closer to the opponent, as well. It can be very difficult for foes to deal with even if it doesn't lead into any major damage. Otherwise, you can use crouching MP special-canceled into LP Bolt Charge or Linear Movement – Avante or Esquiva. On block, Crouching MP XX → + MP + MK puts you at -3 advantage, which is less than ideal but can be useful to get Laura into close range immediately against unsuspecting opponents. You can then follow up with a three-frame standing LP frame trap (if you aren't interrupted).

Even though Laura doesn't enjoy the many hit-check combos that other characters have, she can open up more opportunities through counter-hits. For a more damaging close-range counter-hit frame trap, you can use standing MP at point-blank range (especially if you're coming from a high-advantage situation, such as a knockdown or a blocked jumping HP or HK). On block, it's +3, so you can continue your tempo-based aggression with your other attacks, like standing MK and standing HP. You can't link from standing MP on a normal hit (standing LP and standing LK are just short of range), but on counter-hit, you can link into crouching MP, as seen in **Combo 18**.

The most important aspect of Laura's close-range offense is her advantage off of her knockdowns and hits. You'll want to know the numbers for all of Laura's knockdown sequences, particularly her throws and hit-throws. These attacks prevent the enemy from back recovery, forcing them into a predictable quick-recovery (or to stay grounded, which is abysmal for them since it gives you meaty, ambiguous cross-up jumping MK opportunities).

The following advantage values all assume that the opponent is performing a quick-rise while Laura is following up with a dash-in:

- Off of a combo into MP/EX Bolt Charge XX Split River/Rodeo Break, you're left at ±0. This gives you a chance for a three-frame jab frame trap, a standing HP for backdash reads, or a simple Sunset Wheel or throw.
- Off of Sunset Wheel, you're left at -4. So, if you connect with a command throw, it's best not to follow up with a dash-in. Instead, walk into close range and start your up-close offense over again. Or, you can throw out a Thunder Clap to force chip damage or an ill-timed jump.
- Off of an anti-air HP Bolt Charge (or a combo leading into it), you're at -4. As with the Sunset Wheel follow-up, you'll want to omit the forward dash against wary opponents and play it safe with a transition into a mid-range or close-range game.
- Off of a back throw into a dash-in, you're at +2, which is the ideal advantage for a meaty Sunset Wheel. Your enemy has an extremely small window to get out of this setup. While it's usually better to use forward throws to carry your foe into a corner, you'll have to assess whether the corner is more important than this much knockdown advantage. A good setup is to back throw, forward dash, and then go for a mix-up between a standing MP frame trap, HK Sunset Wheel, or a normal throw.
- Off of an LP Bolt Charge hit, you're at +2, with both characters grounded. Sometimes this is better than a knockdown because it forces your opponent to think quickly on their feet. One of the best follow-ups to LP Bolt Charge hit is a standing MP frame trap. With only a four-frame window, your opponent is forced to block or reversal with an invincible attack if they don't have a three-frame jab. Thanks to your higher priority, you'll beat out all four-frame light attacks.

Defensively, Laura lacks an invincible special attack, but she does have a three-frame standing LP to quickly deflect slower moves and throws if you can make the correct reads. EX Bolt Charge has a point of armor, but it doesn't activate until the third frame, so it's unreliable if Laura's under duress. Her main anti-air is HP Bolt Charge, but against cross-up attempts, you'll find yourself missing the opponent and getting punished. Against these types of jump-ins, you can resort to a quick three-frame backward-jumping LP, or you can be more elusive and dash under your foe with Linear Movement – Avante, which can be sort of a crouch-dash. These require quick reactions and preparation, though, so be mindful of the opponent's distance when they jump.

SPARK SHOW

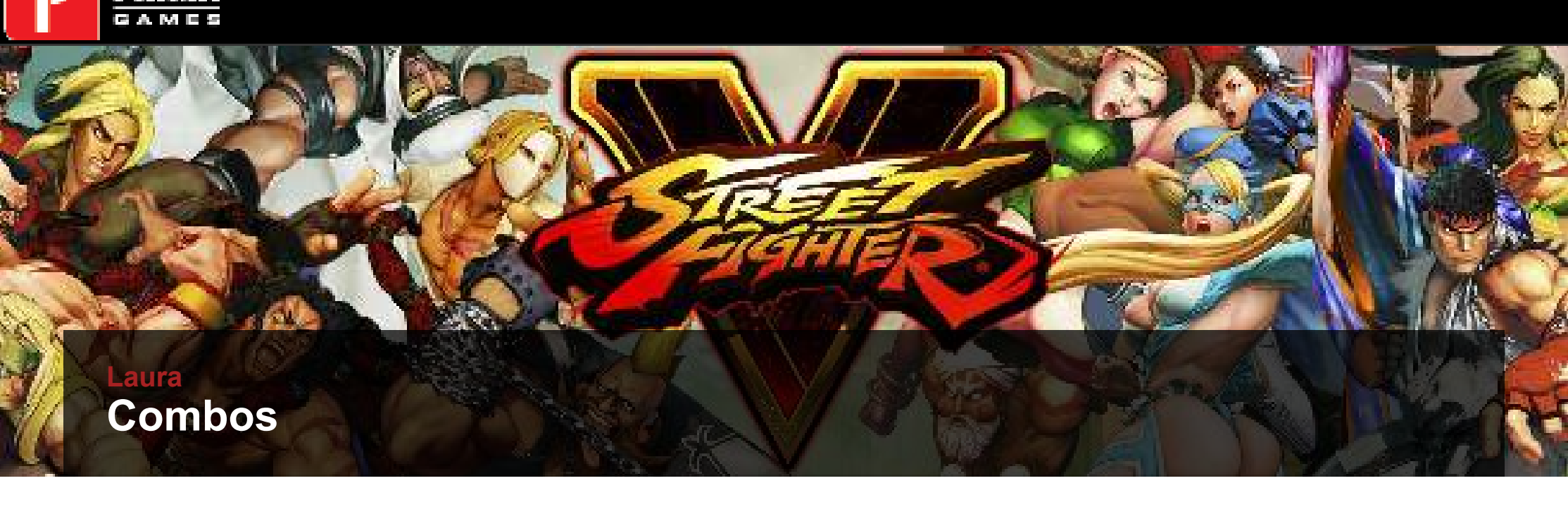
Under the effects of Spark Show, your strategy will largely remain the same. You'll deal more damage across the board, with the bonuses of having enhanced mobility and better zoning capabilities.

The most notable changes for the neutral game include increased dash distance with both Linear Movement V-Skills and the transformation of Thunder Clap lv.1 to Thunder Clap lv.2, which decreases the charge time of Thunder Clap lv.3 to that of what Thunder Clap lv.2 is pre-Spark Show. Furthermore, V EX Thunder Clap deals more damage and knocks opponents higher up on hit.

These buffs empower your mid-range and long-range gameplay substantially. You can use Thunder Clap lv.2 on a whim, allowing for an easier advance into close range, especially considering the increased distance of your Linear Movement dashes.

For just about 13 seconds, your enemy will have to respect Laura from farther than usual thanks to her augmented moves. Since she can dash into close range from half-screen distance, you can apply all of your close-range strategies much more easily during Spark Show, while dealing even more damage and stun when successful. If you're in the lead, you can opt to zone the enemy out and apply projectile pressure with Laura's leveled-up Thunder Claps.

Pre-activation, when you're sitting on a full V-Gauge, don't be afraid to use Spark Show as a free momentum-starter off of Laura's mid-range attacks. If you see a chance from footsie range, you can go for a Step Elbow XX Twist Barrage XX Spark Show sequence for a powerful tempo-based play, followed by a throw or frame trap setup. Otherwise, you can use standing HK to hit-confirm into Spark Show with **Combo 11**. With an aggression-based character like Laura, you want to take these chances as often as possible because of the amount of pressure and duress you put on your enemy.



Laura

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK XX CROUCHING LK XX ↓↘→ ↓↘→ + K

310 damage, 133 stun (requires full EX Gauge)

Laura doesn't have much in the way of low-check combos, but if you have a loaded EX Gauge, you can deal around 300 points of damage—a decent amount, considering how scary it is to sit there guarding against a grappler.

COMBO 2

CROUCHING MK, THEN CANCEL INTO EITHER:

↓↘→ + P P XX P/K
185 damage, 265 stun (requires one stock of EX Gauge)

↓↘→ + LP
104 damage, 190 stun (no knockdown)

A generally useful poke combo initiated with crouching MK. Use this to punish whiffed attacks quickly or to check your opponent's low block. On block, LP Bolt Charge leaves Laura at -2 frame advantage, so be ready to defend against astute opponents. Avoid having EX Bolt Charge blocked, as it leaves Laura at a very punishable disadvantage.

GROUNDED HIT-CHECKS

COMBO 3

(STANDING LK ▷ STANDING LK) OR (STANDING LP ▷ STANDING LP) XX ↓↘→ + LP

105 damage, 213 stun (no knockdown)

A simple, three-hit combo to keep opponents grounded. In up-close situations, enemies tend to get antsy because of your Sunset Wheel threat. If they attempt to backdash against your standing LK, you earn around 100 points of damage with this combo. If they block the first standing LK, you can go into HK Sunset Wheel (from point-blank range; use LK or MK from farther away).

Occasionally, you may want to use a three-frame starter of standing LP linked into another standing LP for this combo (useful for faster frame traps or as a three-frame punish). Standing LK provides more frame advantage on block, so the version to use depends on if you want to follow up with Sunset Wheel or a throw.

COMBO 4

CROUCHING MP XX ↓↘→ + MP XX P/K

186 damage, 265 stun

A simple whiff-punish combo leading into a Split River or Rodeo Break ender. Crouching MP is one of a few moves that combo into MP Bolt Charge. Only use this if the hit is guaranteed since MP Bolt Charge is -7 on block, leaving Laura vulnerable. It's also a good follow-up for a ranged, forward-jumping MK or HP hit-confirm.

COMBO 5

→ + HP ▷ CROUCHING LP XX STANDING LK, THEN CANCEL INTO EITHER:

↓↘→ + LP
173 damage, 309 stun (no knockdown)

↓↘→ + P P XX P/K
234 damage, 364 stun (requires one stock of EX Gauge)

A hit-check combo off of the first hit of Step Elbow (don't execute the second portion of the target combo). LP Bolt Charge leaves Laura with a +2 frame advantage and next to the opponent for a throw or HK Sunset Wheel attempt.

When spending meter to end with EX Bolt Charge, end with either Split River or Rodeo Break, depending on your desired position. See the Bolt Charge description for more details.

COMBO 6A

→ + HP XX HP XX HP + HK, CROUCHING HP, THEN CANCEL WITH:

↓↙← + LP
197 damage, 315 stun (requires full V-Gauge)

↓↙← + P P
197 damage, 315 stun (requires full V-Gauge and one stock of EX gauge)

→ + MP + MK
197 damage, 315 stun (requires full V-Gauge)

COMBO 6B

→ + HP XX HP XX ↓↘→ + HP

254 damage, 370 stun

Twist Barrage canceled into Spark Show on block gives you a free 50/50 (see the Close Range Strategy section for details), but on hit, you can also juggle with the Twist Barrage launch effect. If you juggle with crouching HP, you can go for a Thunder Clap frame trap setup, with a possible combo if your opponent tries to attack into the floating projectile. Alternatively, you can dash under for a cross-up mix-up opportunity with a frame trap, Combo 3, or HK Sunset Wheel.

Without V-Gauge, you can simply cancel Twist Barrage into HP Bolt Charge for an EX Gauge-building combo.

COMBO 7

STANDING HP XX ↓↙← + P P, THEN JUGGLE WITH:

STANDING HP, THEN CANCEL INTO ONE OF THE FOLLOWING MIX-UP OPTIONS:
225 damage, 351 stun (requires one stock of EX Gauge, causes air recovery into one of the below follow-ups)

↓↙← + LP or MP or HP

These Thunder Clap setups are designed simply to keep your opponent in blockstun for more pressure. Keep in mind that some characters can hit Laura with a quick low attack during her Thunder Clap animation, which causes the projectile to dissipate. If you scout your opponent on this type of reaction, you can opt to go for a meaty setup with Linear Movement – Avante instead (below).

→ + MP + MK

It's possible to dash under the falling opponent for an ambiguous left/right mix-up. The cross-up only works against the following characters: R. Mika, Ryu, Ken, Cammy, Vega, Karin, Nash, M. Bison, Dhalsim, and F.A.N.G.

MP + MK

A meaty overhead mix-up. It's -5 on block, so use caution and assess whether you can take the risk since it's punishable by all light attacks.

CROUCHING HK
233 damage, 351 stun (causes knockdown)

↓↘→ + HP
281 damage, 391 stun (requires cornered opponent)

A simple combo utilizing the versatility of EX Thunder Clap. On block, Laura's at +3 frame advantage. On hit, it gives you multiple follow-ups.

Since standing HP forces the opponent into an air recovery, you have a plethora of mix-ups to choose from. LP and MP Thunder Clap will place a slow-moving projectile between Laura and the enemy, while HP Thunder Clap forces the opponent to block some chip damage, which then leads into more potential pressure.

Otherwise, you can just sweep the opponent into a knockdown state, followed by a dash for frame trap pressure against their wakeup.

The HP Bolt Charge finisher works only if the target is cornered. It will work mid-stage if you have Spark Show activated, thanks to the improved EX Thunder Clap properties.

COMBO 8

STANDING HP ▷ STANDING LP XX ↓↘→ + LP

165 damage, 293 stun

This is a possible link off of a close standing HP non-counter-hit. If you opt to use standing HP without Linear Movement – Esquiva, you can link into standing LP. The advantage of using standing HP on its own this way is that you're rewarded with more damage in case of a counter-hit, while at the same time remaining relatively safe. If you cancel into Linear Movement – Esquiva and your standing HP counter-hits, you only get a possible MP/EX Bolt Charge follow-up, as seen in Combo 16 (the variant that includes ← + MP + MK).

COMBO 9

STANDING MP XX MK XX HP + HK STANDING HP XX ↓↙← + P P, ↓↘→ + HP

332 damage, 492 stun (requires one stock of EX Gauge)

A V-Trigger cancel combo initiated from your Dual Crash target combo. On block, it's -2, and on hit, you can easily confirm and execute Spark Show to finish the sequence.

COMBO 10

STANDING HP XX HP + HK, THEN LINK INTO EITHER:

STANDING HP XX ↓↙← + HP XX ↓↘→ ↓↘→ + K
402 damage, 312 stun (requires full V-Gauge and EX Gauge)

STANDING HP XX ↓↘→ + MP + P/K
259 damage, 430 stun (requires full V-Gauge)

With a max-range standing HP canceled into your V-Trigger, you can link into another standing HP for even more damage.

COMBO 11

STANDING HK XX HP + HK, THEN LINK INTO:

↓↘→ ↓↘→ + K
368 damage, 150 stun (requires full V-Gauge and EX Gauge)

STANDING HP XX ↓↘→ + MP XX P/K
259 damage, 430 stun (requires full V-Gauge)

CROUCHING HK
152 damage, 270 stun (requires full V-Gauge)

With a full stock of V-Gauge, Laura's standing HK can link into either her Critical Art or crouching HK from max range. Standing HK is one of her best attacks, and off of a standard hit, you can score around 370 points of damage (with a full EX Gauge) while transitioning into Spark Show. Otherwise, you can link into a standing HP combo.

JUMP-INS

COMBO 12

FORWARD JUMP CROSS-UP MK/LK, STANDING LK ▷ STANDING LK, THEN CANCEL INTO EITHER:

↓↘→ + LP
153 damage, 289 stun

↓↘→ + P P XX P/K
214 damage, 344 stun (requires one stock of EX Gauge)

Laura has two cross-up jumping attacks that you can use to confirm into her Bolt Charge combos. You can substitute the first standing LK with crouching LP and chain into standing LK, but the standing LK variant is preferred in most cases because it pushes the opponent back less on block (which allows for easier command throw follow-ups in case your cross-up doesn't connect).

COMBO 13

FORWARD JUMP CROSS-UP MK, STANDING HP XX ↓↙← + P P, INTO ONE OF HER MANY JUGGLE OPTIONS LISTED UNDER COMBO 7

Damage varies, see Combo 7

Standing HP is -2 and generally safe on block, so this two-level hit-check isn't too dangerous to throw out off of a cross-up jumping MK attack. You can confirm whether the opponent guarded your jumping MK after you input standing HP, so you should be able to confirm into ↓↙← + P P on hit. On a block-confirm, you can cancel standing HP into ← + MP + MK to distance Laura from having to defend against light attacks (or, you can cancel into EX Thunder Clap regardless for +3 advantage).

COMBO 14

FORWARD JUMP HP, CROUCHING HP, THEN CANCEL INTO EITHER:

↓↙← + P XX ↓↘→ ↓↘→ + K
457 damage, 333 stun (requires full EX Gauge)

HP + HK ▷ STANDING HP XX ↓↙← + P P, ↓↘→ + HP
389 damage, 587 stun (requires one stock of EX Gauge)

A high-damage combo off of a clean forward jump. Used primarily as a punish if you make a good read on a thrown projectile or a whiffed, high-recovery attack.

GROUNDED COUNTER-HITS

COMBO 15

COUNTER-HIT STANDING LP ▷ CROUCHING MP XX ↓↘→ + MP XX P/K

201 damage, 319 stun

Laura's threat of her Sunset Wheel command throw coupled with her three-frame standing jab can net you an easy counter-hit if the enemy tries to out-poke her at close range. This two-step hit-check gives you enough time to confirm into MP Bolt Charge on hit. Input standing LP into crouching MP, making sure to keep an eye on the "Counter" system message. When you see it, go ahead and cancel crouching MP into ↓↘→ + MP. Crouching MP is +1 on block, so it's an excellent move in terms of tempo advantage.

COMBO 16

COUNTER-HIT STANDING HP, THEN EITHER:

CONTINUE WITH COMBO 7
296 damage, 492 stun (see Combo 7 for details)

← + MP + MK, ↓↘→ + MP XX P/K
222 damage, 345 stun

A powerful counter-hit combo that's easily confirmable on hit. This can lead into Combo 7 and its setups for more offensive opportunities.

You can easily and safely fish for counter-hits with standing HP XX Linear Movement – Esquiva because you can cancel the tailing recovery frames of this special backdash into MP Bolt Charge on a Crush Counter confirm.

COMBO 17

COUNTER-HIT STANDING HK, THEN FOLLOW UP WITH:

↓↘→ ↓↘→ XX K
402 damage, 180 stun (requires full EX Gauge)

↓↘→ + P P XX P/K
231 damage, 345 stun (requires one stock of EX gauge)

STANDING HP XX HP + HK ▷ STANDING HP XX ↓↘→ + MP XX P/K
321 damage, 555 stun (requires full V-Gauge)

↓↘→ + LP
150 damage, 270 stun (no knockdown)

Standing HK is a slow poke, but it's one of Laura's best mid-range attacks because it extends a large distance and is active for three frames. On a max-range counter-hit, you can link into either LP or EX Bolt Charge. At closer distances, you can link standing HP into an even beefier combo as your opponent is staggered.

COMBO 18

COUNTER-HIT STANDING MP ▷ CROUCHING MP, THEN CANCEL INTO:

↓↙← + HP XX ↓↘→ ↓↘→ + K
412 damage, 258 stun (requires full EX Gauge)

HP + HK ▷ STANDING HP XX ↓↙← + P P, ↓↘→ + HP
344 damage, 512 stun (requires full V-Gauge and one stock of EX Gauge)

↓↘→ + MP XX P/K
237 damage, 355 stun

Standing MP is an excellent meaty attack for certain situations you set up yourself (such as off of the forced air recovery follow-up in Combo 7 or from a back throw into dash sequence). On a counter-hit confirm, you can link into crouching MP, which then combos into a couple of high-damage finishers.

COMBO 19

COUNTER-HIT → + HP ▷ STANDING OR CROUCHING MP, THEN CANCEL INTO EITHER:

↓↙← + P XX ↓↘→ ↓↘→ + K
436 damage, 282 stun (requires full EX Gauge)

↓↘→ + MP XX P/K
261 damage, 379 stun

A combo confirmable off of counter-hit → + HP. Laura's +6 on counter-hit, allowing for a link into standing or crouching MP.

This is a rather advanced combo because it takes a great amount of foresight, reaction, and anticipation to see a counter-hit off of Step Elbow. Input → + HP, then actively look for the "Counter" system message. When confirmed, follow up with standing or crouching MP.

COMBO 20

COUNTER-HIT MP + MK, THEN JUGGLE INTO:

↓↘→ + LP
162 damage, 270 stun

STANDING HK
189 damage, 315 stun

↓↘→ + HP
243 damage, 360 stun

Off of a counter-hit Volty Line mid-stage, you can juggle into LP Bolt Charge or standing HK for a moderate-damage combo. The most realistic scenario of a counter-hit Volty Line is if you hit the opponent's backdash as they try to escape Laura's throws. In the corner, you can juggle with HP Bolt Charge for even more damage.

ANTI-AIR COMBOS

COMBO 21

ANTI-AIR ↓↙← + HP, THEN JUGGLE WITH EITHER:

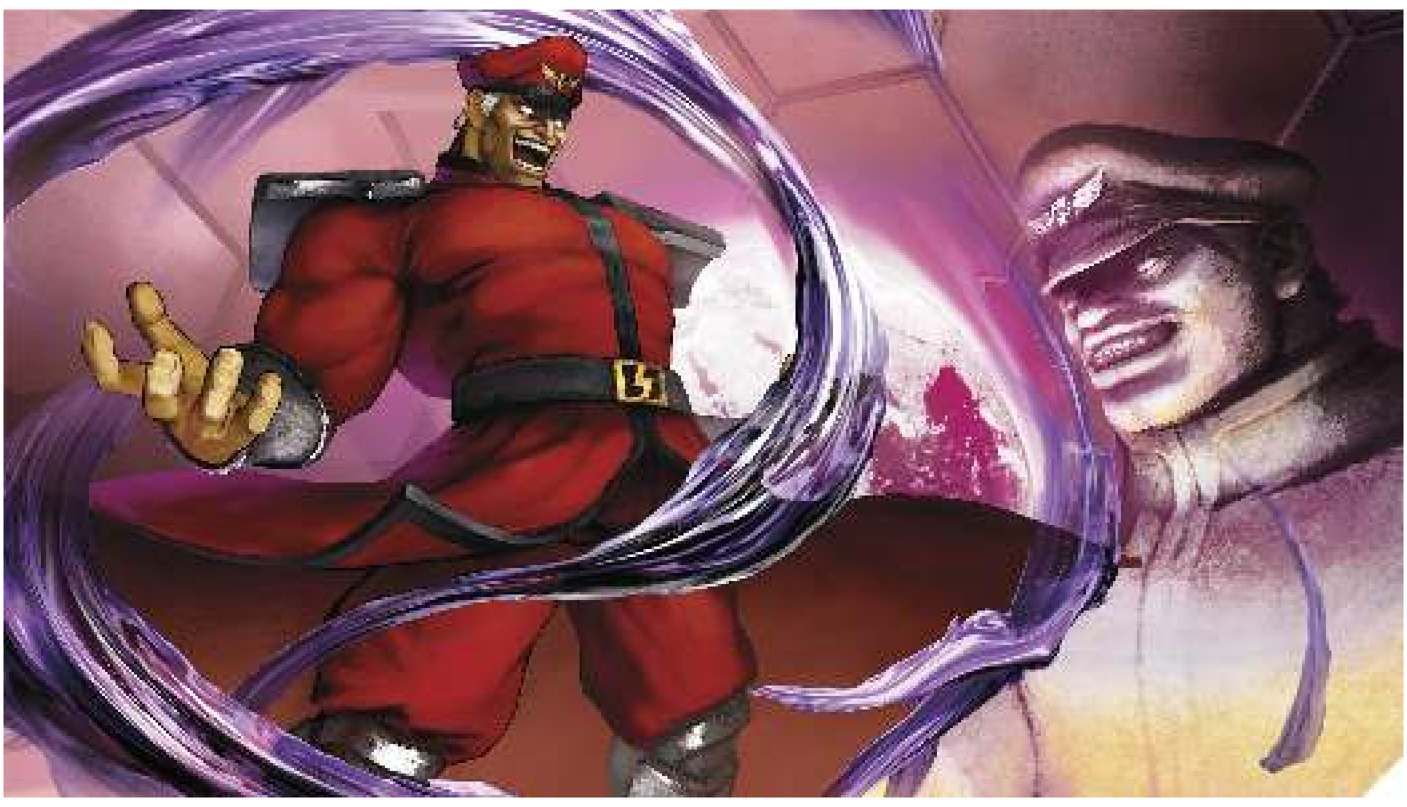
MP + MK
141 damage, 195 stun

↓↘→ + LP
114 damage, 150 stun

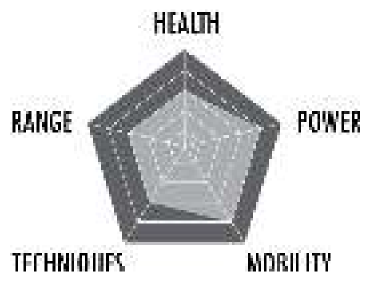
In some edge-case scenarios, you might get your opponent to land on one of Laura's HP Thunder Claps (or charged Thunder Claps) from just past mid range. You can juggle with either Volty Line or LP Bolt Charge.

STREET FIGHTER V

EMPEROR OF EVIL



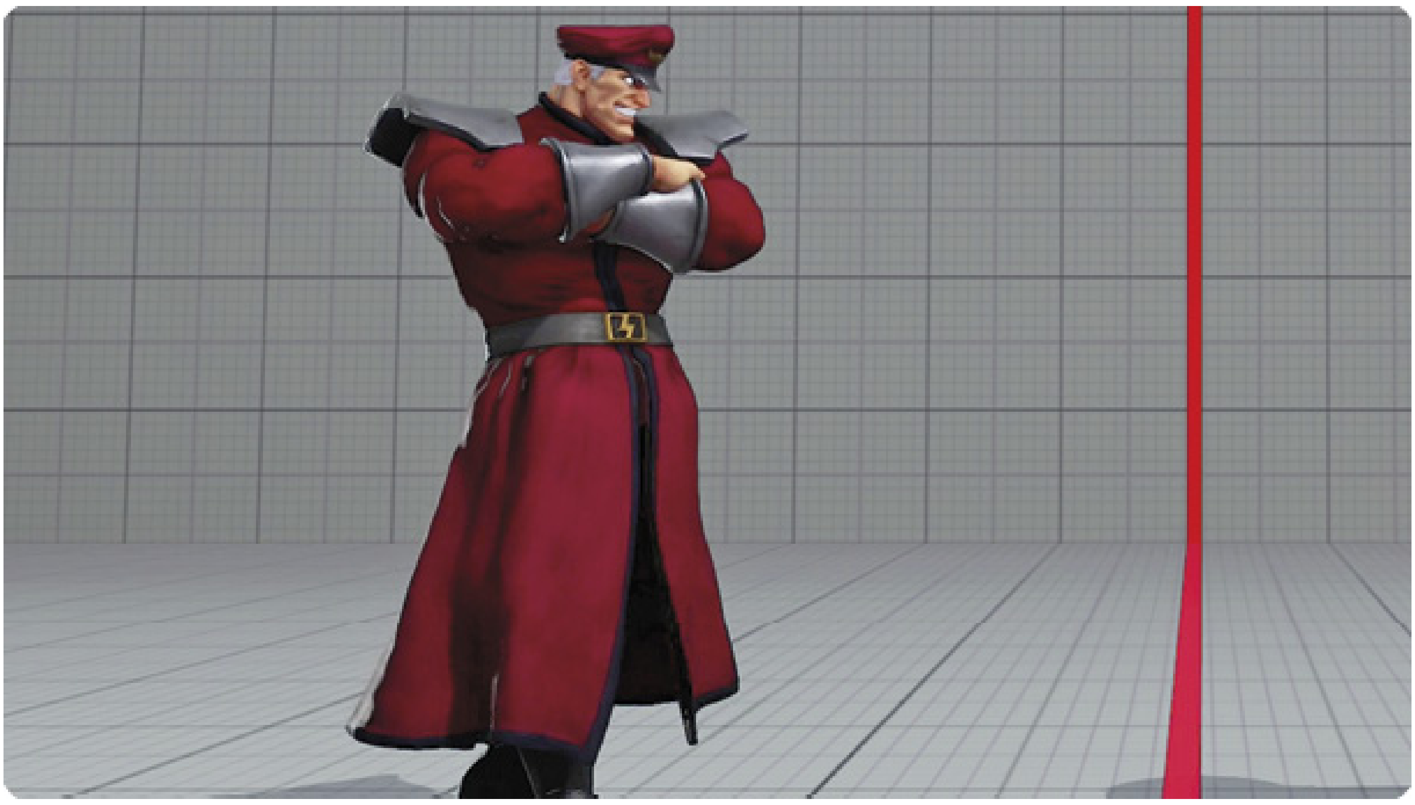
CHARACTER ATTRIBUTES

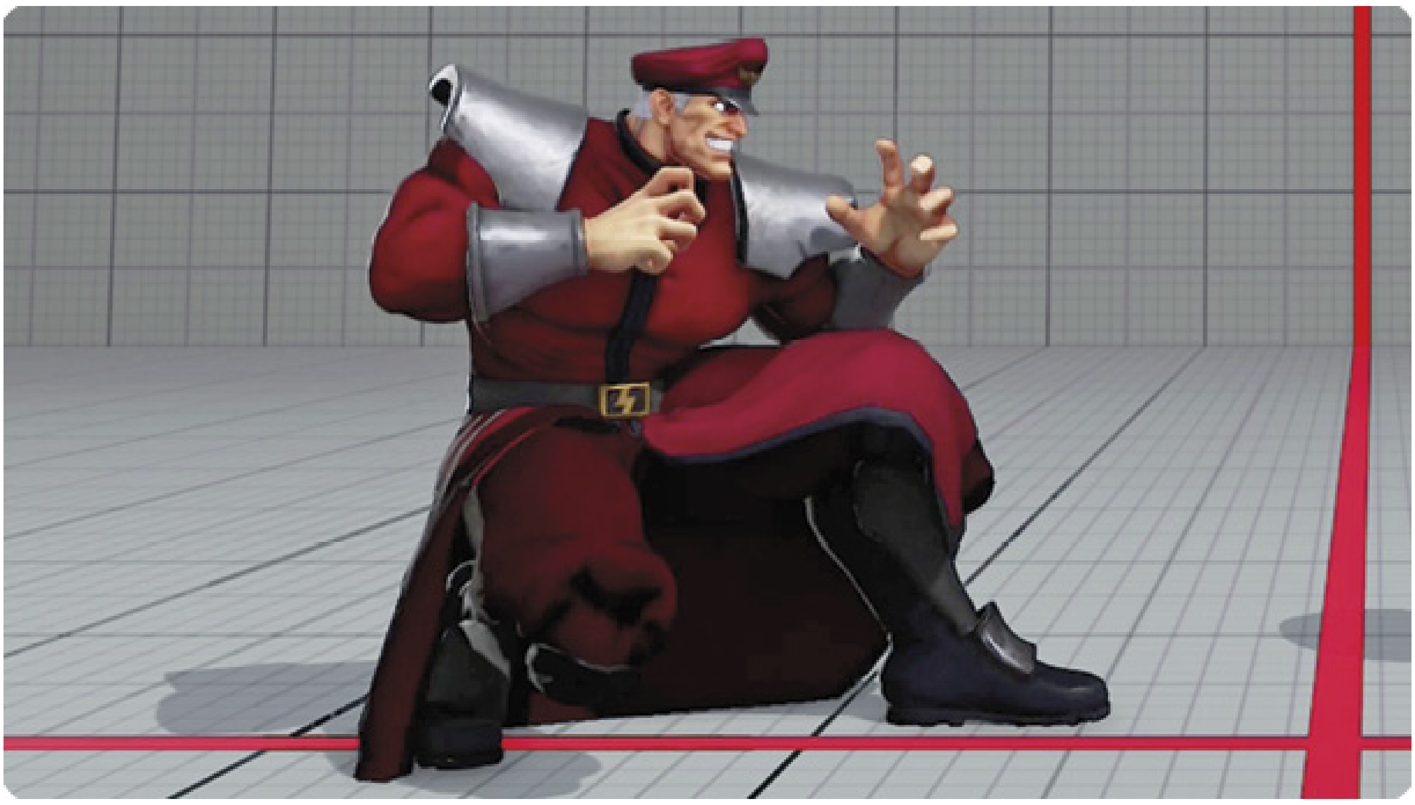


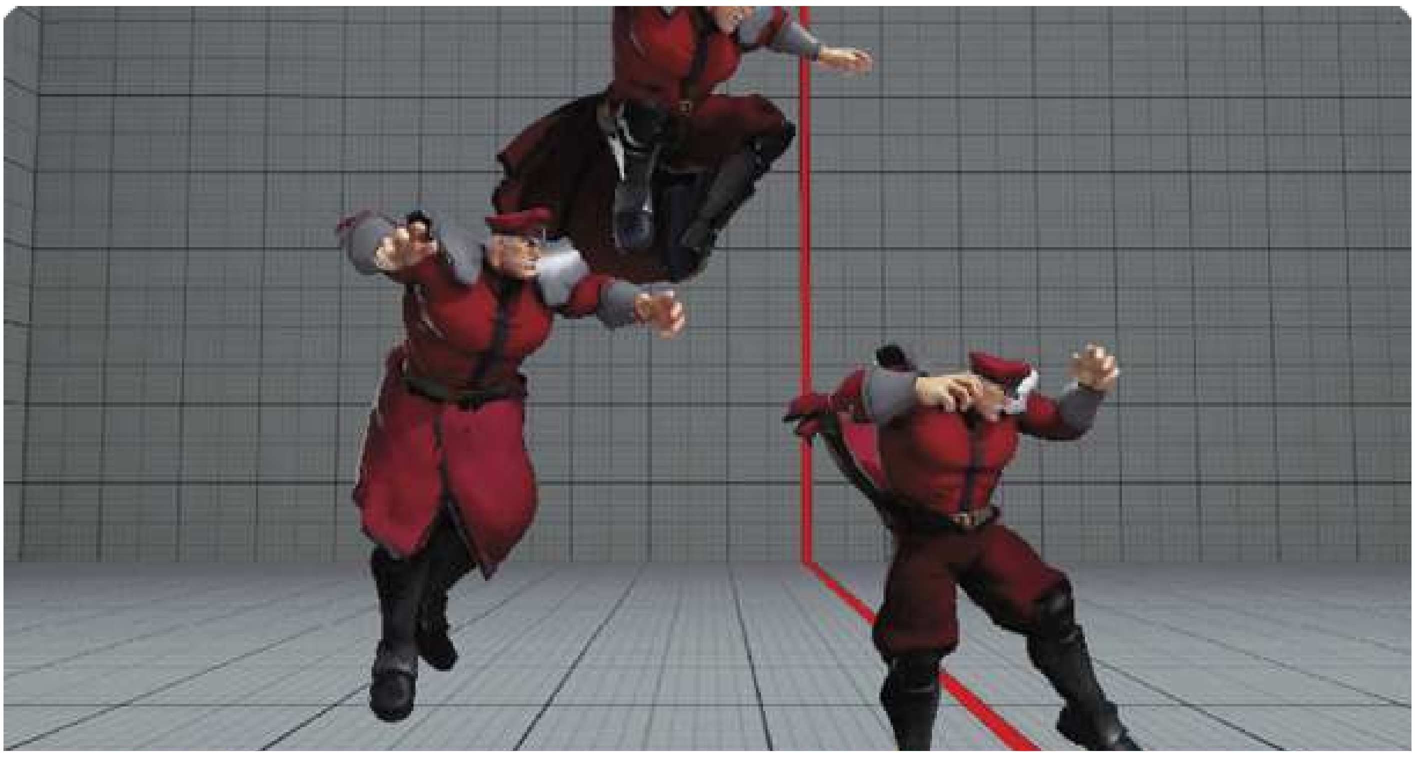
APPEARANCES
Street Fighter II (1991)
Street Fighter: The Movie (1995)
Street Fighter Alpha (1995)
Street Fighter Alpha 2 (1996)
X-Men vs. Street Fighter (1996)
Street Fighter EX (1996)
Marvel Super Heroes vs. Street Fighter (1997)
Street Fighter Alpha 3 (1998)
Street Fighter EX2 (1998)
SNK vs. Capcom: The Match of the Millennium (1999)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
SNK vs. Capcom: SVC Chaos (2003)
Capcom Fighting Evolution (2004)
Street Fighter IV (2008)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

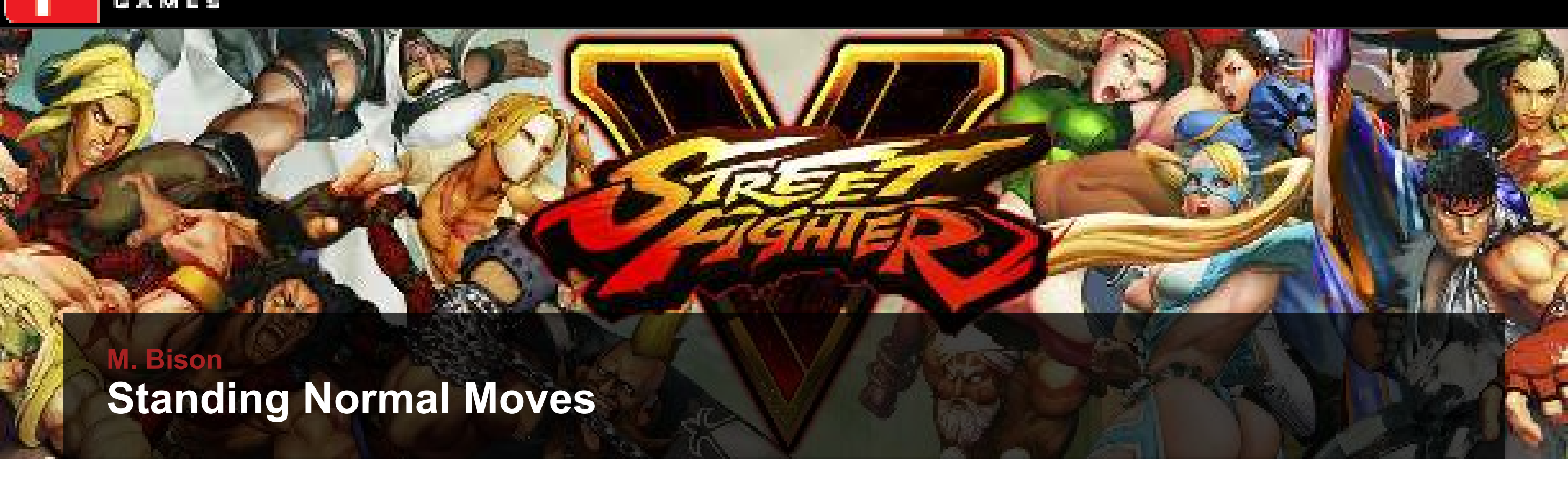
COSTUMES

Data





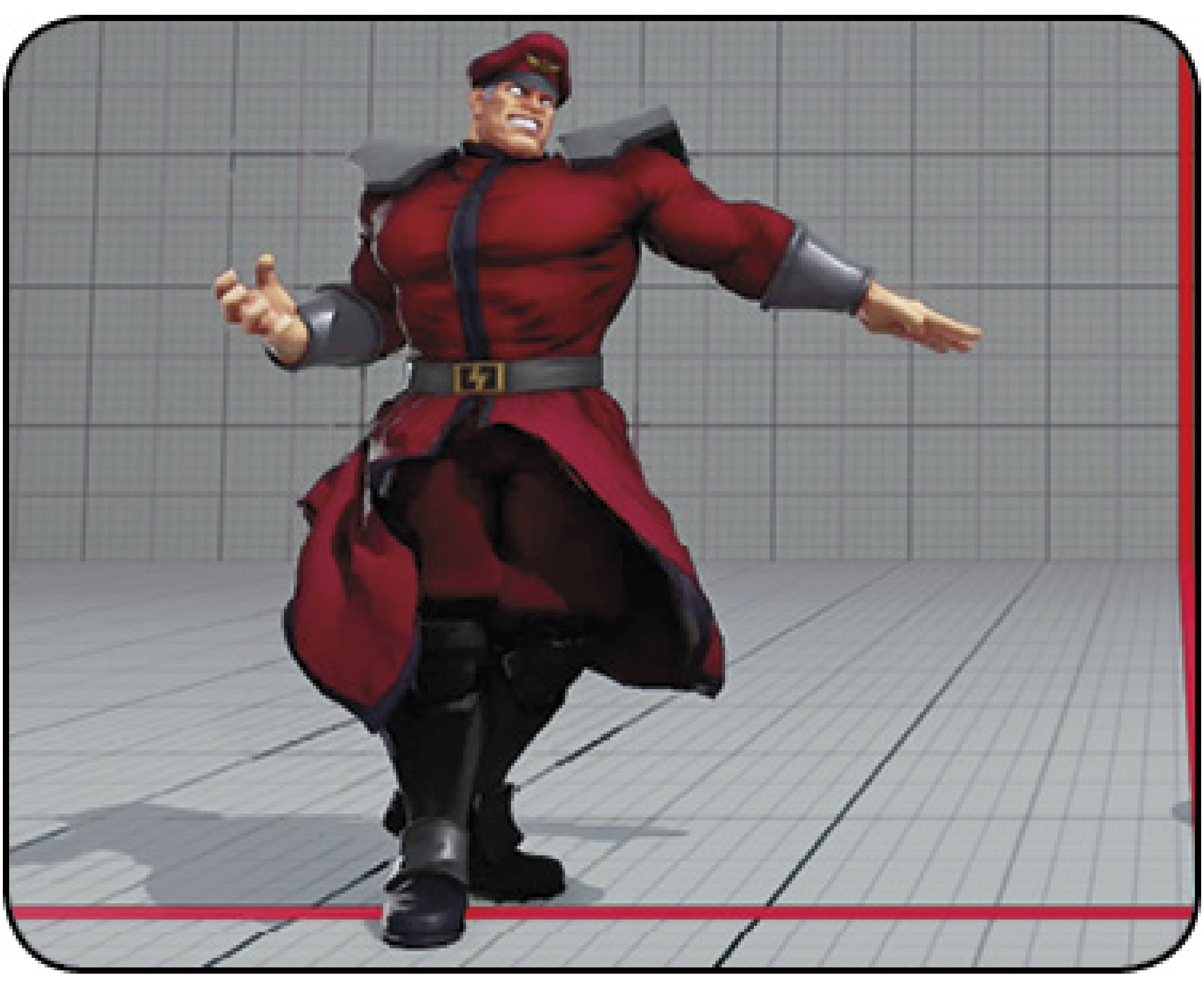




M. Bison

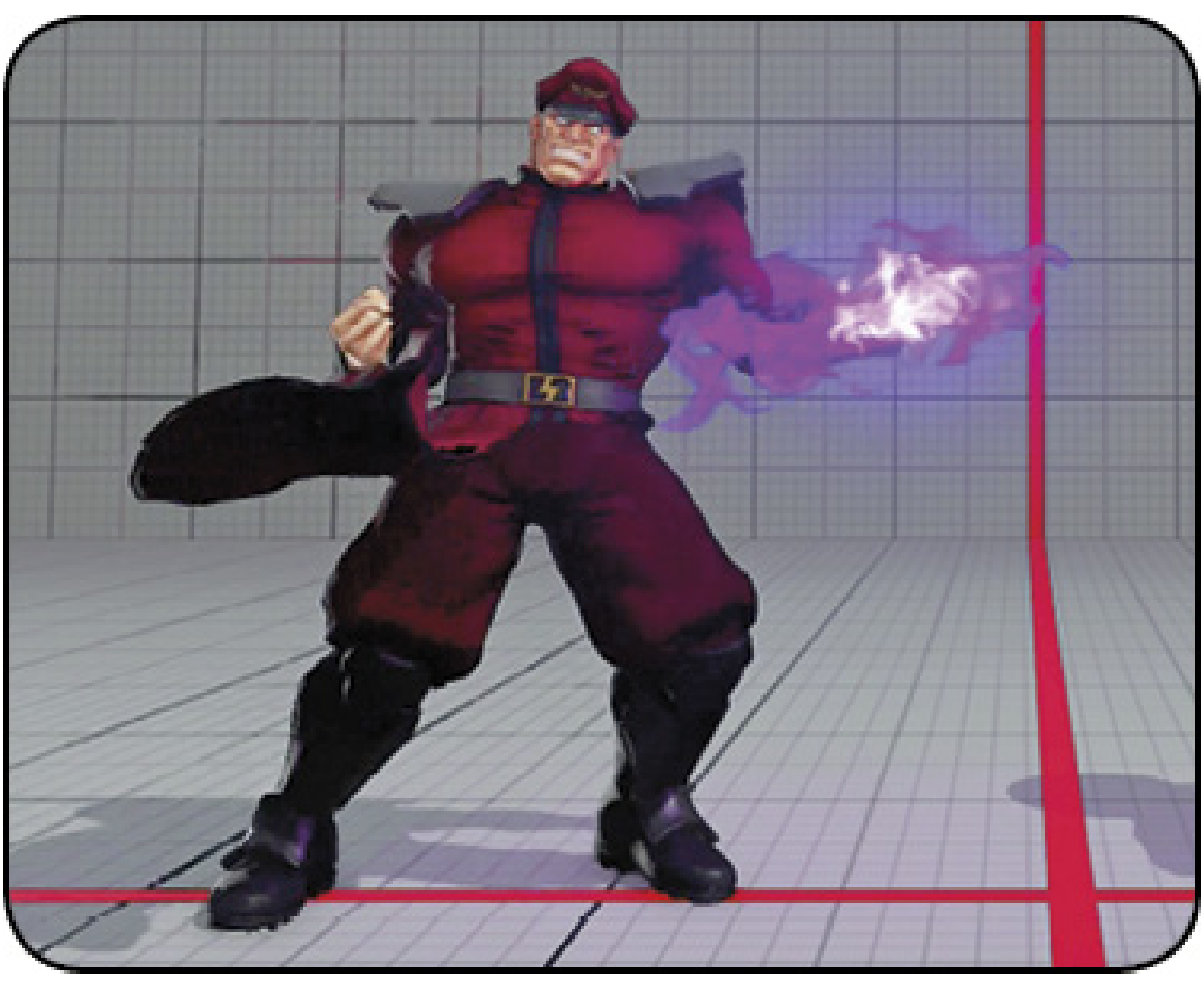
Standing Normal Moves

STANDING JAB LP



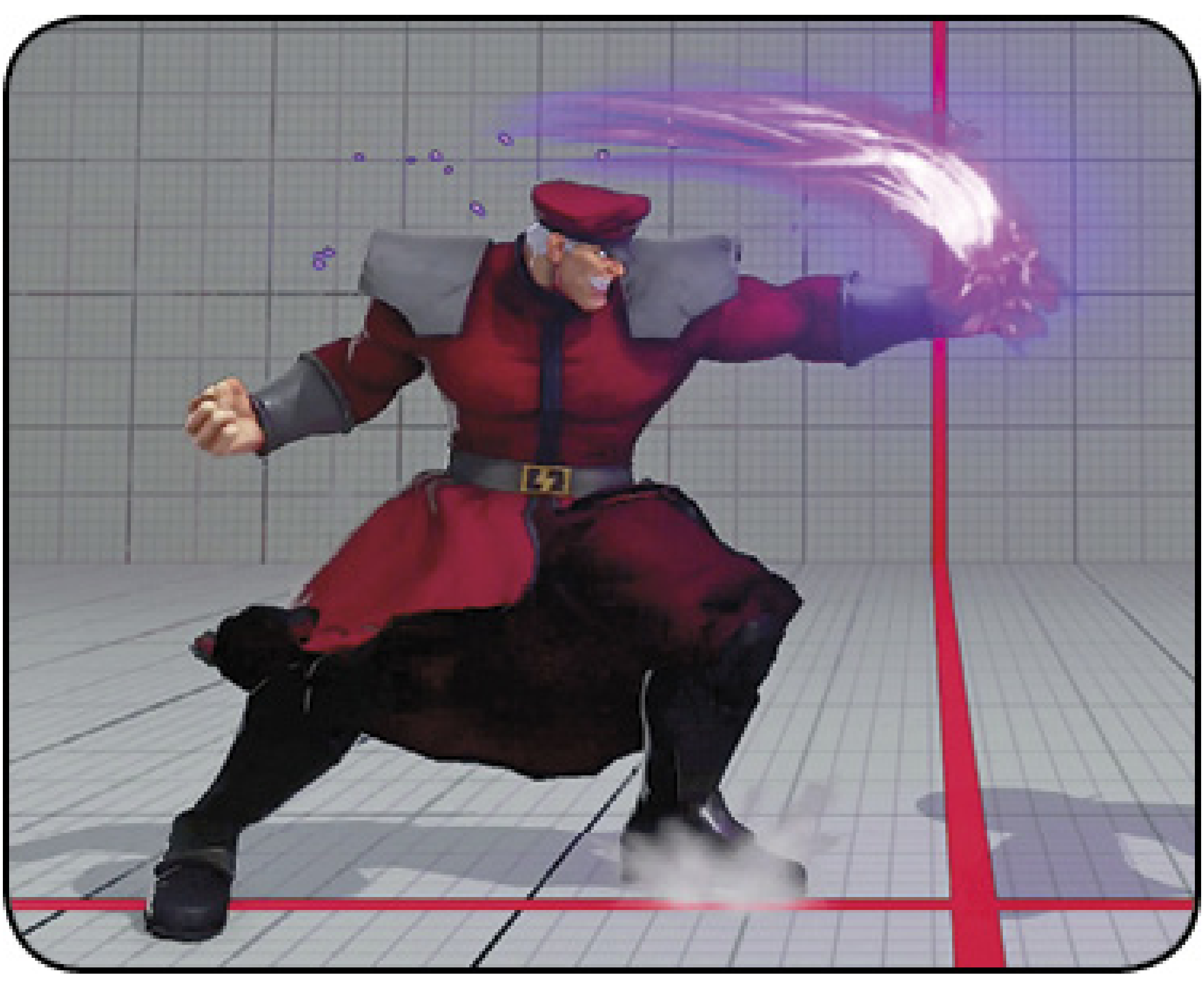
STARTUP	4
ACTIVE	3
RECOVERY	6
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
VTX HIT	1
VTX GUARD	±0
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



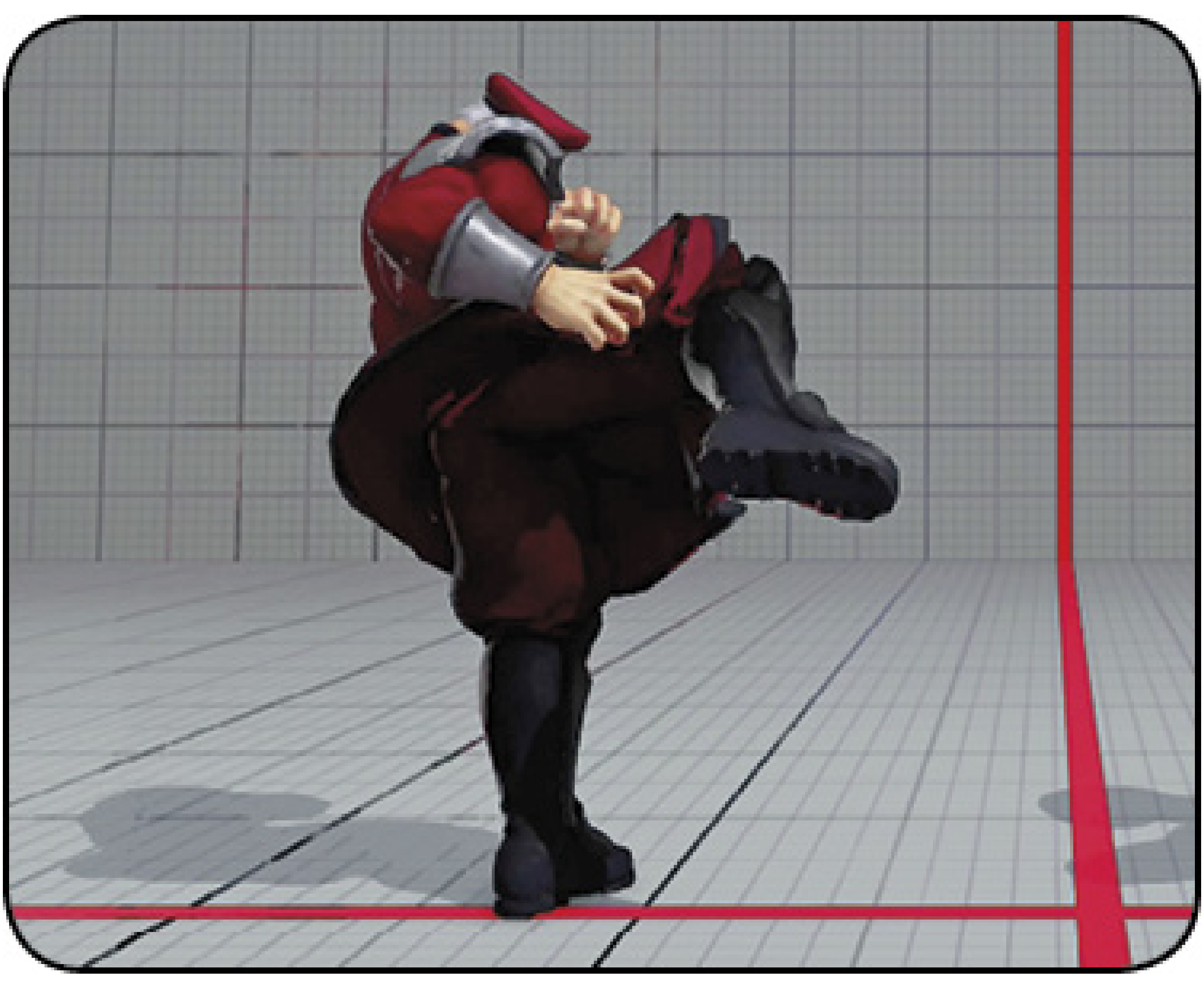
STARTUP	7
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
VTX HIT	9
VTX GUARD	5
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



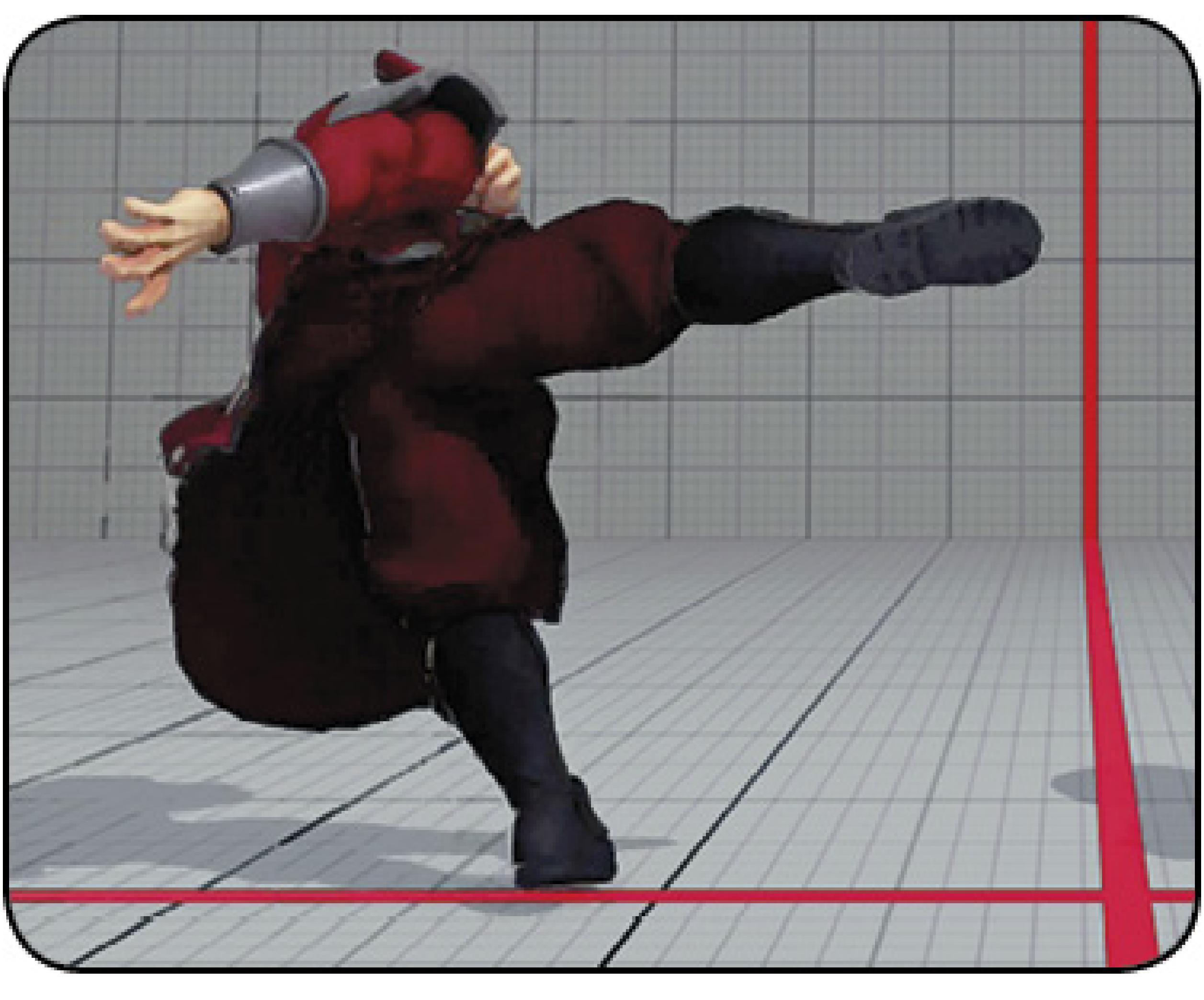
STARTUP	11
ACTIVE	3
RECOVERY	21
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-6
VTX HIT	9
VTX GUARD	4
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

STANDING SHORT LK



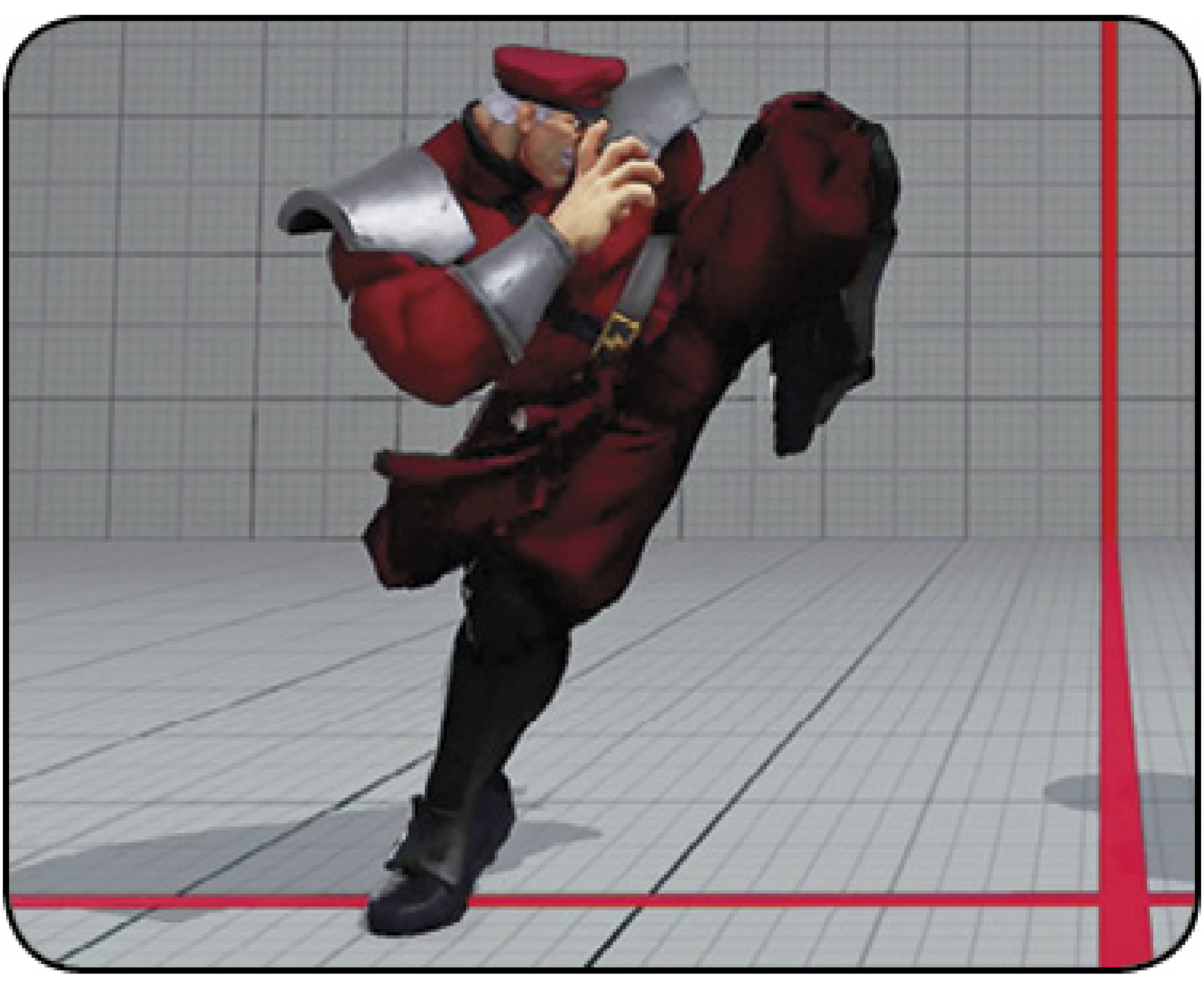
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	2
VTX GUARD	±0
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



STARTUP	7
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	6
VTX GUARD	2
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

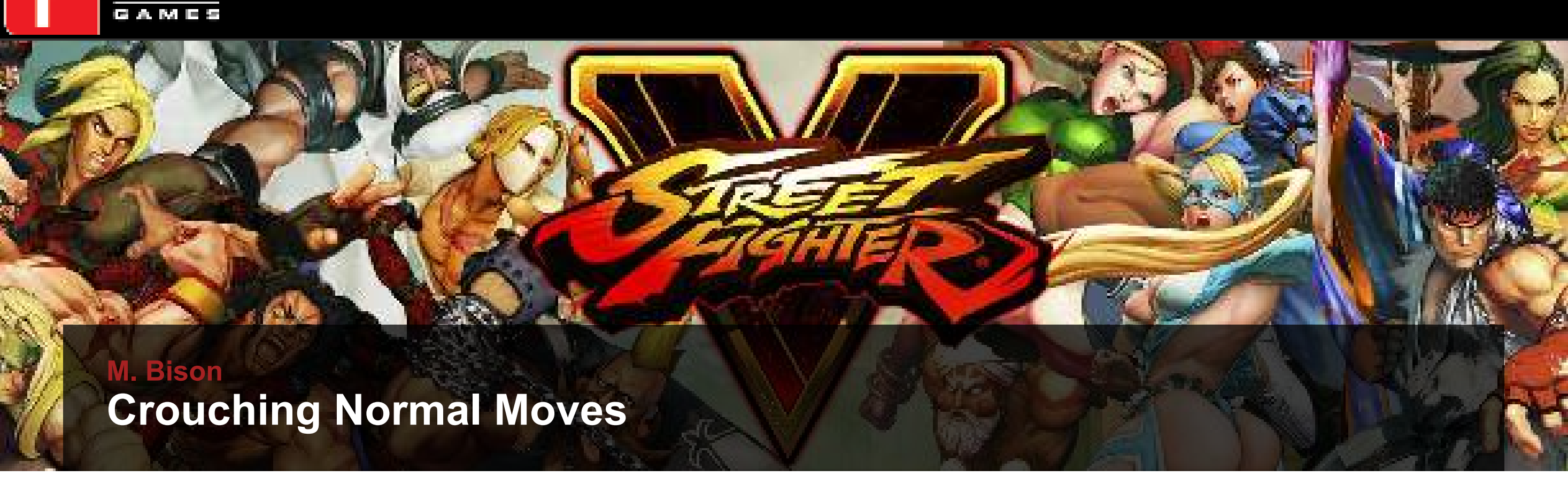
STANDING ROUNDHOUSE HK



STARTUP	9
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	6
ON GUARD	3
VTX HIT	10
VTX GUARD	7
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

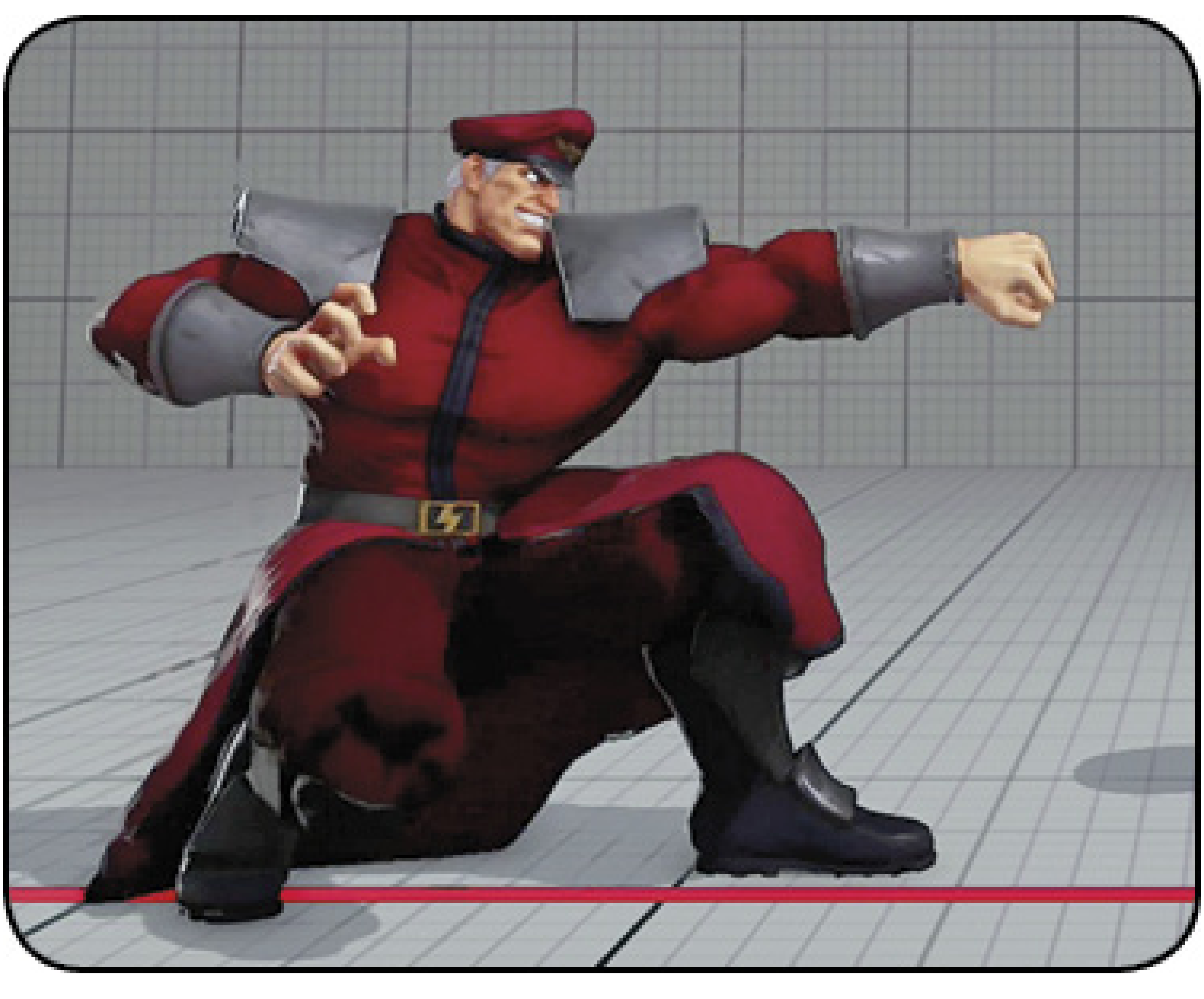
Forces standing; on counter-hit: crumpling Crush Counter, +150 V-Gauge



M. Bison

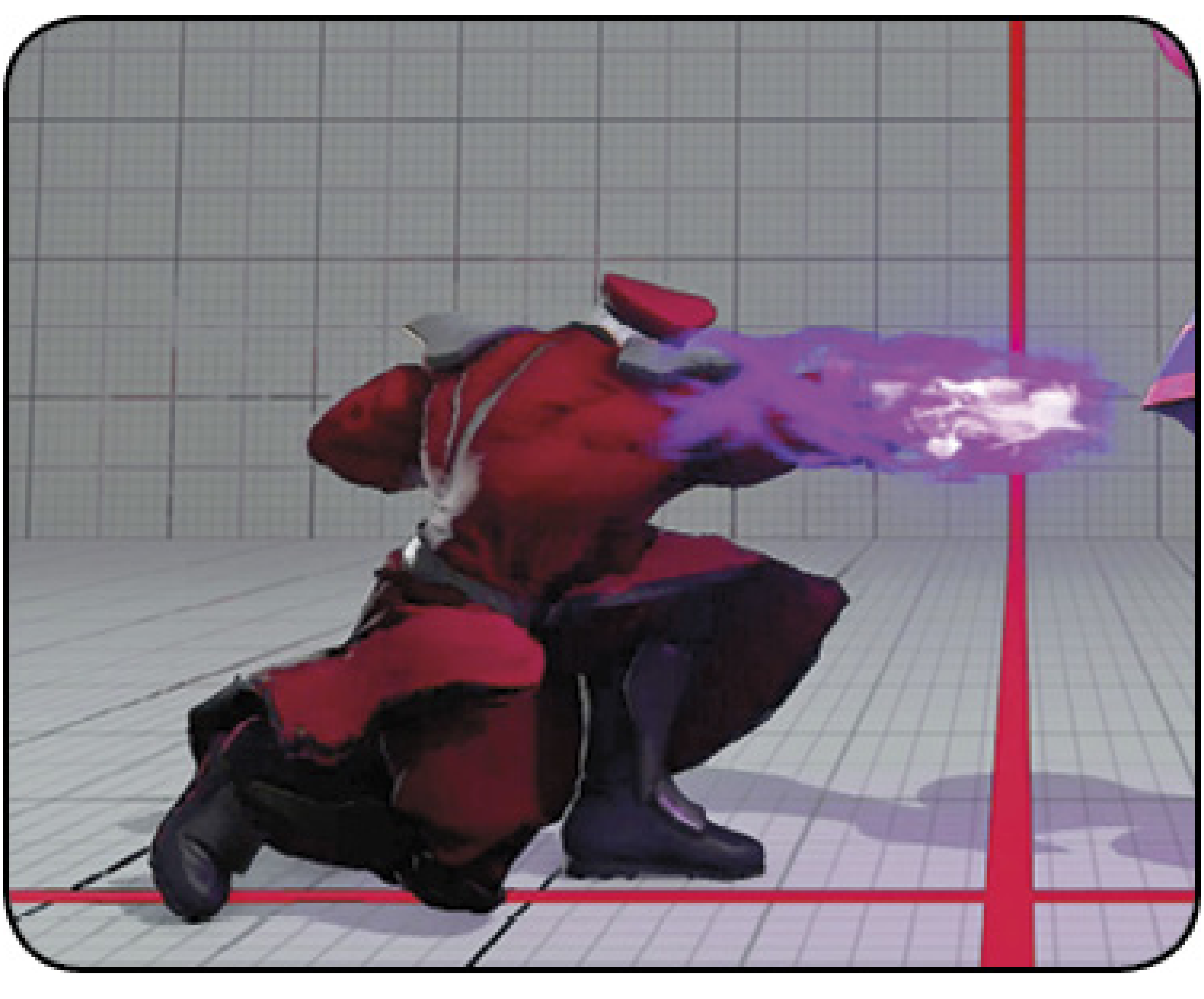
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



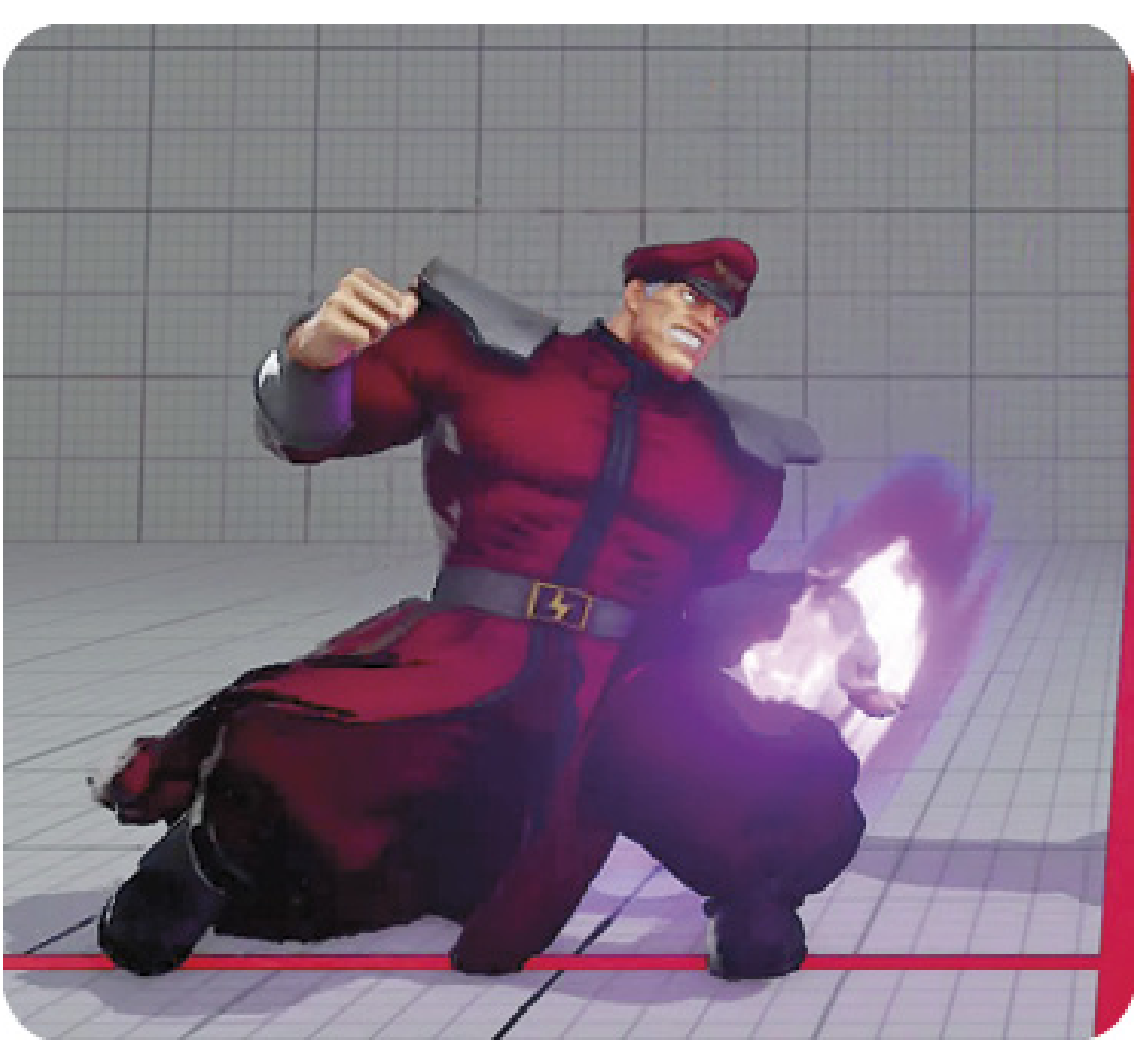
STARTUP	4
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
VTX HIT	±0
VTX GUARD	-1
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

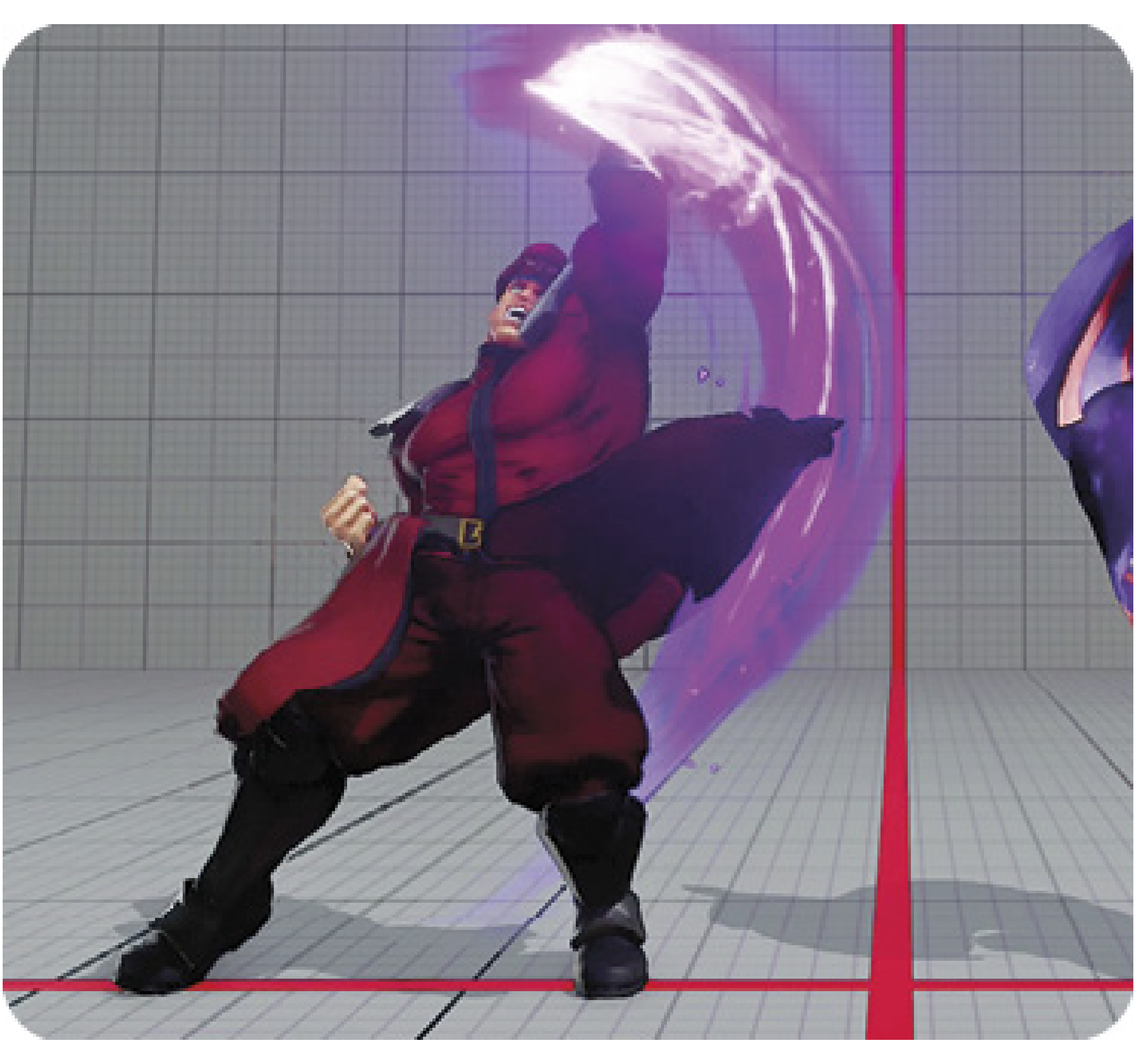
CROUCHING STRONG MP WHILE CROUCHING



STARTUP	6
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	3
ON GUARD	±0
VTX HIT	6
VTX GUARD	3
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



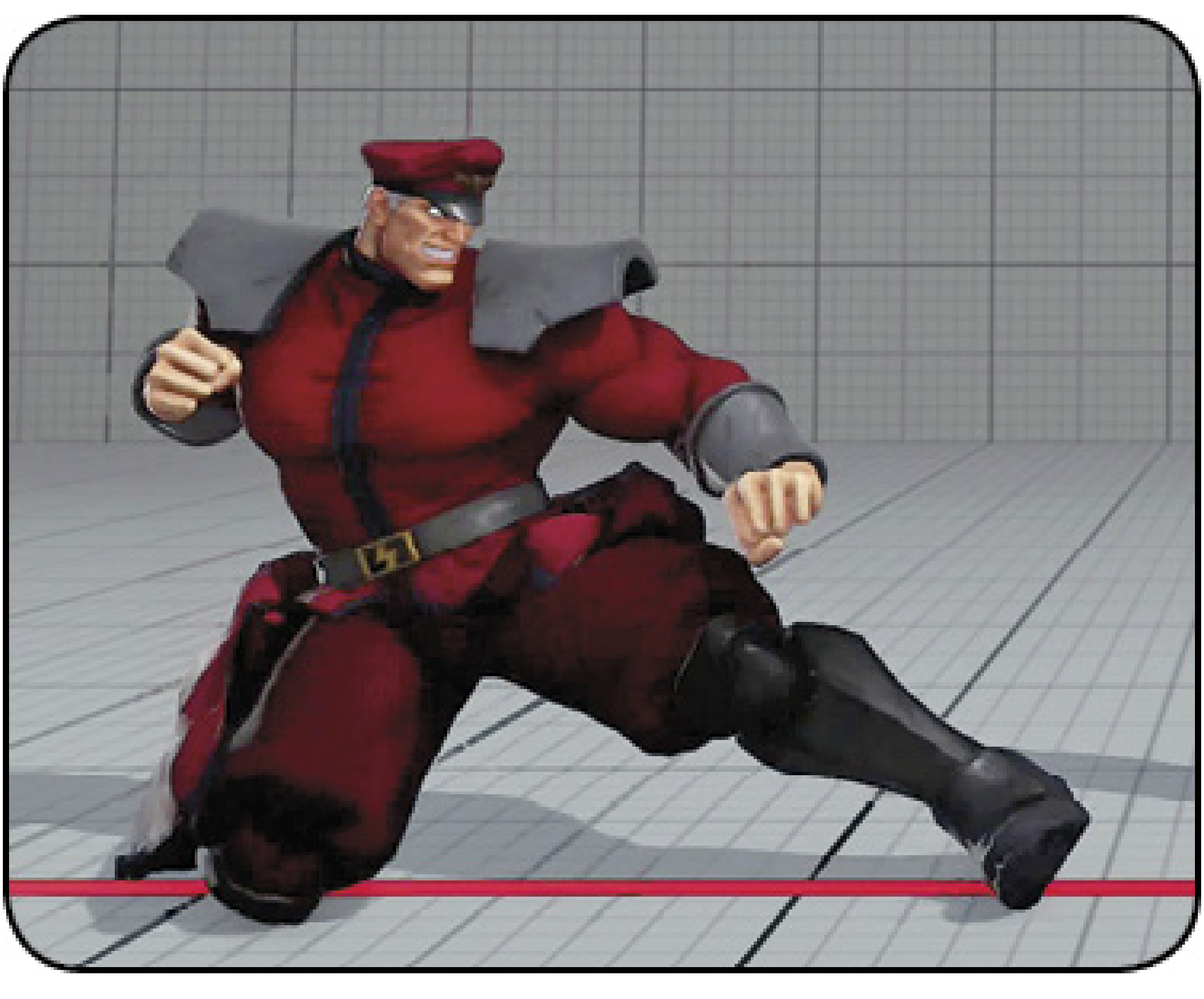


STARTUP	10
ACTIVE	5
RECOVERY	23
GUARD LEVEL	HL
ON HIT	-5
ON GUARD	-11
VTX HIT	11
VTX GUARD	5
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

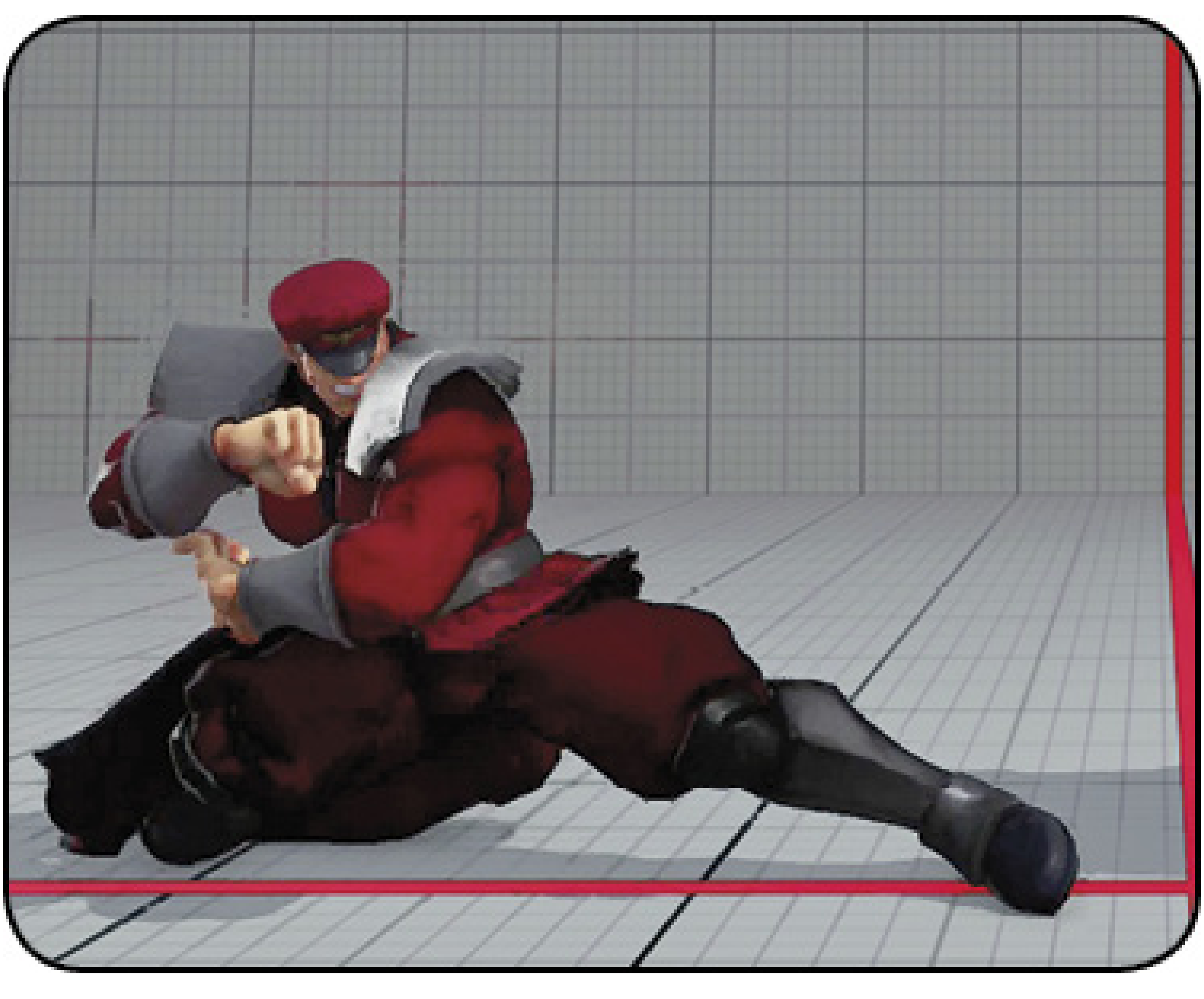
Forces standing; 70 damage after first active frame

CROUCHING SHORT LK WHILE CROUCHING



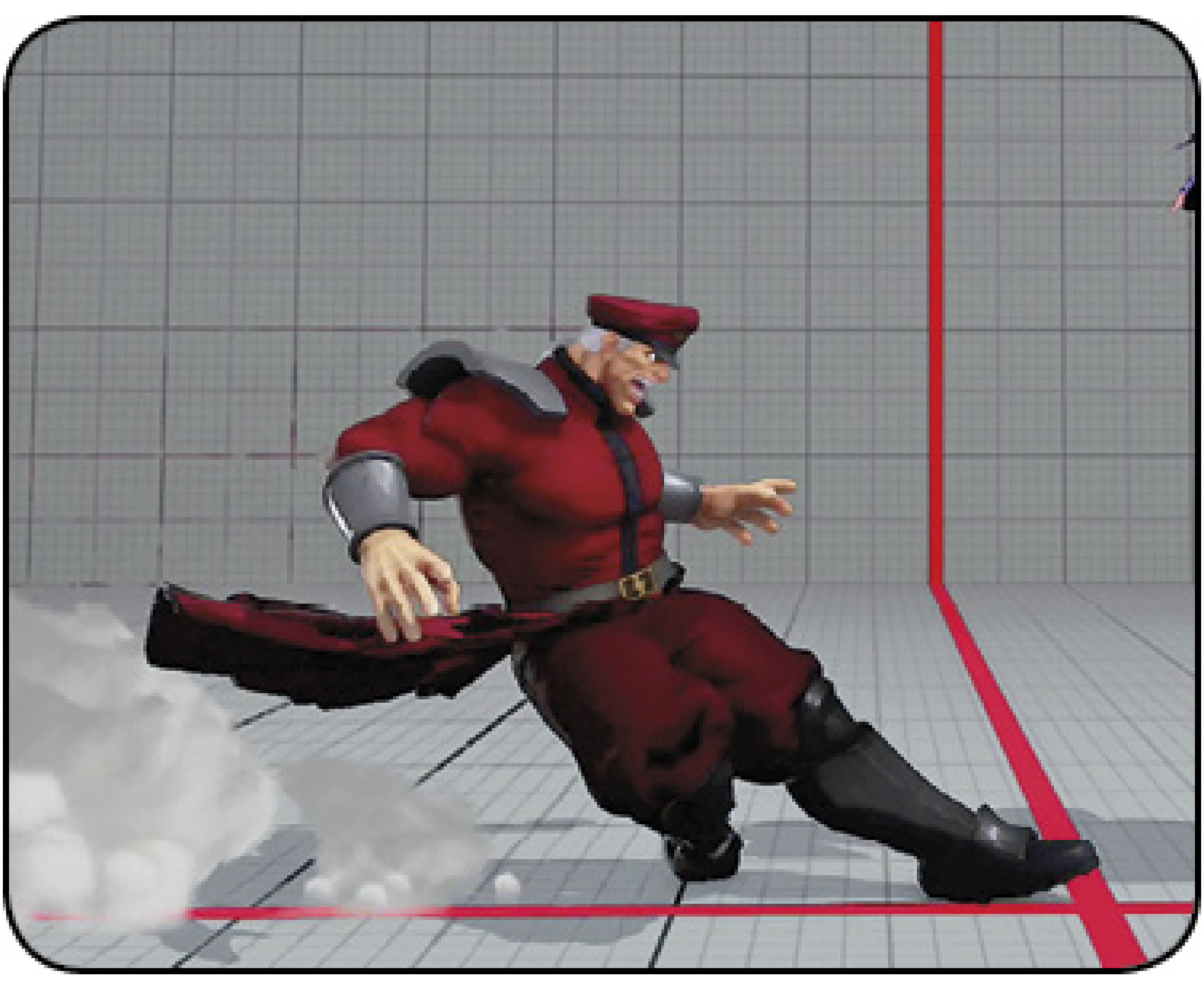
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	L
ON HIT	3
ON GUARD	2
VTX HIT	±0
VTX GUARD	-1
CANCEL	CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING

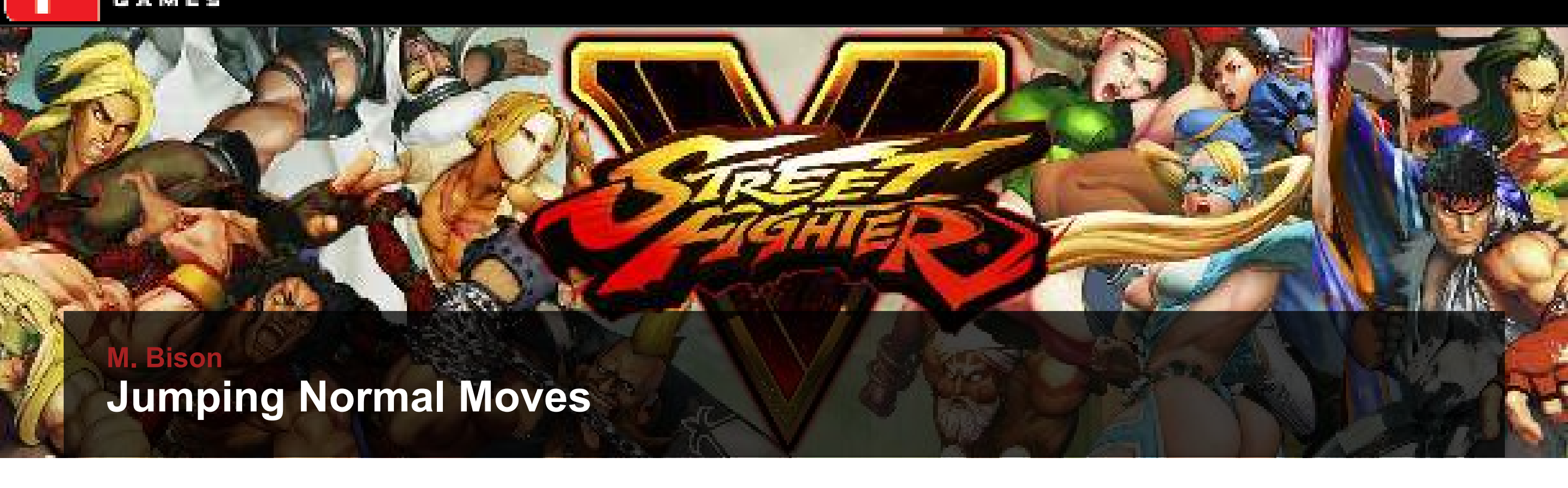


STARTUP	7
ACTIVE	2
RECOVERY	13
GUARD LEVEL	L
ON HIT	-1
ON GUARD	-2
VTX HIT	5
VTX GUARD	3
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



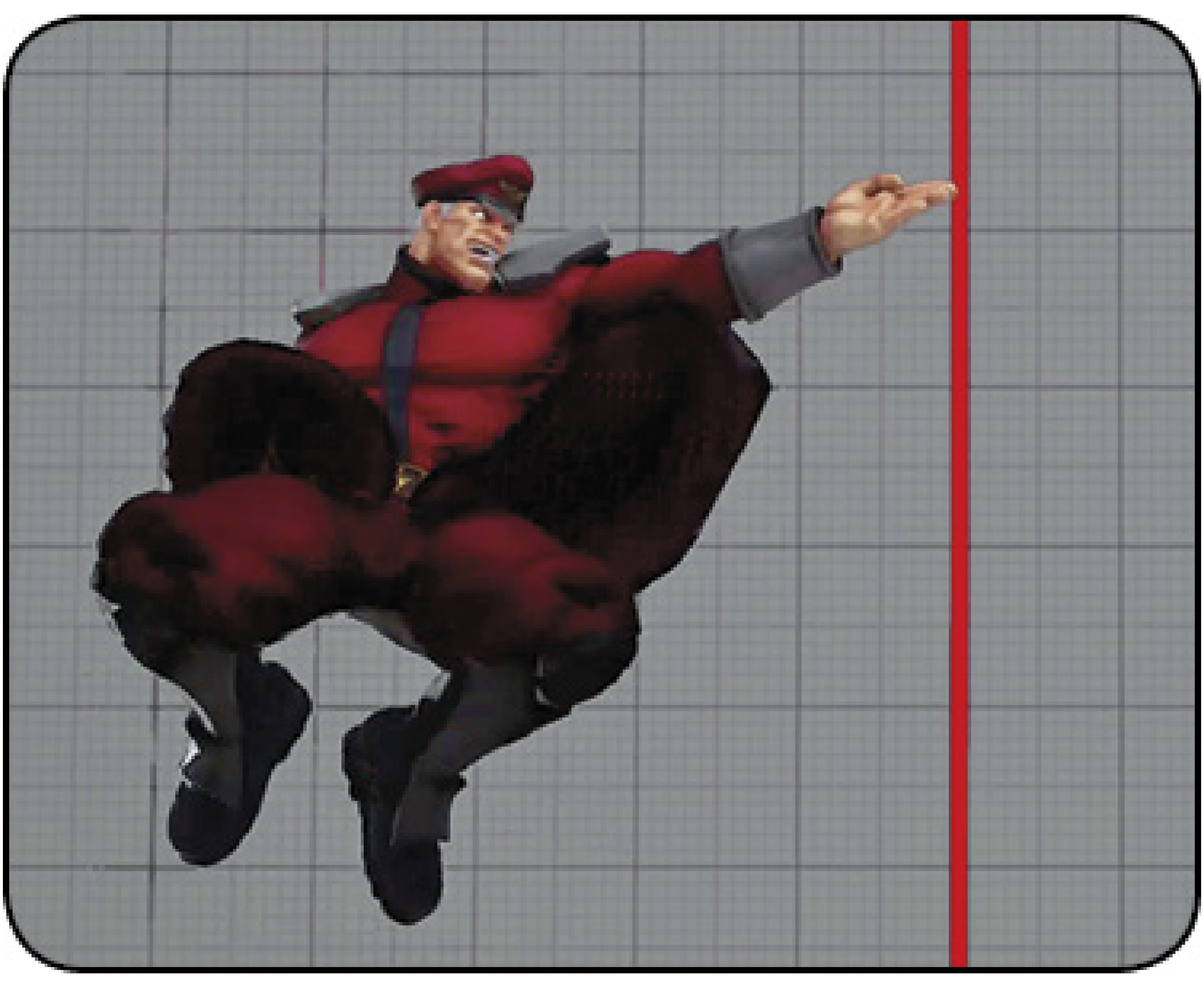
STARTUP	15
ACTIVE	10
RECOVERY	18
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12



M. Bison

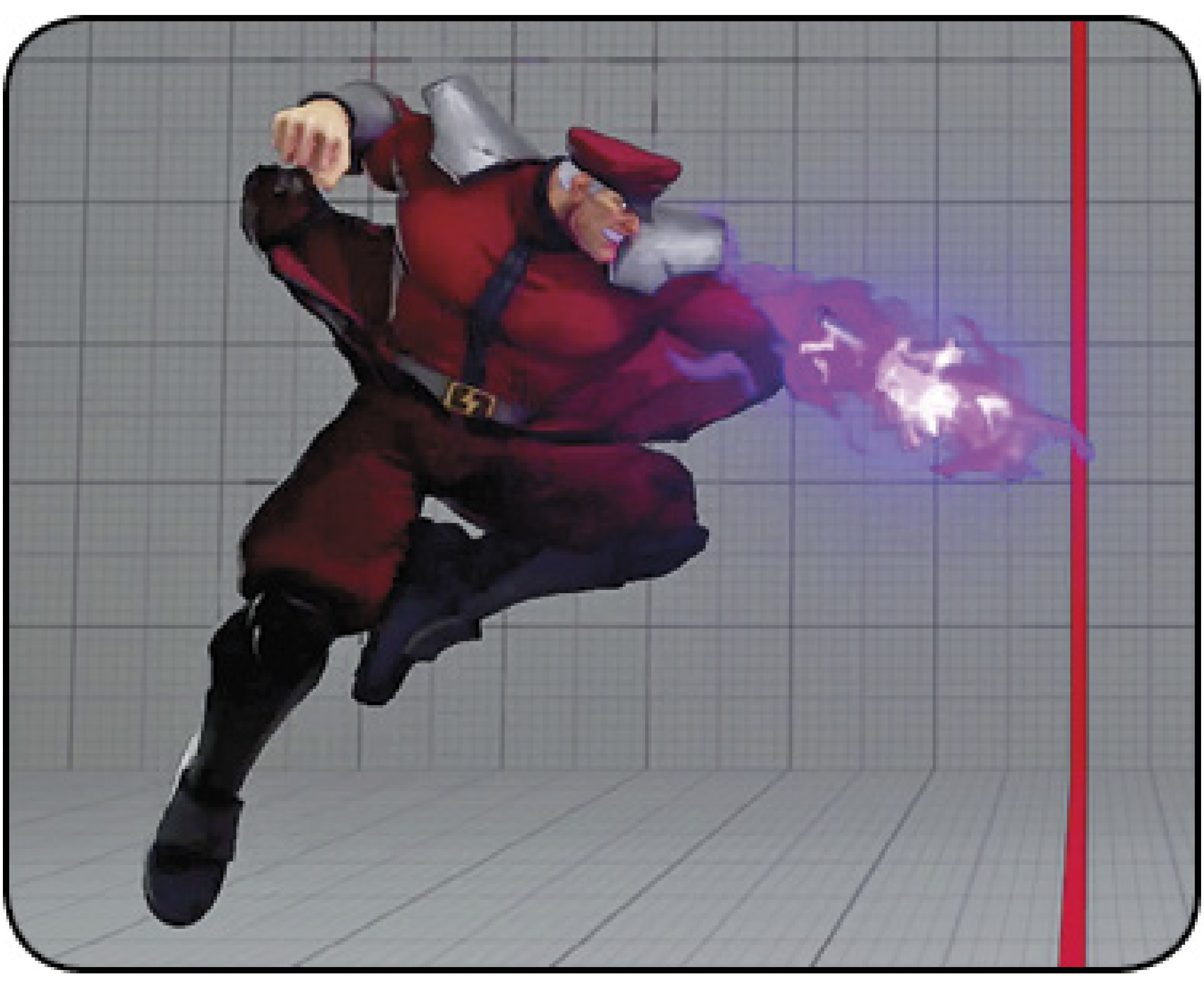
Jumping Normal Moves

JUMPING JAB (LP) WHILE JUMPING



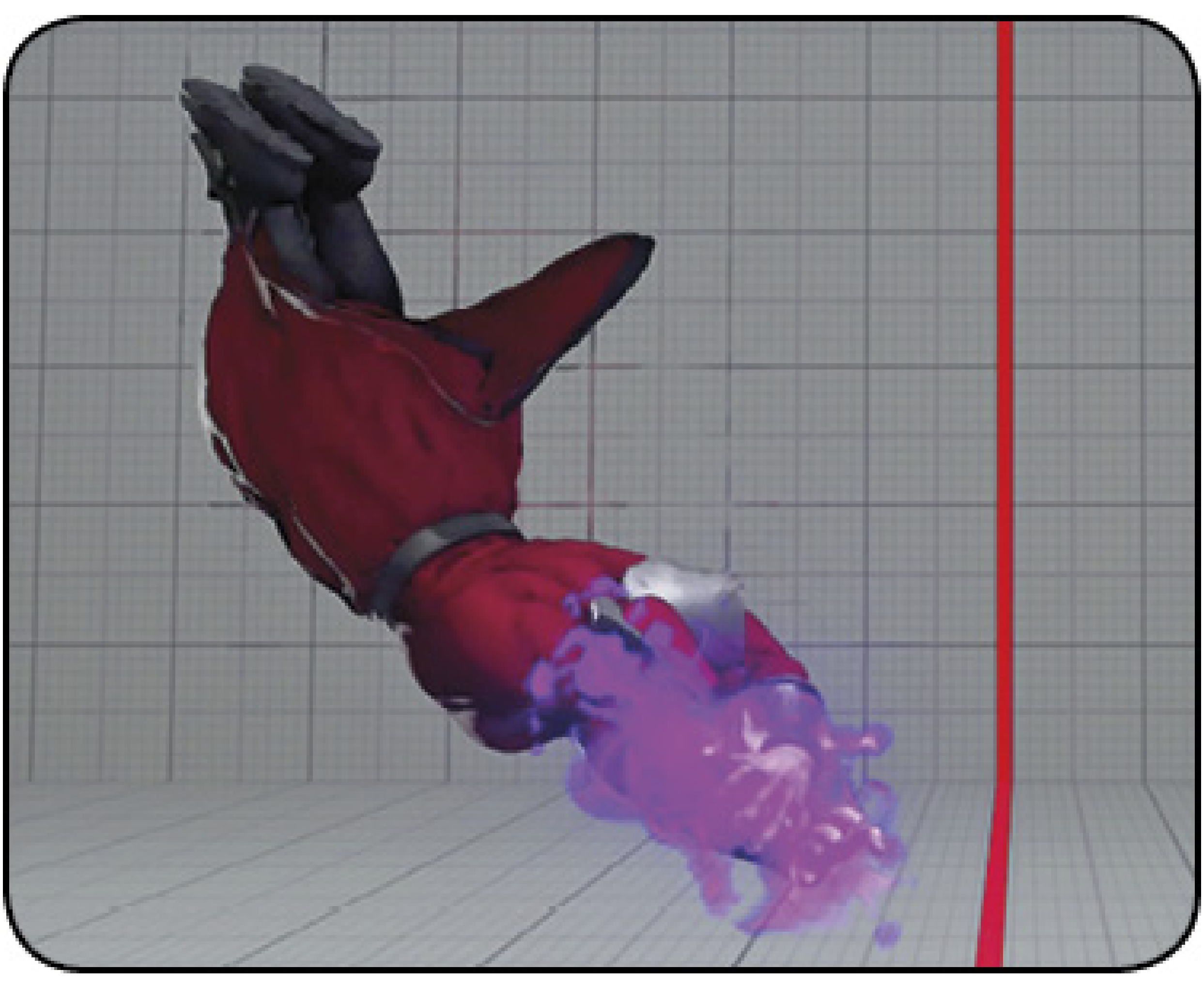
STARTUP	4
ACTIVE	6
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG (MP) WHILE JUMPING



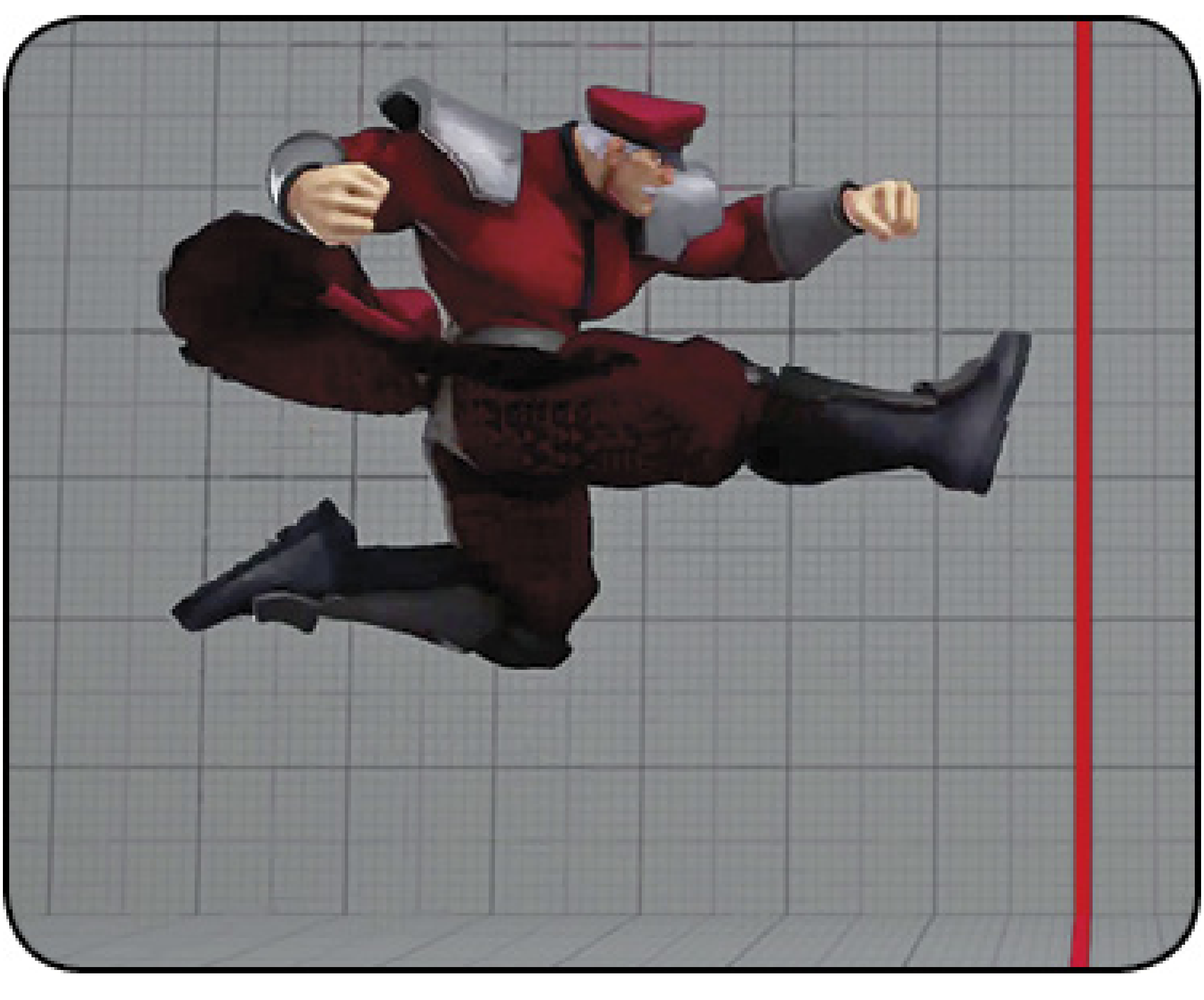
STARTUP	7
ACTIVE	3
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	50
STUN	100
METER GAIN	30/15

JUMPING FIERCE (HP) WHILE JUMPING



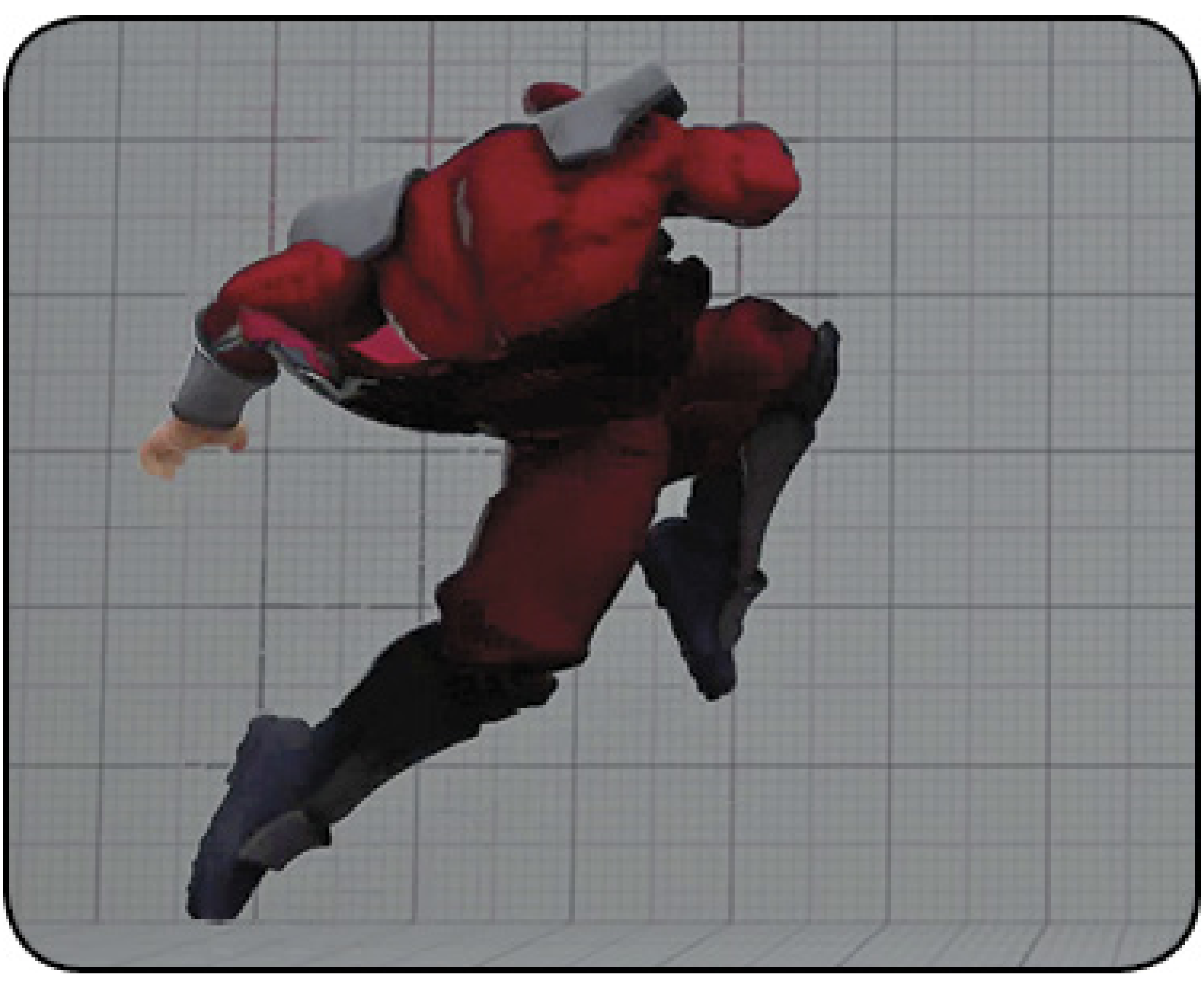
STARTUP	8
ACTIVE	8
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT (LK) WHILE JUMPING



STARTUP	3
ACTIVE	6
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	50
STUN	70
METER GAIN	20/10

JUMPING FORWARD (MK) WHILE JUMPING

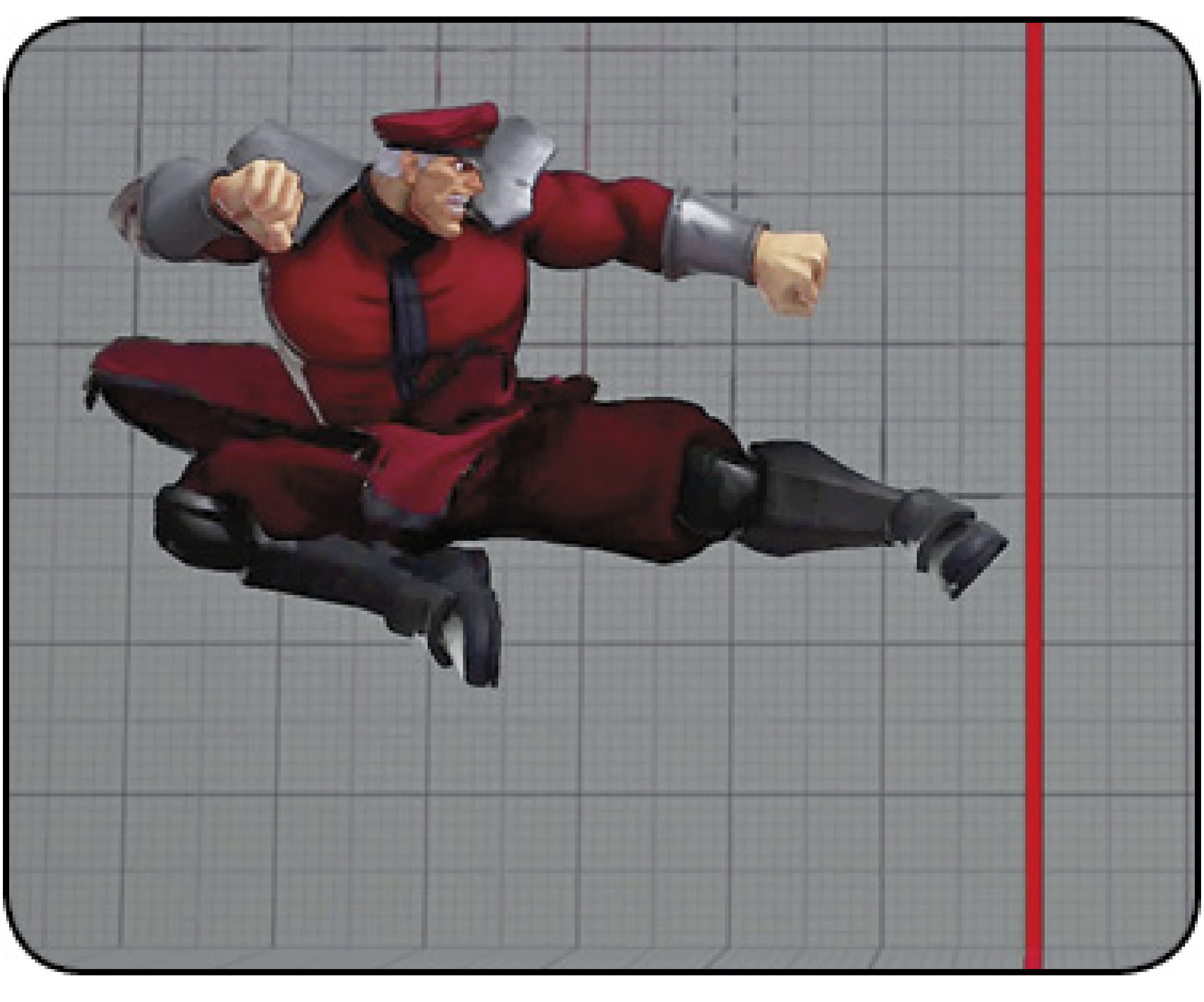


STARTUP	6
ACTIVE	8
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Cross-up

JUMPING ROUNDHOUSE (HK) WHILE JUMPING



STARTUP	8
ACTIVE	6
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

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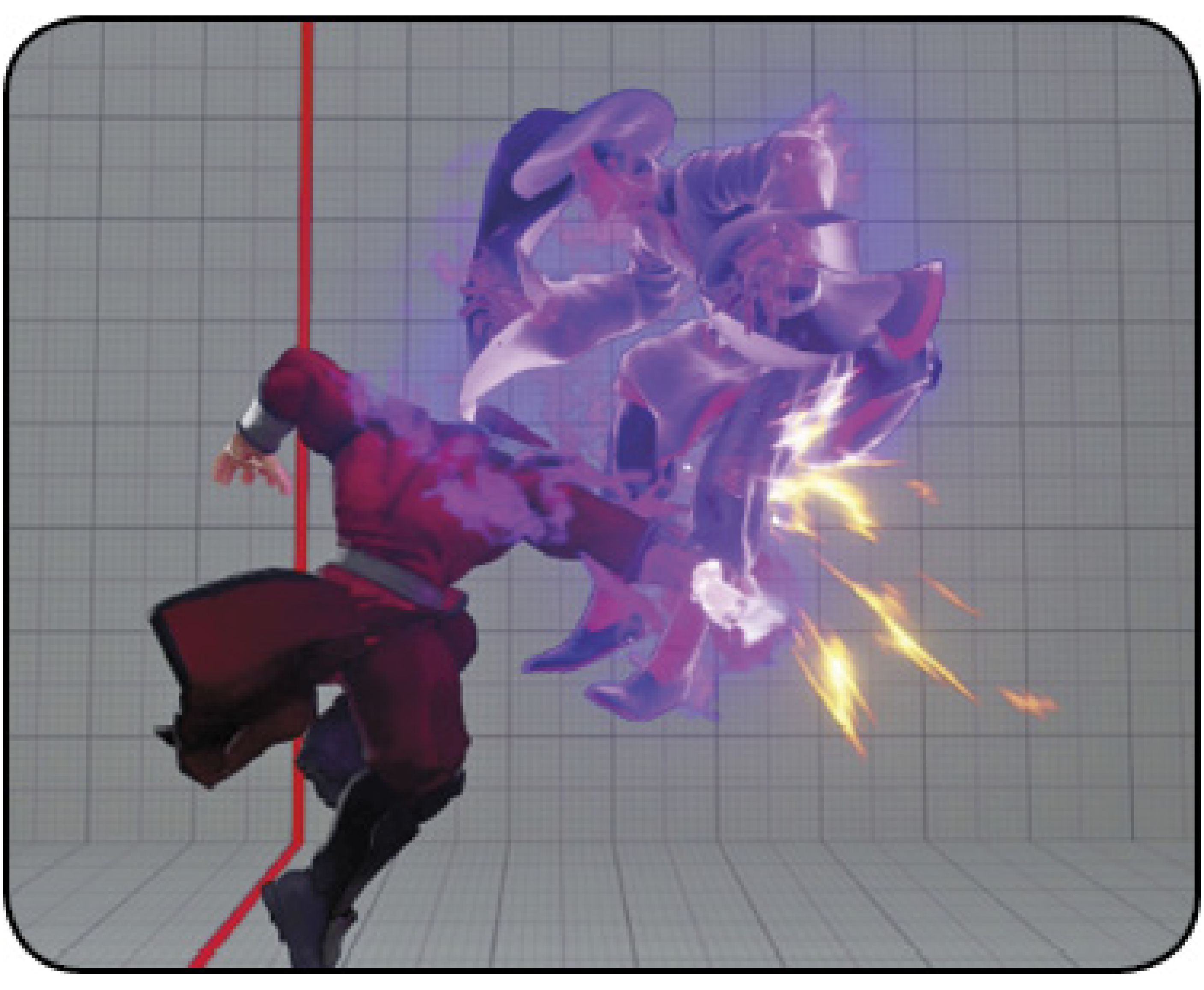
STREET FIGHTER V

M. Bison

Unique Attacks

HELL ATTACK MP X▶ MP WHILE JUMPING

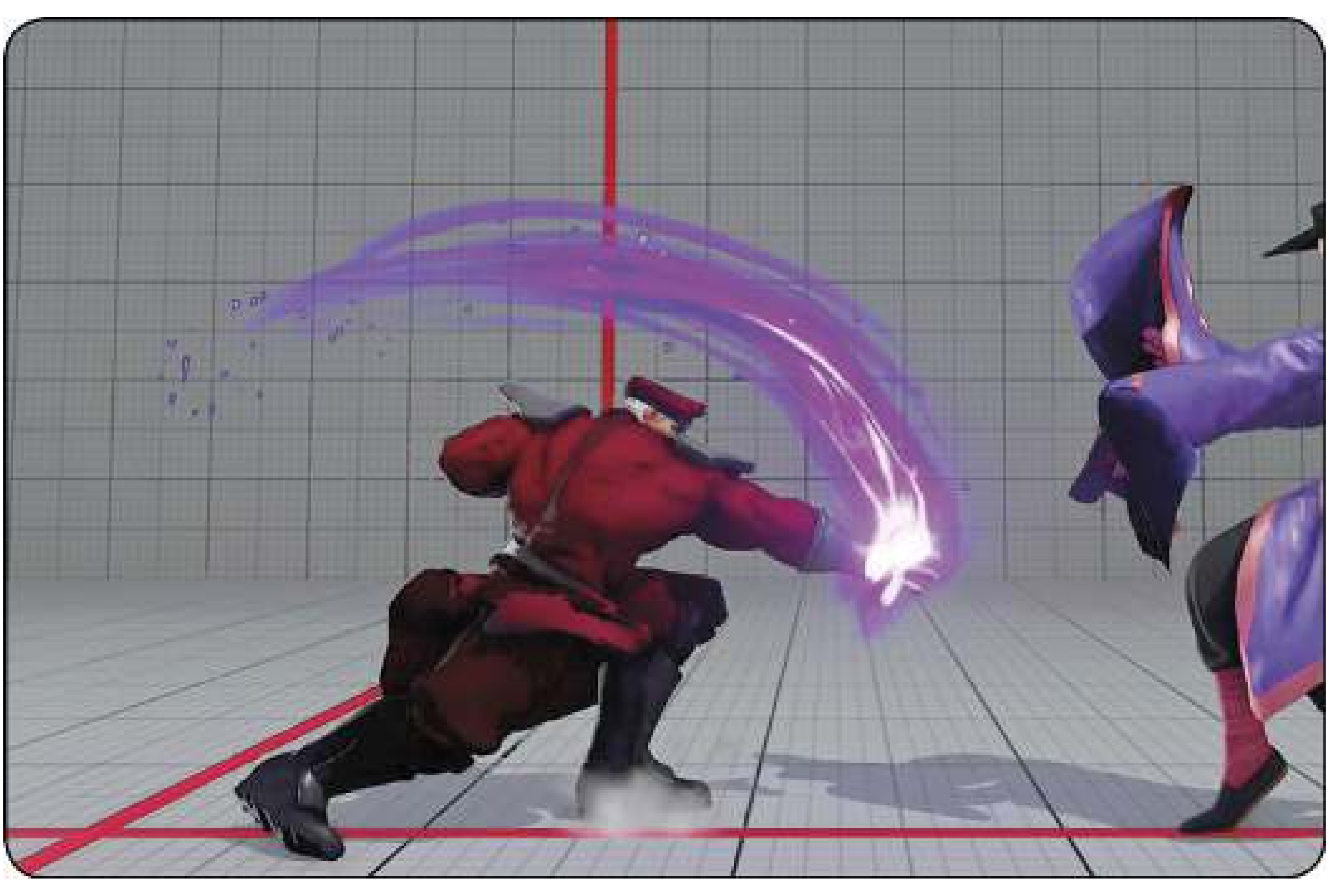


STARTUP	5
ACTIVE	4
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
STUN	50
METER GAIN	30/15

Hell Attack: M. Bison's old jumping "strong-strong" makes its return and opens the way to some punishing anti-air juggle combos. Jumping MP is M. Bison's highest-priority jumping attack, with an invincible hitbox on his glowing fist. Hell Attack is produced by canceling jumping MP on hit into another MP press. You can cancel jumping MP into Hell Attack immediately, or you can delay the cancel as late as just before landing. Jumping MP places jumping foes into floating, jugglable hitstun, so Hell Attack combos naturally air-to-air, while still leaving the victim in a jugglable state. By canceling jumping MP into Hell Attack either early or late, you can alter your target's descent back to the ground. Ideally, you want to time the juggle so M. Bison lands earlier than his enemy, giving you time to juggle with Psycho Inferno, Psycho Blast, or Double Knee Press. (For the latter two, you'd start charging ← just after M. Bison's forward/neutral jump began.) See **Combo 10**.

There are two main ways to nail opponents air-to-air with jumping MP to Hell Attack. The first one is to get a good read on their jump-in habits, then just beat them to it: jump forward with very early jumping MP when they jump in. This is like jumping up into opponents with an air throw attempt when using Chun-Li, Nash, Vega, or Zangief. When you confirm a hit, cancel into Hell Attack on the way down to juggle them. The other way is to use jumping MP as your own jump-in attack. This deals less damage than jump-in HP, but if the opponent tries to jump away, they'll get placed into a juggle state as M. Bison lands. From here, you can immediately jump (either forward or neutral works, depending on position) with MP canceled into a delayed Hell Attack, staggering the hits so you have time to juggle with a special on M. Bison's second landing. In some previous *Street Fighter* incarnations of M. Bison, you could still perform Hell Attack after jumping MP whiffs, but unfortunately, you can't cover both bases here. You can only perform Hell Attack if jumping MP hits, so you'll have to commit to starting it either early or late in a jump.

PSYCHO AXE ↖ + HP



STARTUP	16
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	6
ON GUARD	1
VTX HIT	15
VTX GUARD	10
CANCEL	V
DAMAGE	80
STUN	100
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +15 frame advantage, +150 V-Gauge

SHADOW AXE MP X▶ ↖ + HP

STARTUP	16
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	6
ON GUARD	-5
VTX HIT	15
VTX GUARD	4
CANCEL	V
DAMAGE	60
STUN	60
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +15 frame advantage, +150 V-Gauge

Psycho Axe: This downward-swiping slash moves M. Bison forward about a step during its execution and is his farthest-reaching poke by far, with the exception of his incredibly risky crouching HK slide. The move's hitbox extends slightly in front of M. Bison's hurtbox, giving him great priority (on top of having fierce button strength to begin with). It leaves M. Bison at +1 even if guarded and links into crouching MP on normal hit. (Start charging ← immediately after starting ↖ + HP so you'll have charge built up to cancel crouching MP into Double Knee Press if desired; see **Combo 5**.) As a counter-hit, Psycho Axe causes a Crush Counter spin that easily allows for combo extension. (See **Combos 8** and **9**.) The

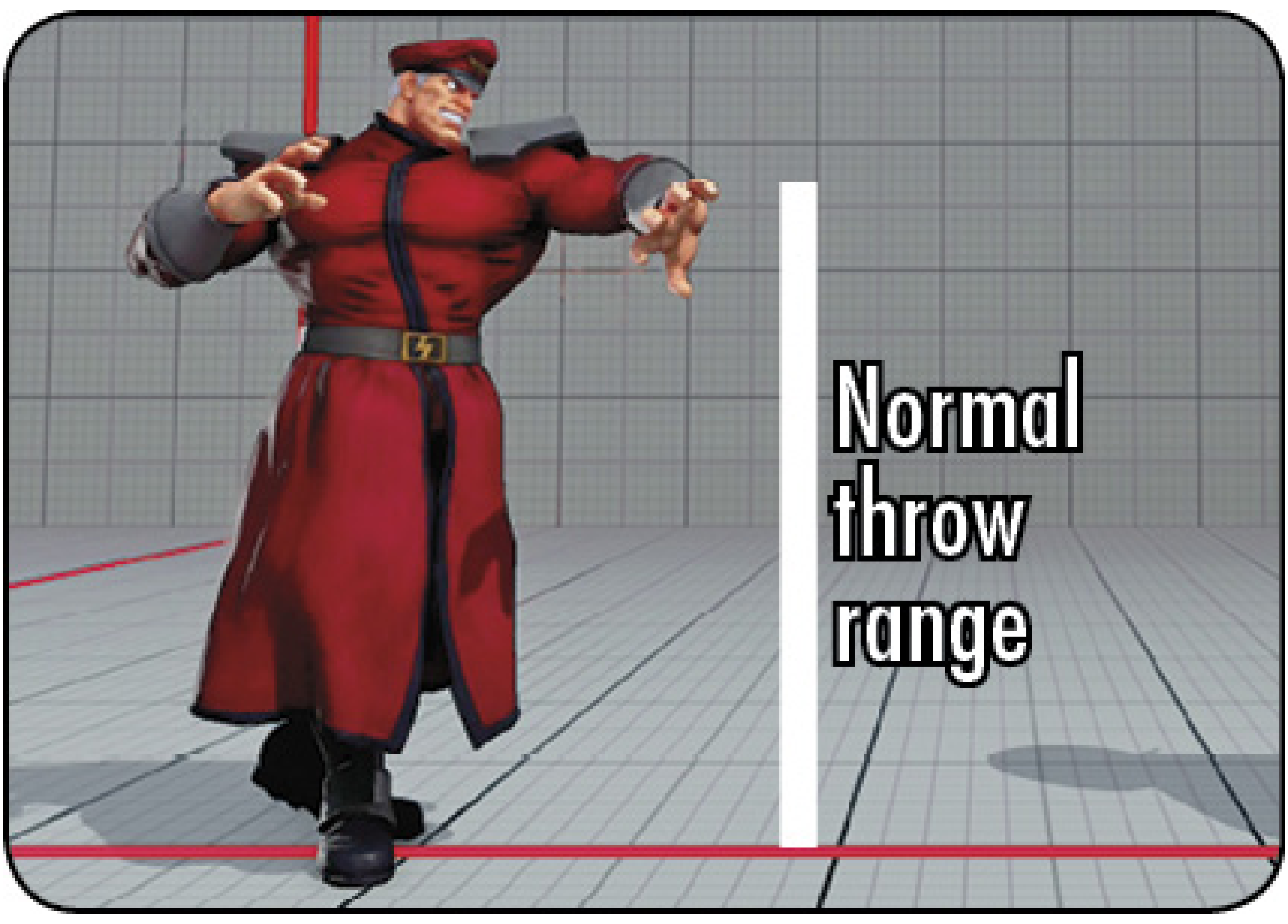
only downside to this move is its somewhat slow startup speed. You'll need to use this meaty against foes air recovering or waking up (like immediately after a back throw), or as a poke from the tip of its range.

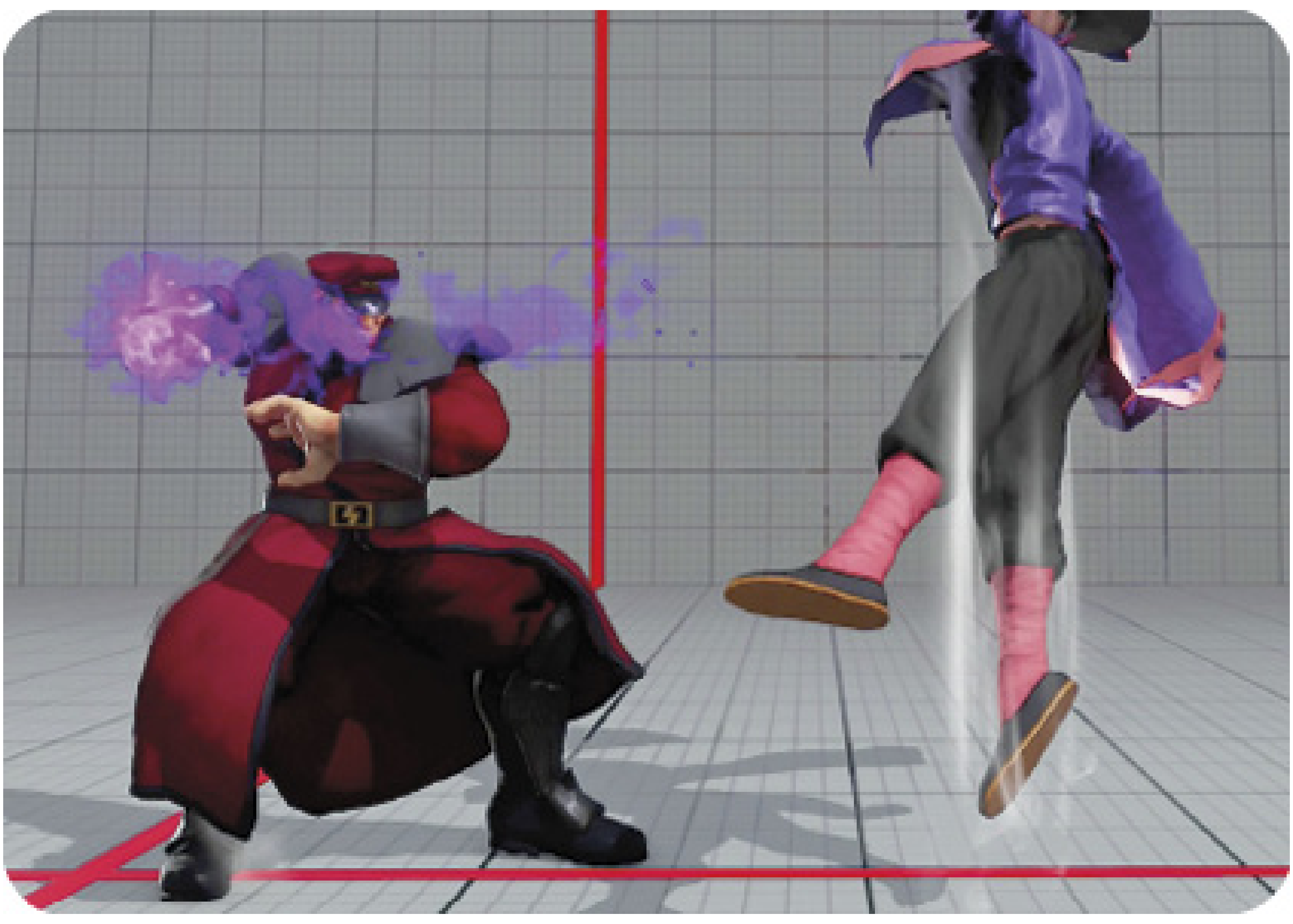
Shadow Axe: M. Bison's target combo of standing MP (his standard bread-and-butter opening) into Psycho Axe (described above). This version of Psycho Axe is unsafe if guarded, leaving M. Bison at a punishable -5. If standing MP is guarded, there's also a five-frame gap between the strikes, which means that M. Bison can be thrown or jabbed out of the Psycho Axe follow-up. If standing MP normal hits, this isn't a problem, but the hits don't naturally combo—your enemy might get normal hit by standing MP, and then block Shadow Axe and punish you with a throw or five-frame combo starter. If you want to incorporate Psycho Axe into your game despite the lack of safety when blocked, you can sometimes perform standing MP, wait for it to recover, then use regular Psycho Axe; a watchful, defensive player eager to punish target combos may take this bait and give you something to punish.

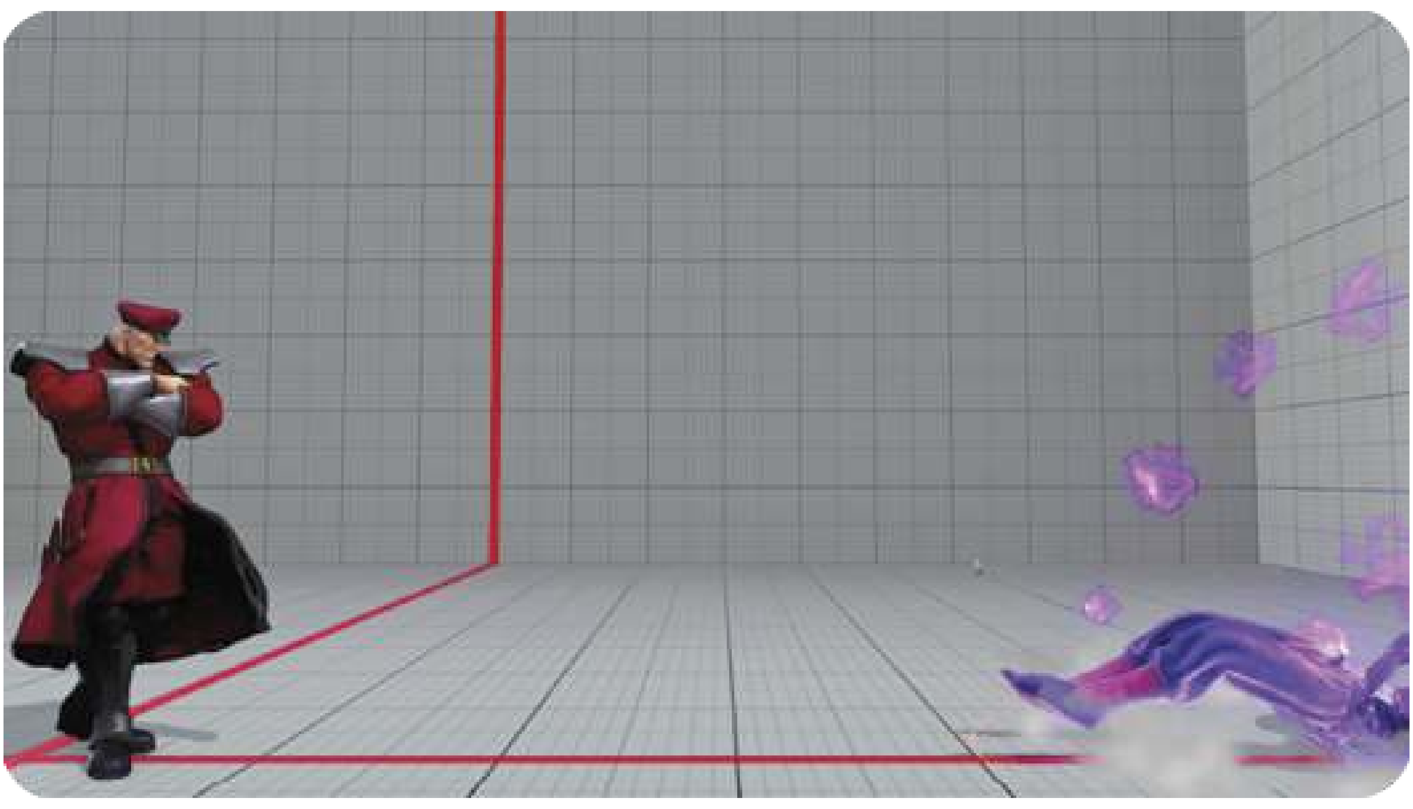
All these problems evaporate if the initial standing MP itself strikes as a counter-hit. This creates enough hitstun for Shadow Axe to combo, and (like with naked Psycho Axe) you can link crouching MP after to continue.

STREET FIGHTER

PSYCHO IMPACT LP + LK







STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	130
STUN	170
METER GAIN	80

Psycho Impact: M. Bison levitates his victim in front of him, then blasts them across the full length of the playing field. Defensively, this fits into M. Bison's game plan because he likes dictating the pace but has trouble when he's getting rushed down himself. Establishing full screen distance gives you flexibility to reengage on your own terms. While you don't have any heavily advantaged follow-ups to pull on an opponent who quick-rises here, M. Bison's incredible forward dash and ample movement tools give you a chance to mix it up after a throw. You can dash twice from full screen and simply throw the foe again, or dash once and then jump in with jumping HP. As a change-up to those, you can start charging down just after the throw begins, then immediately Head Press. None of these options is guaranteed—they won't be advantaged/meaty, so they're susceptible to reversals. To make them somewhat safe, you'll have to condition your adversary. You can do this by throwing them, then sometimes dashing forward and just waiting for their next move, or by throwing them, performing an immediate Head Press, then pulling it short with Devil Reverse. Creating uncertainty about when you'll actually attack is how you can pull off opening gambits that aren't airtight.

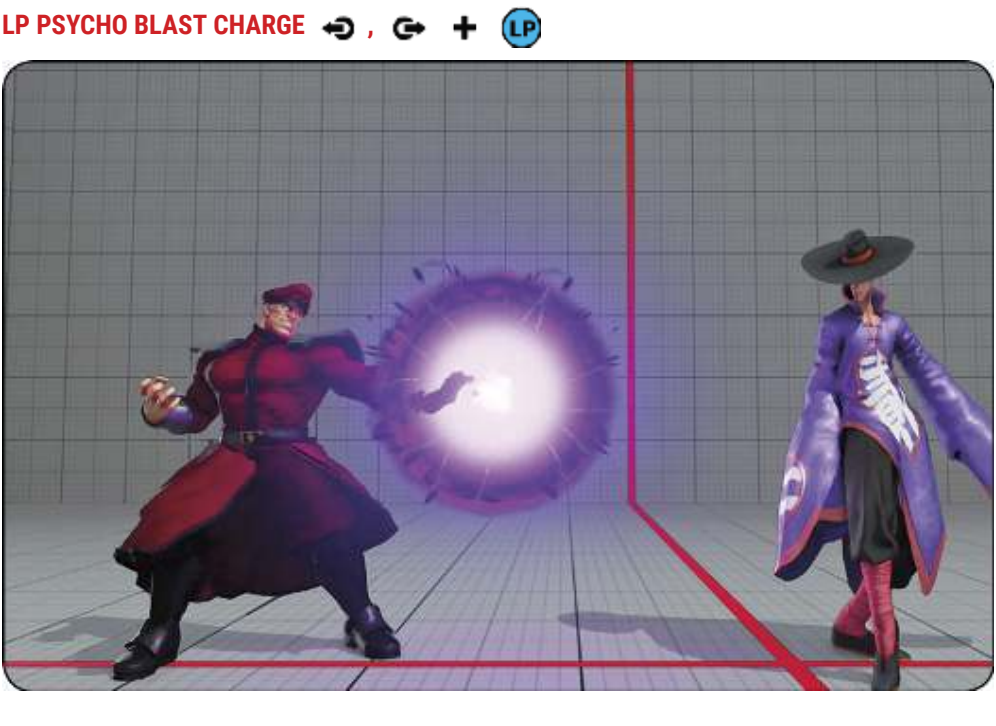
DEVELOPER NOTES

M.Bison has always been a bit strong and quite psychotic. By adding a devilish smile paired with a new intimidating stance, we feel that he now truly exemplifies the embodiment of Psycho Power.

—Peter Rosas, Associate Producer

PSYCHO FALL ← + LP + LK

LP PSYCHO BLAST CHARGE ← , → + LP



STARTUP	10
ACTIVE	10
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-4
VTX HIT	D
VTX GUARD	15
CANCEL	CA, V
DAMAGE	70
STUN	100
METER GAIN	10/20/10

NOTES

Requires 40 frames of charge time; projectile hitbox

MP PSYCHO BLAST CHARGE ← , → + MP

STARTUP	15
ACTIVE	10
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-1
VTX HIT	D
VTX GUARD	15
CANCEL	CA, V
DAMAGE	70
STUN	100
METER GAIN	10/20/10

NOTES

Requires 40 frames of charge time; projectile hitbox

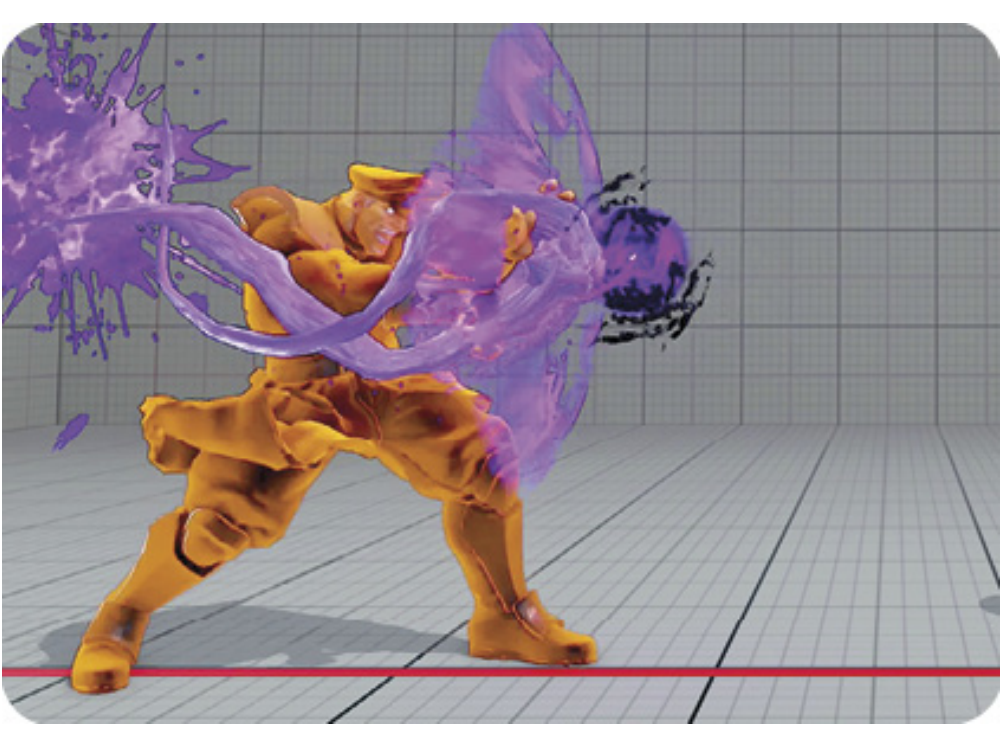
HP PSYCHO BLAST CHARGE ← , → + HP

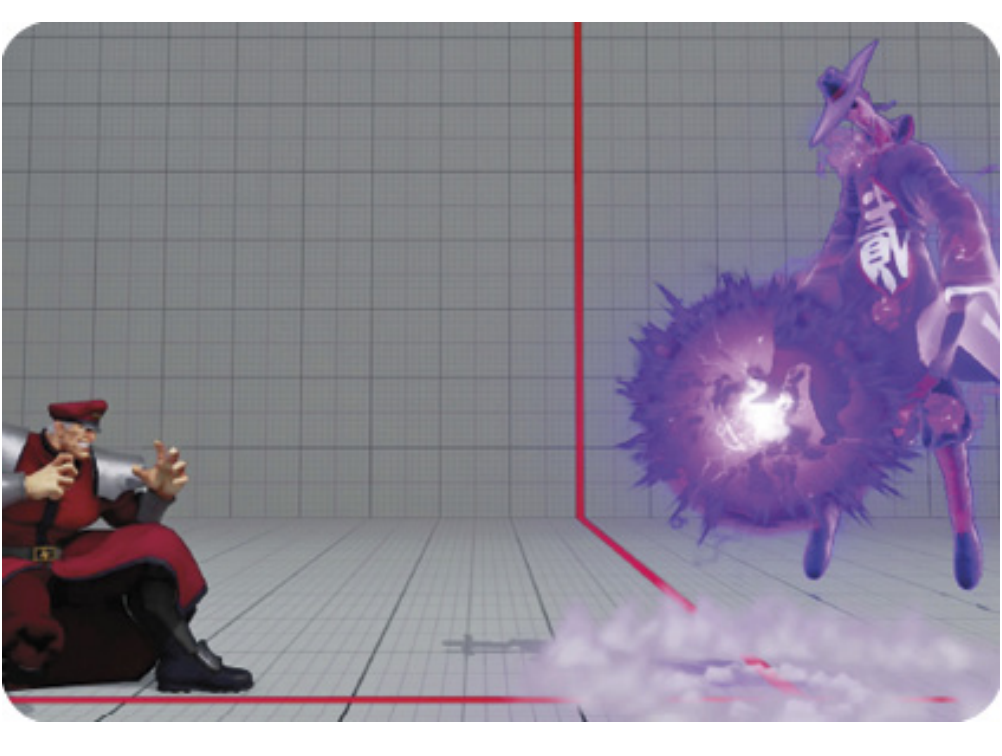
STARTUP	19
ACTIVE	10
RECOVERY	14
GUARD LEVEL	HL
ON HIT	D
ON GUARD	2
VTX HIT	D
VTX GUARD	14
CANCEL	CA, V
DAMAGE	70
STUN	100
METER GAIN	10/20/10

NOTES

Requires 40 frames of charge time; projectile hitbox

EX PSYCHO BLAST CHARGE ← , → + P P





STARTUP	15
ACTIVE	Notes
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	2
VTX HIT	D
VTX GUARD	17
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	-300

NOTES

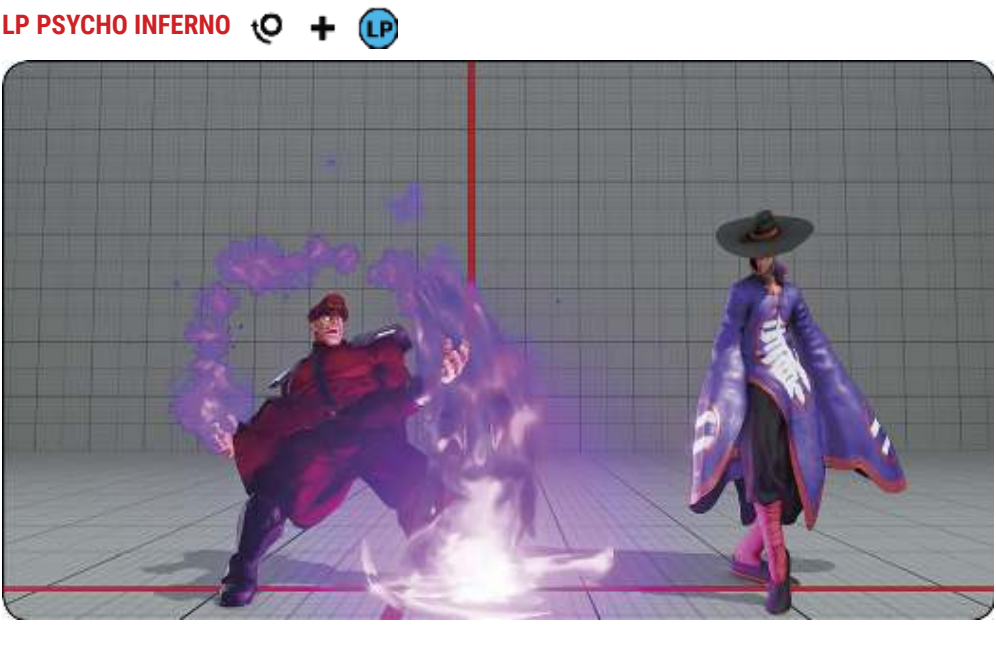
Requires 40 frames of charge time; projectile lasts 92 frames, explodes in proximity to target; is a single hit but has 2 hits of projectile durability

Psycho Blast: New to *Street Fighter V*, the mad dictator has a new projectile attack in which a burst of psycho energy explodes from his open hand in front of him. This will nullify incoming one-hit projectiles, expending its hitbox to do so. LP Psycho Blast is the fastest to hit but the slowest to recover, leaving M. Bison at -4 when blocked. HP Psycho Blast hits slowest but is safe when guarded, with M. Bison at +2. All versions deal the same damage and stun, but heavier versions have progressively larger hitboxes. HP Psycho Blast's hitting area is almost as big as the visual of the blast itself, while LP Psycho Blast's reach is a little deceptive, as it doesn't reach the length of the purple energy ball.

You can use Psycho Blasts in combos, though its ranges are restrictive, and combos into Psycho Inferno or Double Knee Press are better. You can also use it to nullify incoming projectiles, but Psycho Reflect is tailor-made for that, and it builds V-Gauge and has an optional full screen projectile follow-up built-in. Perhaps most interestingly, normal versions of Psycho Blast are active for a very long time, at 10 frames. This gives this special move some utility as a mid-range poke, sparingly usable from about the distance you'd swing with ↘ + HP. The psycho energy itself isn't vulnerable, so the opponent will get hit if they happen to dash forward or stick anything into that area.

EX Psycho Blast expends one stock of EX Gauge to send a slow-moving projectile the length of the screen. When the projectile nears the enemy, it will explode into a larger hitbox that knocks down on contact (it will also explode after 1.5 seconds have elapsed; it doesn't travel forever, unlike most horizontal projectiles). Unique among projectiles, EX Psycho Blast has a hit of armor against other fireballs, so it'll plow through them and keep going without losing damage potential. This fireball moves very slowly, giving M. Bison plenty of time to jump in/dash in after it, or even to store ↓ charge and then immediately perform Head Press once he releases the shot. This is a very important part of M. Bison's arsenal. The biggest weakness of his offense is that because of his awful walk speed, he advances using forward warping dashes or forward jumps, which are predictable and vulnerable. Having EX Psycho Blast solves this problem completely as long as it's on screen. EX Psycho Blast should almost certainly account for any of your EX Gauge expenditure in the neutral game, and you shouldn't be shy about reminding the opposition that you have it.

LP PSYCHO INFERNO ↺ + LP



STARTUP	14
ACTIVE	12
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
VTX HIT	D
VTX GUARD	19
CANCEL	CA, V
DAMAGE	90
STUN	100
METER GAIN	10/20/10

NOTES

Projectile hitbox

MP PSYCHO INFERNO ↺ + MP

STARTUP	16
ACTIVE	14
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
VTX HIT	D
VTX GUARD	20
CANCEL	CA, V
DAMAGE	100
STUN	100
METER GAIN	10/20/10

NOTES

Projectile hitbox

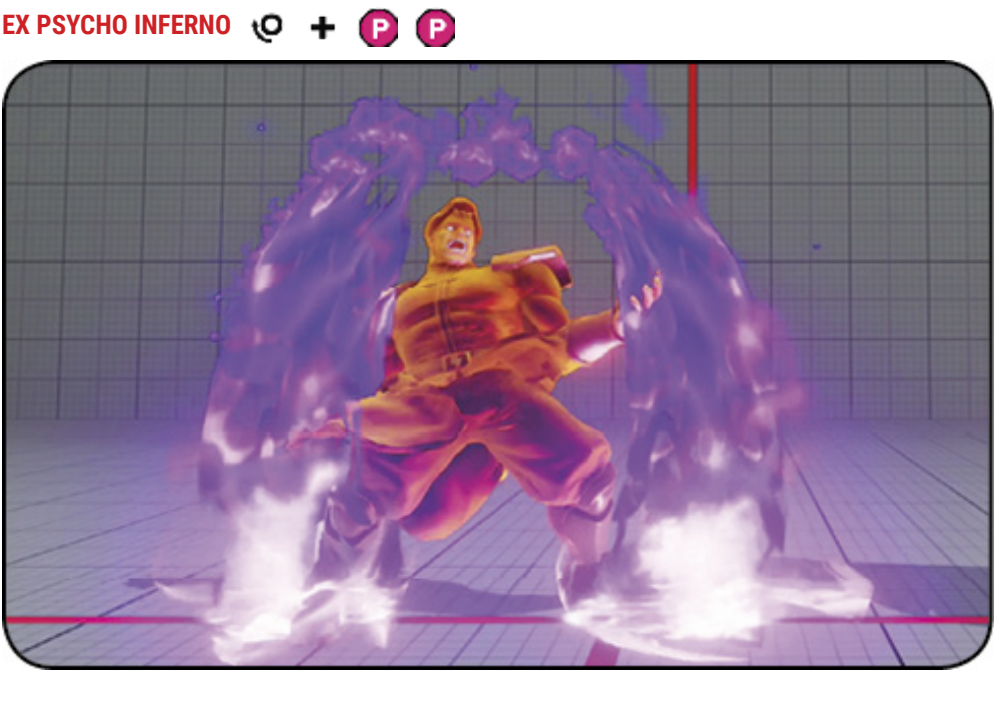
HP PSYCHO INFERNO ↺ + HP

STARTUP	18
ACTIVE	16
RECOVERY	30
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	28
CANCEL	CA, V
DAMAGE	110
STUN	100
METER GAIN	10/20/10

NOTES

Projectile hitbox

EX PSYCHO INFERNO ↺ + P P



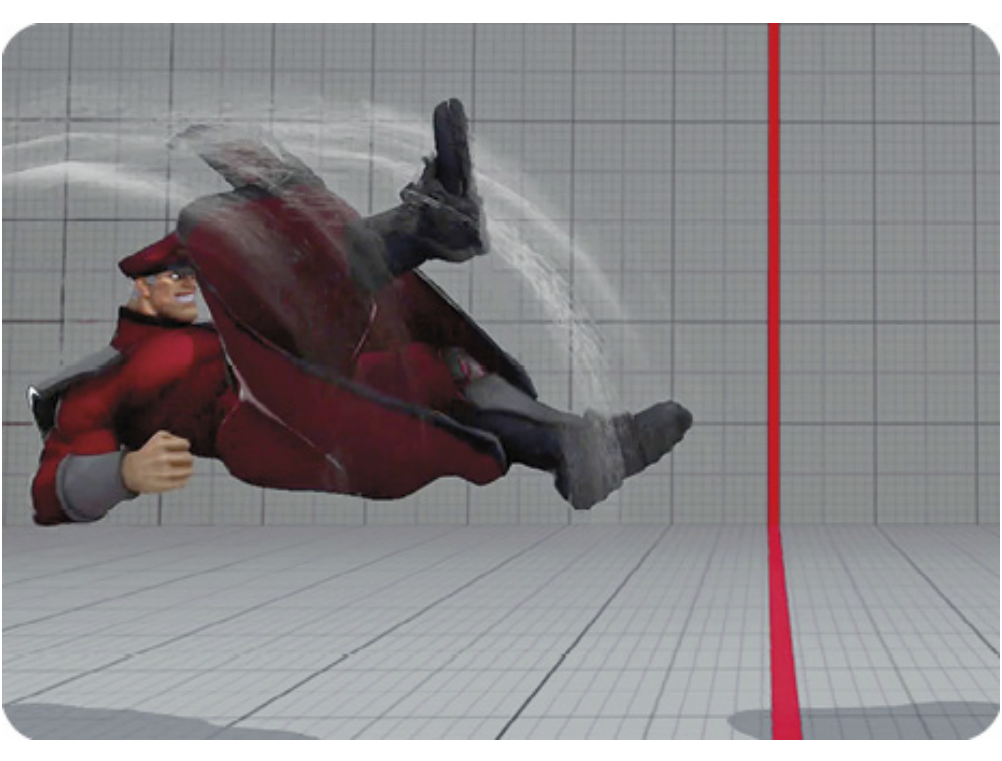
STARTUP	15
ACTIVE	18
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-1
VTX HIT	D
VTX GUARD	29
CANCEL	V
DAMAGE	140
STUN	150
METER GAIN	-300

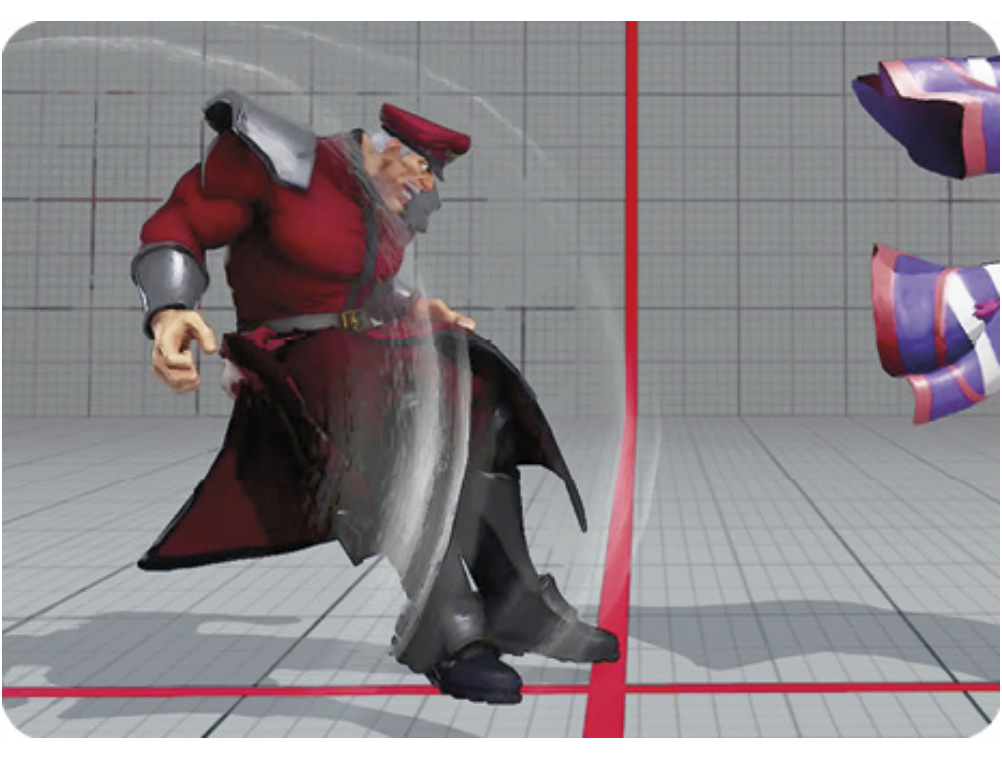
NOTES

Projectile hitbox on both sides

Psycho Inferno: Also new to *Street Fighter V*, this move allows M. Bison to call forth a pillar of psycho energy from the ground in front of him. This blade of energy is a projectile that stays active for 12 to 18 frames, depending on the version. This move gives M. Bison a big first: strong combos without having to store a charge. It's also useful for extending juggle combos and can serve as an early anti-air against telegraphed jumps from farther out. The projectile spray of this attack doesn't have a vulnerable hurtbox for M. Bison, so this will beat anything it hits. The regular versions are all punishable on whiff or block, although the space between M. Bison and a place where anyone can stand safely in front of the energy blade means that optimal punishment against M. Bison can be difficult. Psycho Inferno strikes repeatedly on hit, but it will fizzle out if M. Bison takes a hit during its duration or if another projectile clashes with it. EX Psycho Inferno is almost as fast as the LP version and erupts on both sides of M. Bison. This version deals more damage and stun and leaves M. Bison at only -1 when blocked. With a full V-Gauge, Psycho Inferno can lead to a nasty ground cross-up against someone waking up. Perform Psycho Inferno (preferably HP or EX) aimed just over them, V-Trigger cancel it immediately, then forward dash. If you time it correctly, M. Bison will pass through their body as they rise and the Psycho Inferno will hit as a cross-up, allowing you to juggle with another Inferno from the other side!

LK DOUBLE KNEE PRESS CHARGE ← , → + LK





STARTUP	13
ACTIVE	2(1)3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-4
VTX HIT	5
VTX GUARD	-2
CANCEL	CA, V
DAMAGE	70
STUN	100(50x2)
METER GAIN	10/20/10

NOTES

Requires 40 frames of charge; frames 15-18 airborne

MK DOUBLE KNEE PRESS CHARGE ← , → + MK

STARTUP	15
ACTIVE	2(1)3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
VTX HIT	5
VTX GUARD	±0
CANCEL	CA, V
DAMAGE	80
STUN	100(50x2)
METER GAIN	10/20/10

NOTES

Requires 40 frames of charge; frames 17-20 airborne

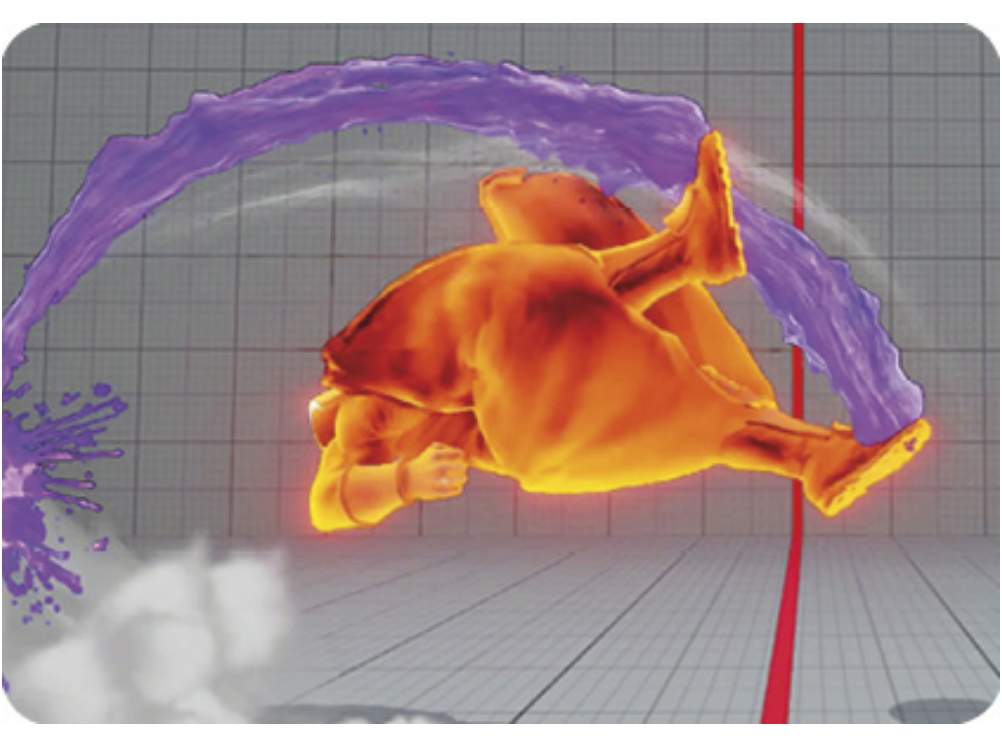
HK DOUBLE KNEE PRESS CHARGE ← , → + HK

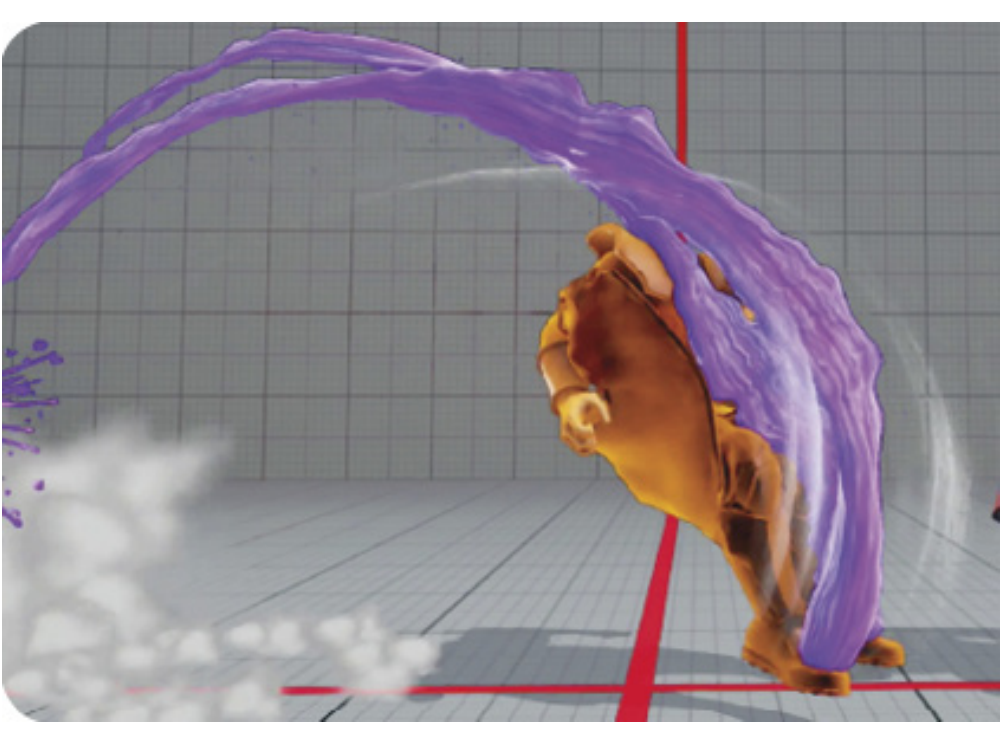
STARTUP	19
ACTIVE	2(2)3
RECOVERY	21
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	6
VTX GUARD	3
CANCEL	CA, V
DAMAGE	90
STUN	100(50x2)
METER GAIN	10/20/10

NOTES

Requires 40 frames of charge; frames 21-25 airborne

EX DOUBLE KNEE PRESS CHARGE ← , → + K K





STARTUP	12
ACTIVE	6
RECOVERY	17
GUARD LEVEL	HL
ON HIT	D
ON GUARD	1
VTX HIT	—
VTX GUARD	7
CANCEL	V
DAMAGE	150
STUN	200 (100)
METER GAIN	-300

NOTES

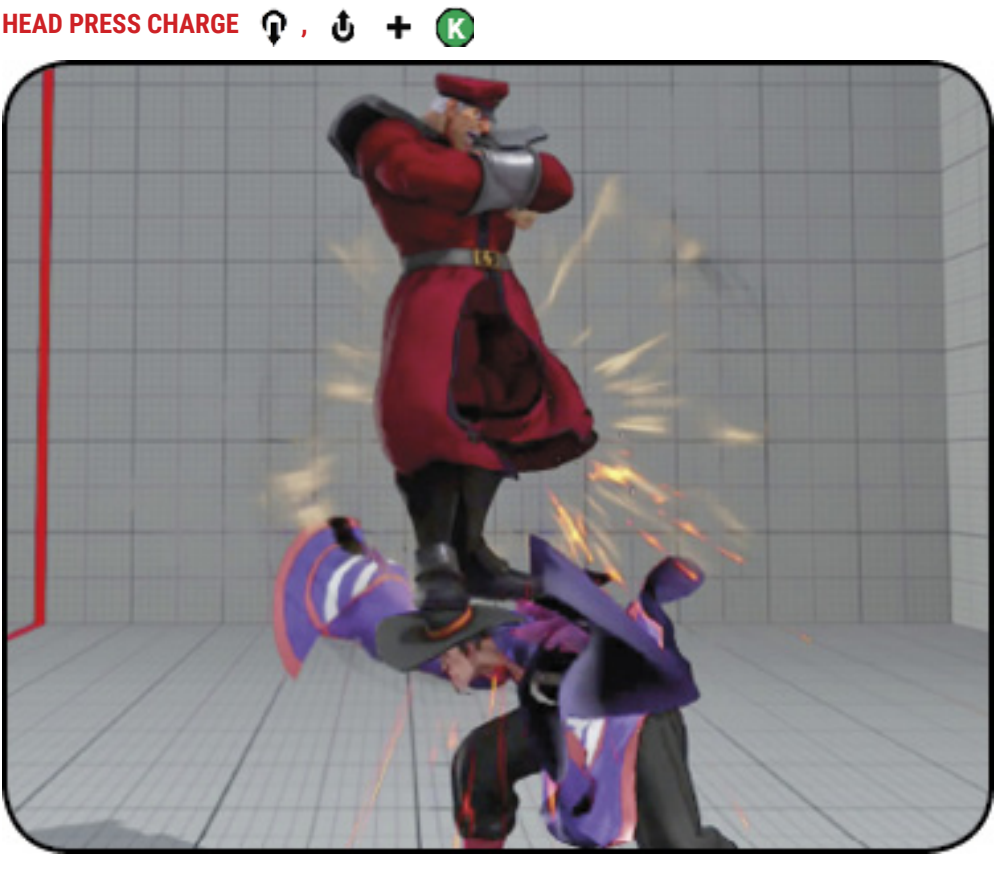
Requires 40 frames of charge; frames 14-16 airborne; unrecoverable knockdown on full hit, normal knockdown if only second hit connects

Double Knee Press: The head-over-heels tumbling "scissor kick" returns. M. Bison flips forward, striking twice. The LK version is quick, but it travels the shortest distance and is the worst candidate for V-Trigger-canceling or Critical Art-canceling. It's also the least safe version when blocked (-4), but it leaves M. Bison with the best advantage on hit (+3). MK Double Knee Press can always cancel after one hit into Ultimate Psycho Crusher for good damage, works in combos after any of M. Bison's cancelable medium normals, and leaves M. Bison slightly safer on block, at -3. HK Double Knee Press travels the farthest and leaves M. Bison at only -2 when guarded, while comboing naturally after standing HP.

EX Double Knee Press expends a stock of EX Gauge for a faster, stronger scissor kick. If the first knee flip hits, EX Double Knee Press transitions into a short cinematic that leaves the opponent in an unrecoverable knockdown, with no quick-recovery allowed. (Don't get too excited, though: M. Bison doesn't get guaranteed meaty cross-up setups or anything off this, as it's not a real hard knockdown.) This even works in juggle combos if the first hit strikes correctly. From farther away, or in awkward juggles, EX Double Knee Press will merely knock foes down if only the second hit connects after M. Bison has flipped fully forward.

During neutral pressure, Double Knee Press can serve as the same horizontal blockstun tool it's always been. However, be careful using the LK version as a pressure tool against characters who have guaranteed ways to punish it on guard (like Ryu with a quick Shoryuken, or R. Mika with a three-frame jab canceled to LP/EX Shooting Peach). The HK version is best for mid-range engagements. In hit-confirm combos, Double Knee Press allows you to keep up pressure immediately after hitting because the opponent isn't knocked down. LK Double Knee Press offers the best advantage on hit, giving you frame advantage to immediately attempt a throw, a small-gap frame trap with standing MP, or a large-gap, Crush Counter-fishing frame trap with standing HK. Double Knee Press's supremacy as M. Bison's combo finisher is threatened by the inclusion of Psycho Inferno, though, which allows you to finish combos for more damage with a knockdown and without storing a charge.

HEAD PRESS CHARGE ↓ , ↑ + K

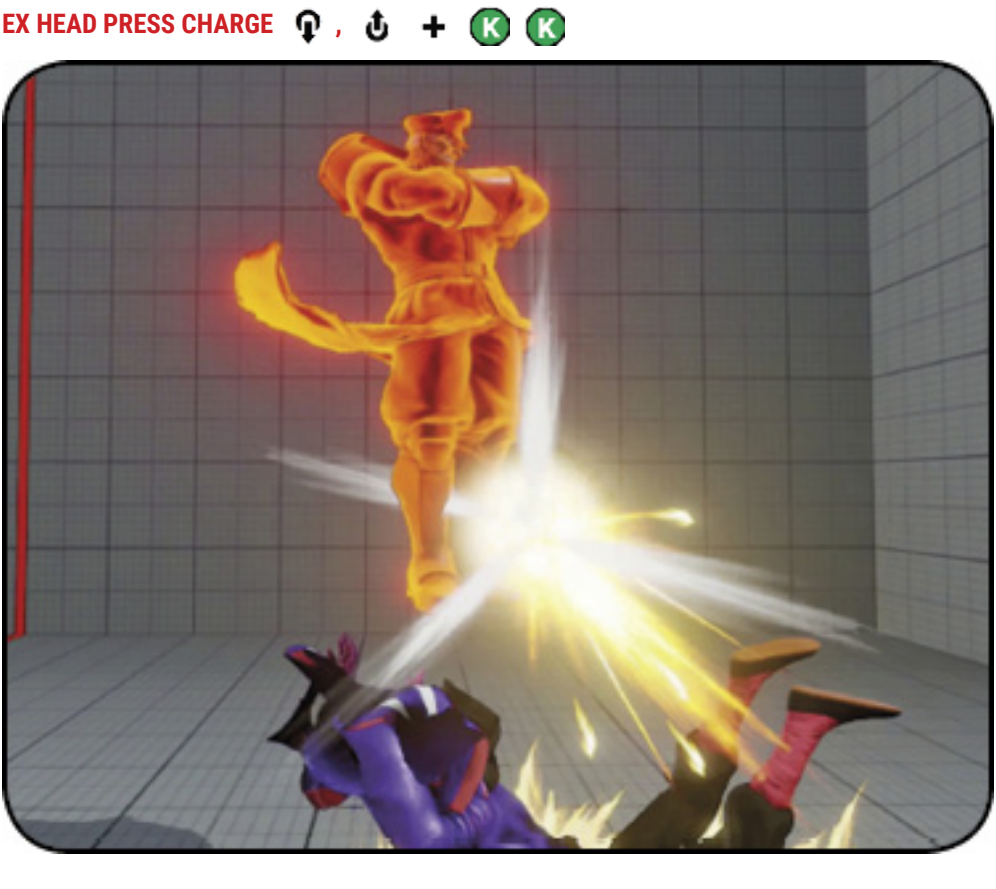


STARTUP	32
ACTIVE	Till landing
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	100
STUN	200
METER GAIN	0/40/20

NOTES

Requires 40 frames of charge; airborne starting on frame 8; tracks opponent

EX HEAD PRESS CHARGE ↓ , ↑ + K K



STARTUP	17
ACTIVE	—
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	160
STUN	200
METER GAIN	-300

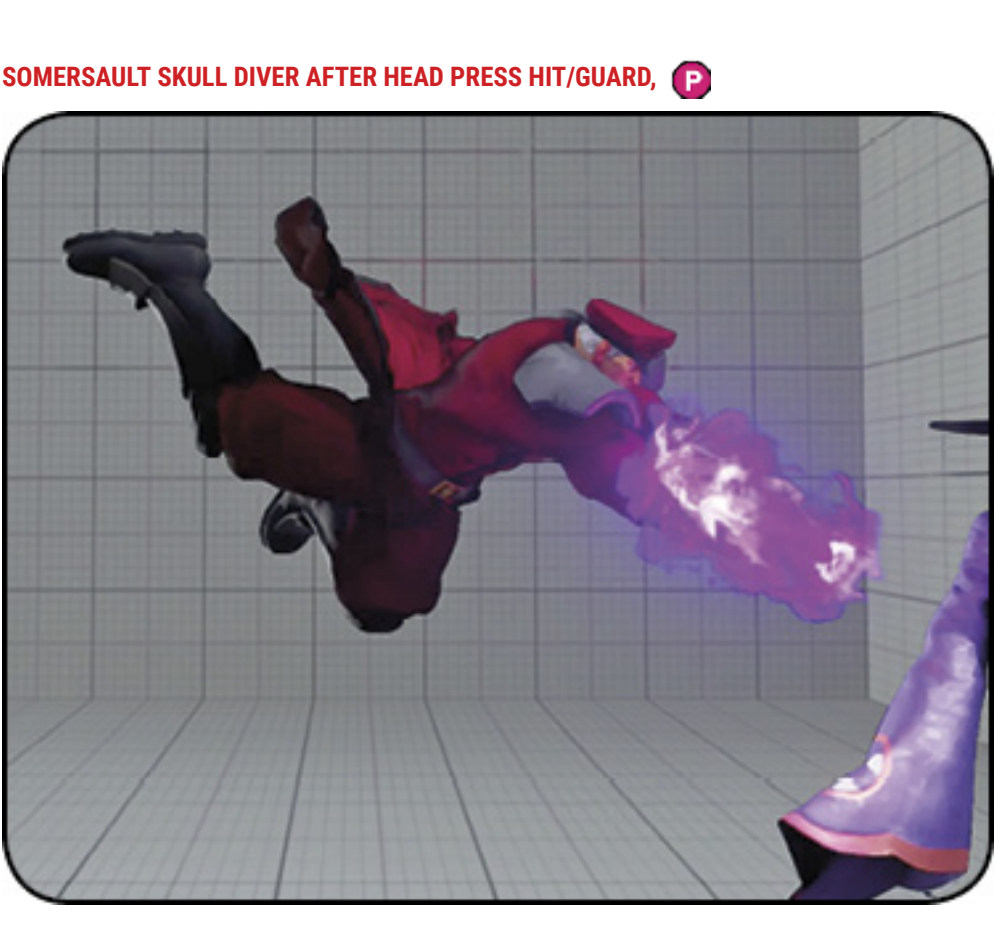
NOTES

Requires 40 frames of charge; frames 1-4 strike and projectile invincible; projectile invincible from frame 5 till hit or landing; airborne starting on frame 6; tracks opponent

Head Press: M. Bison's classic "head stomp" is a special move with two possible branches. M. Bison launches himself from wherever he is to above the head of wherever the enemy is. There's no difference in version for normal button Head Presses, and Head Press stomps at the same speed whether you initiate it from full screen or directly next to the target. Only the dictator's travel arc changes. If you do nothing, M. Bison will attempt to stomp on the foe's head, bouncing off if successful. You can control the direction of this bounce by holding (or even wiggling) → and ←, and you can execute his Somersault Skull Diver follow-up on the way down by pressing P. If you push nothing, he simply lands, possibly influenced by your input if you have a preferred landing vector. If the initial Head Press stomp misses, he also just lands. If you press P before the initial Head Press stomp, M. Bison will cease forward momentum briefly and transition into Devil Reverse.

EX Head Press is interesting in that it's M. Bison's only non-Critical Art reversal… sort of. It's totally projectile-invincible, so if (for example) someone tries to chip K.O. you on wakeup with a Critical Art projectile, you can reversal EX Head Press out of it. It's also strike-invulnerable for the first four frames of startup, so you can wake up with it from a knockdown to dodge most meaty attacks. It's not a total "get out of jail free" card, though, because it's vulnerable to ground throws for the first five frames before takeoff, and the last grounded frame is also strike-vulnerable. As with normal Head Press, you can interrupt EX Head Press before contact with P or P P for Devil Reverse. (If you perform EX Head Press and then EX Devil Reverse, you will thankfully only expend one stock of EX Gauge.) When you let it ride, EX Head Press's actual stomp attack has a fair bit more priority than the normal version, with a bigger hitbox underneath M. Bison. It also causes one of the game's only "hard" knockdowns on hit, preventing the victim from quick-rising. On hit, EX Head Press doesn't allow for the Somersault Skull Diver follow-up of the regular version since M. Bison simply lands.

SOMERSAULT SKULL DIVER AFTER HEAD PRESS HIT/GUARD, P



STARTUP	5
ACTIVE	10
RECOVERY	4 landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	80
STUN	100
METER GAIN	10/30/15

Somersault Skull Diver: The dictator falls with a punch attack after bouncing off the enemy from non-EX Head Press. Thanks to the liberal control afforded post-Head Press, you can place Somersault Skull Diver almost anywhere on screen. However, note that it doesn't correct its direction of attack if M. Bison passes over the foe, so you can't use this as a cross-up (also a concern if an aggressive opponent blocks Head Press and then dashes forward under M. Bison). Like Head Press and Devil Reverse, Somersault Skull Diver is an overhead attack that the opponent must block standing. It's a bit like jumping MP and Hell Attack in that the tip of the attack is invincible. Skull Diver can be regarded as a potential jump-in attack after Head Press, since you can go immediately into ground combos on a successful hit. When guarded, M. Bison is left at +5 after landing, similar to jumping in with a light attack. If Somersault Skull Diver hits air-to-air, the adversary will be put into a jugglable state like after jumping MP or Devil Reverse, potentially leading to the same type of follow-up combos. There's only one version of Somersault Skull Diver regardless of P button used, and there is no EX version.

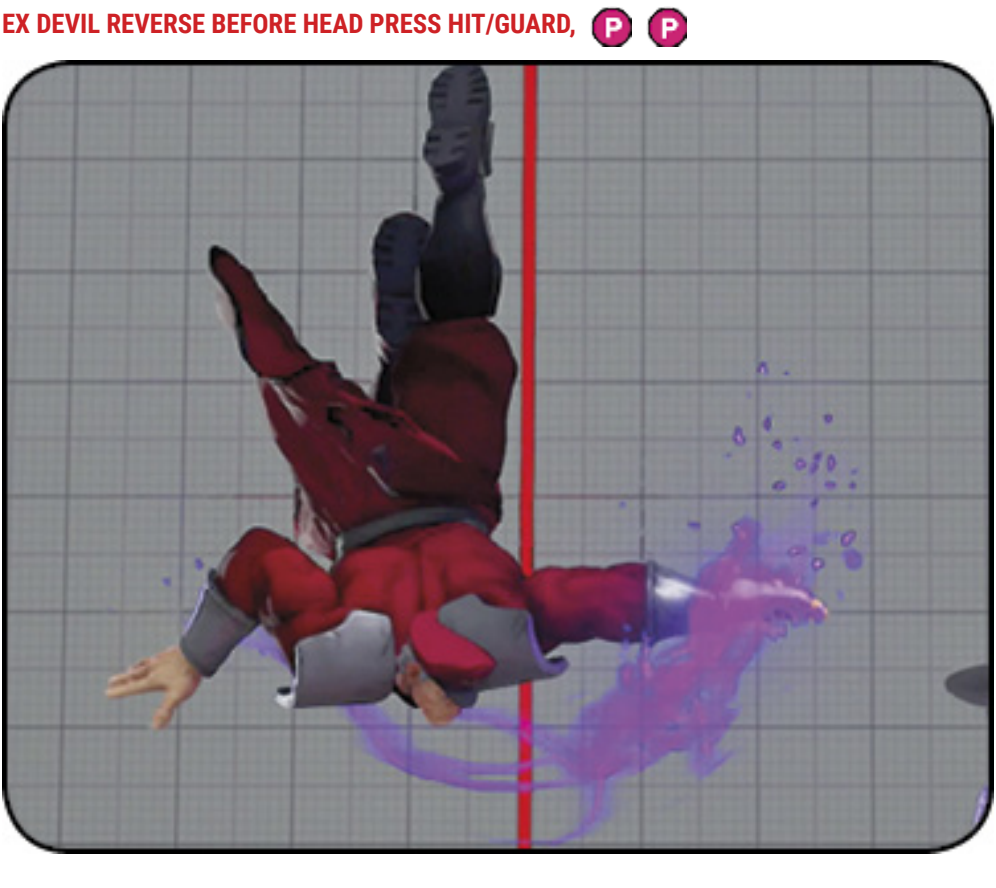
DEVIL REVERSE BEFORE HEAD PRESS HIT/GUARD, P

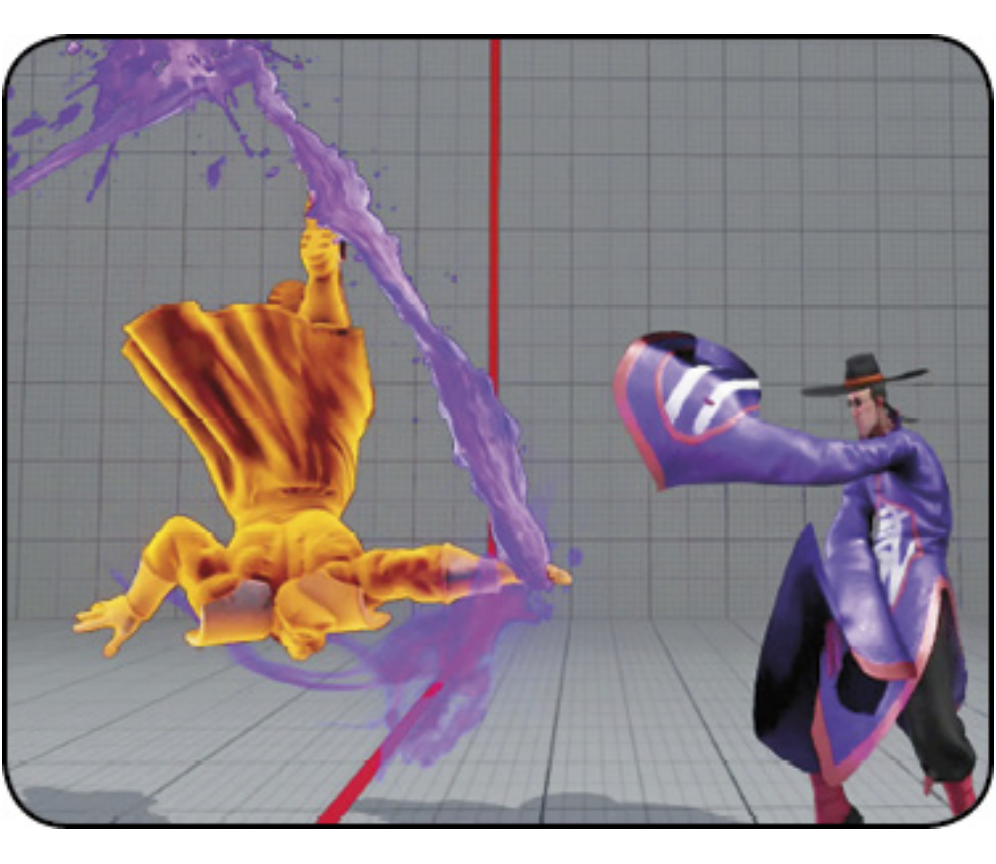
STARTUP	15
ACTIVE	22
RECOVERY	7 landing
GUARD LEVEL	H
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	70
STUN	100
METER GAIN	0/20/10

NOTES

Button strength determines travel arc

EX DEVIL REVERSE BEFORE HEAD PRESS HIT/GUARD, P P





STARTUP	27
ACTIVE	24
RECOVERY	4 landing
GUARD LEVEL	H
ON HIT	D
ON GUARD	13
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70+70
STUN	100+100
METER GAIN	-300

NOTES

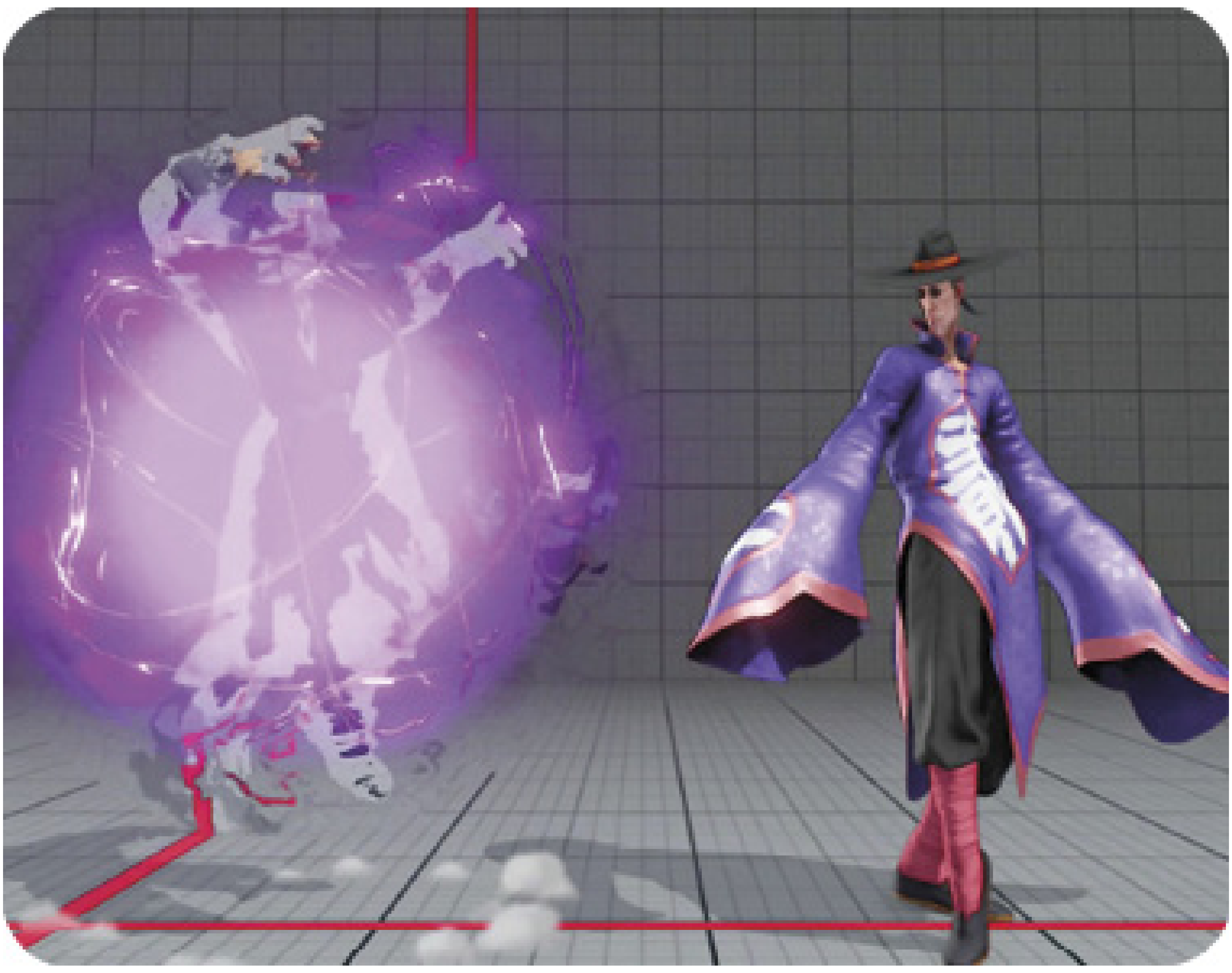
Frames 1-16 completely invincible; attack descent controllable

Devil Reverse: M. Bison's upside-down, flipping psycho punch returns as a change-up from Head Press. Start Head Press, then press P before M. Bison stomps on the enemy. You can do this late, altering your aerial arc and attack timing just before stomping to coax a bad reaction from your challenger. Or, you can do this early, flipping into Devil Reverse just off the ground and pulling up way short. From far away, this is a fake-out designed to build a little EX Gauge while making your foe hesitant to react to your Head Press change-ups at all. Up close (like from a grounded blockstring), Devil Reverse is as close as M. Bison gets to a fast overhead. The button you choose determines how far forward the Devil Reverse punch travels: LP the shortest, HP the farthest. You can still hold → or ← during Devil Reverse to further alter the attack's course.

While this is a great move, it does not have the invincible punch tip of jumping MP or Somersault Skull Diver. In fact, M. Bison's hurtbox is drastically larger than the hitbox around his extended fist; hitting the air anywhere around M. Bison counts, basically. Devil Reverse is intended to trick enemies who are watching too intently for grounded specials, cross-up MK, and Head Press, but it's not intended to beat out other attacks head-on. If the opponent is ready to anti-air it, or if you meet them air-to-air while they're also attacking, they'll usually win. To make Devil Reverse work, you'll need to feed them a diet of Head Presses into Skull Divers, along with faked Head Presses into Devil Reverses that pull up way short. That way, they're never quite sure when M. Bison is really going to fly in for a frontal air hit with Devil Reverse. On hit, Devil Reverse knocks down. When M. Bison does Devil Reverse in and gets blocked, the frame situation upon landing is neutral. You can go for light attacks or a throw, but characters with three-frame attacks will beat you out.

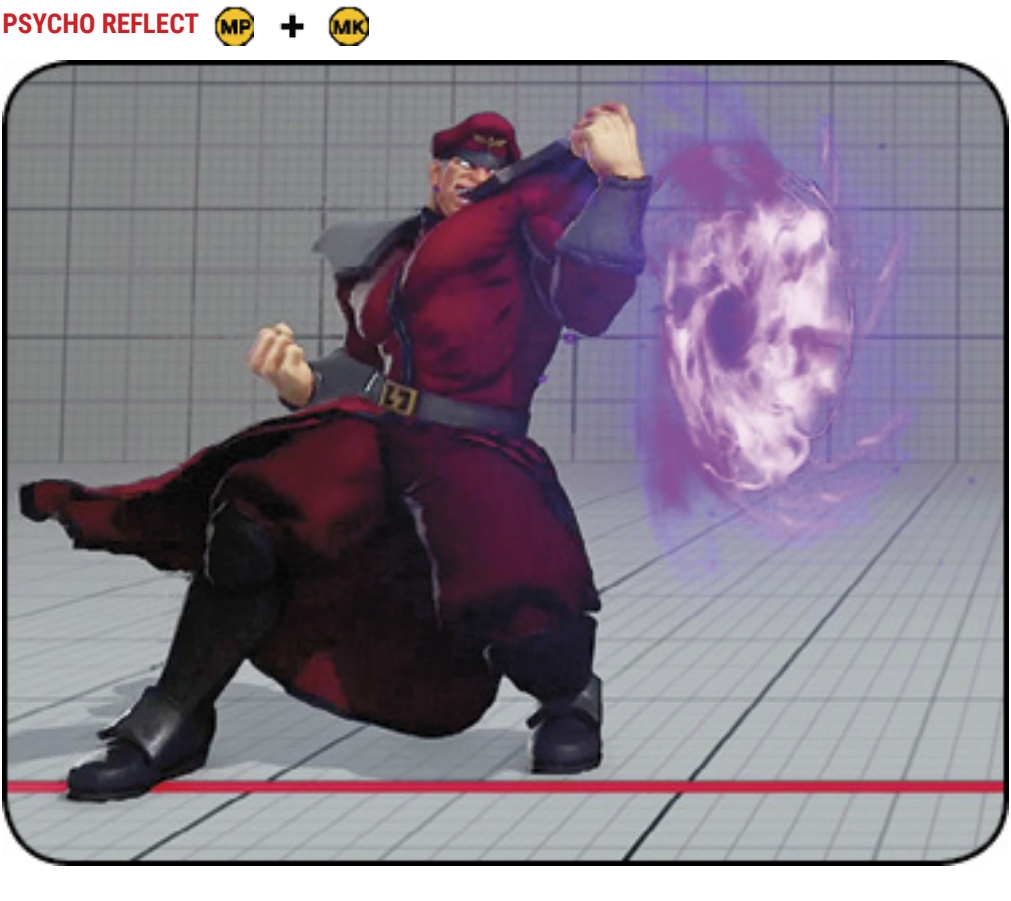
EX Devil Reverse solves some of normal Devil Reverse's problems and helps create even more uncertainty in the enemy. Upon activation, M. Bison gains new upward momentum no matter where he is in Head Stomp's arc, spinning upward while fully invincible for 16 frames. Properly timed, you can use this to totally avoid moves that an opponent intended to use as anti-

ULTIMATE PSYCHO CRUSHER ↷ ↷ + Ⓟ



V-SKILL

PSYCHO REFLECT MP + MK

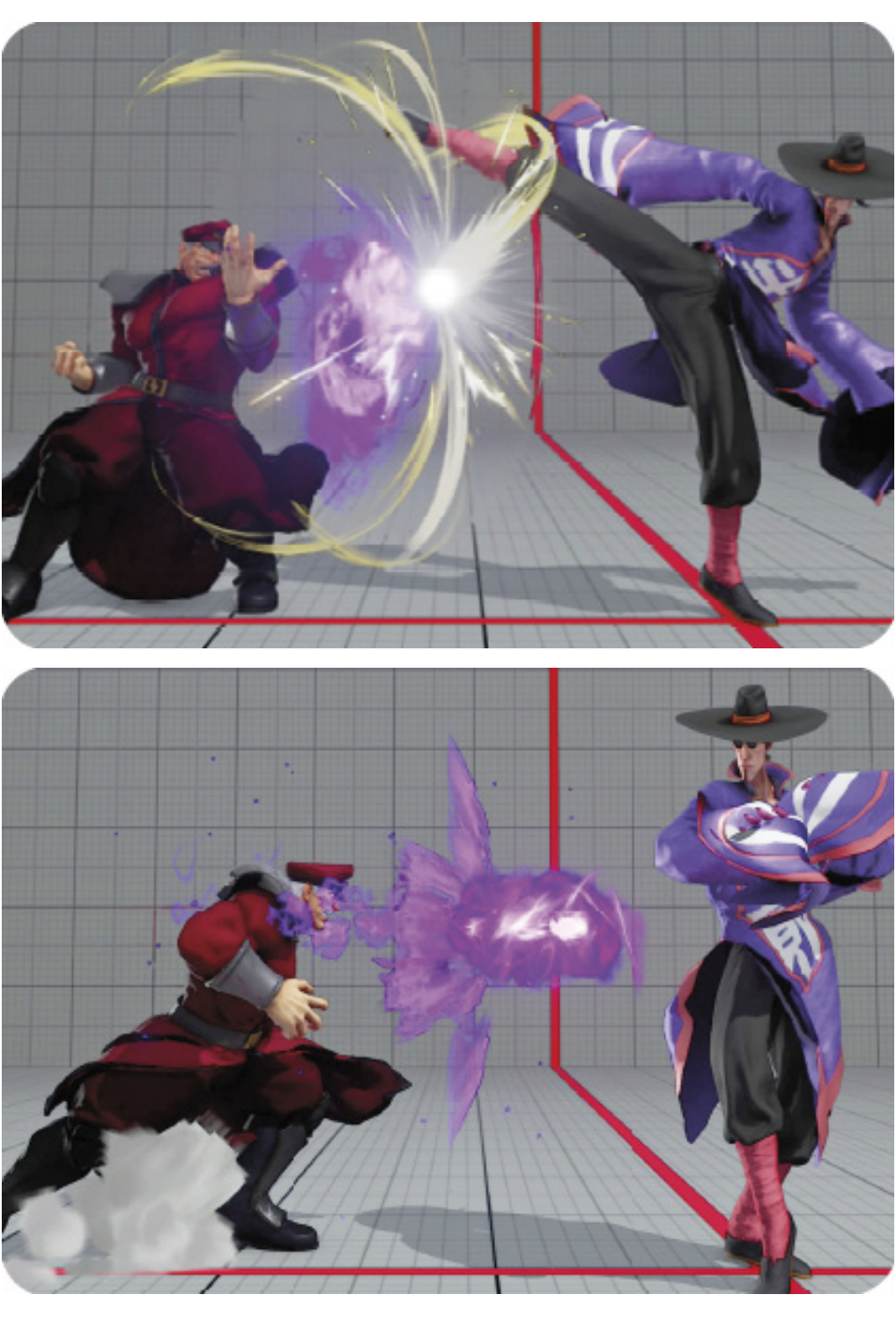


STARTUP	6
ACTIVE	7
RECOVERY	30
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V: 50

NOTES

+50 V-Gauge on successful hit or projectile absorb

PSYCHO REFLECT (PROJECTILE) MP + MK (HOLD)



STARTUP	31
ACTIVE	—
RECOVERY	20
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40x2(80)
STUN	100
METER GAIN	V: 50/25

NOTES

Possible upon successful absorption of projectile or strike

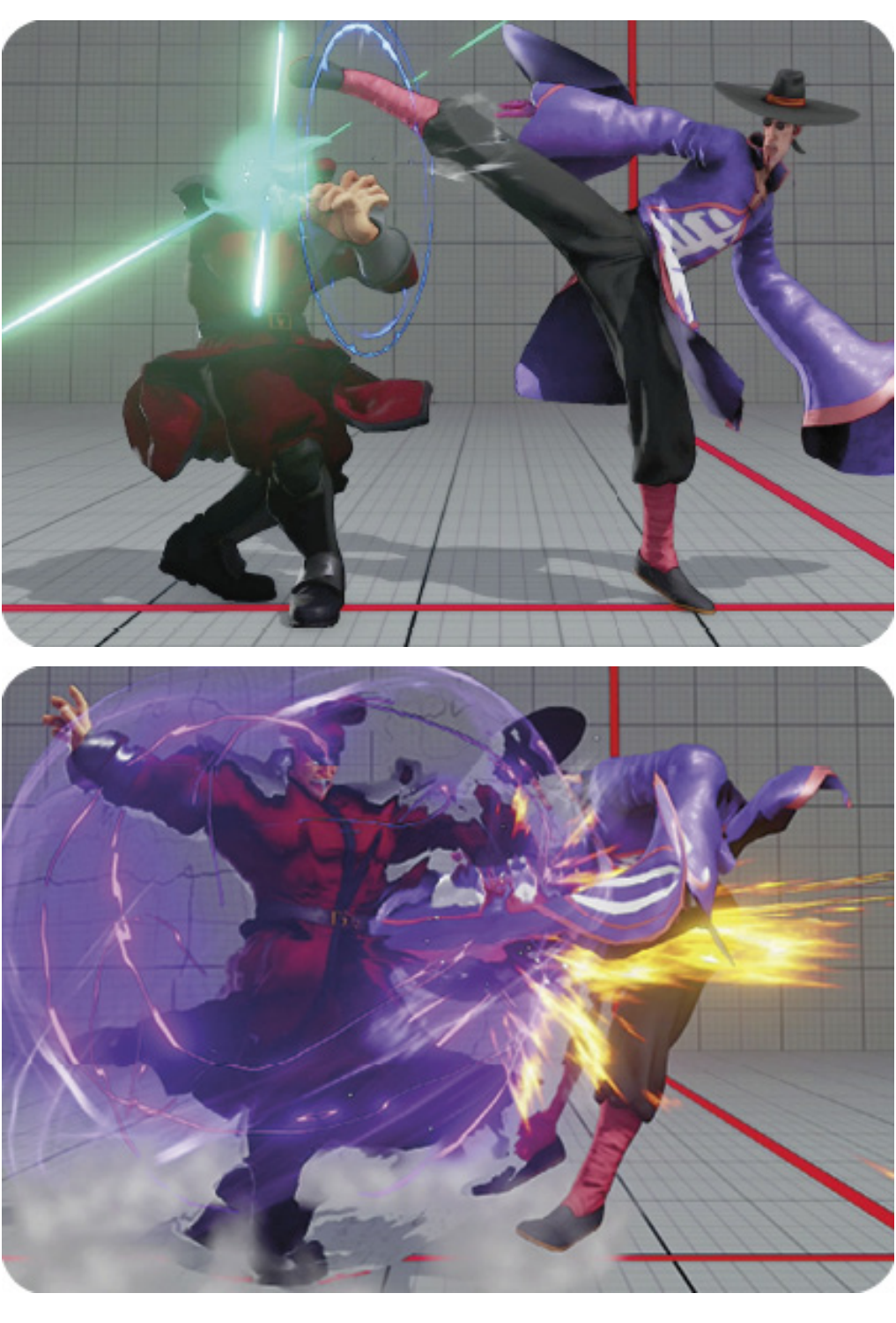
Psycho Reflect: Historically, M. Bison's weakness has been projectiles. This V-Skill changes that. Tap the medium normal buttons to trigger Psycho Reflect, which becomes active after six frames, for a seven-frame absorption window. Like Zangief's Iron Body and Ryu's Mind's Eye, any single-hit attack that overlaps with Psycho Reflect's active period will be absorbed, and M. Bison will gain a little bit of V-Gauge.

If you hold the medium buttons down, M. Bison will transition into his projectile follow-up after a successful absorption. He throws one of the fastest fireballs in the game back across the screen, a purple two-hit blast of plasma that knocks down on hit. In common sequences where a projectile zoner might throw fireball after fireball, you can reflect the first one, and Psycho Reflect's projectile will plow through their next fireball. This knocks the adversary down and gives you a window to dash/jump forward freely. If you worry that your opponent might plan for Psycho Reflect, throwing a bait fireball and then waiting for you to reflect it so they can jump in over your follow-up, you can simply absorb the fireball. Then, you can be ready to anti-air them if they jump in prospectively.

Psycho Reflect works on both strikes and projectiles. However, it can be hard and risky to try applying it this way, except against thoroughly scouted stuff like an obscenely telegraphed Nash Moonsault Slash.

V-REVERSAL

PSYCHO BURST → + P P P DURING GUARD



STARTUP	15
ACTIVE	2
RECOVERY	20
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	0
METER GAIN	V: -300

NOTES

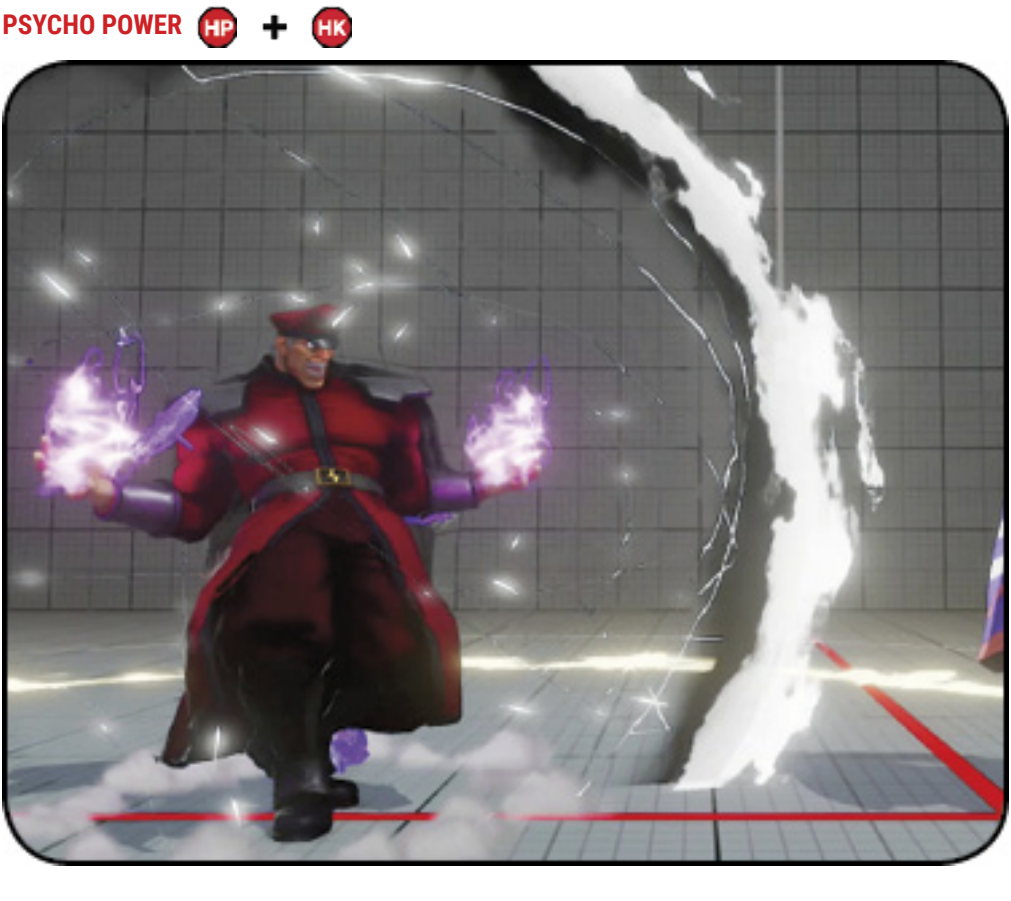
Frames 1-16 strike and projectile invincible; recovers 200 of own stun

Psycho Burst: M. Bison explodes in a burst of psycho energy all around him. The hitbox for this is what it looks like, so it will win unambiguously against jump-ins or ground attacks anywhere close to M. Bison, causing a knockdown in the process. However, because it covers his body and doesn't extend much beyond that, it can end up whiffing against cross-ups that leave the enemy standing a step or two away, or against their long-reaching pokes. You'll want to save this for engagements where you expect the adversary to strike flush with M. Bison.

M. Bison's three-stock V-Trigger is game-changing and worth saving for, but you may feel compelled to use Psycho Burst defensively because of M. Bison's general lack of good defensive options. Against airtight pressure and quick characters, he can get badly rushed down up close if you aren't careful, and V-Reversal is a way of trying to take back tempo advantage before things get out of hand. It can also save M. Bison from being dizzied if you time it well and get him away from danger.

V-TRIGGER

PSYCHO POWER HP + HK



STARTUP	1
ACTIVE	—
RECOVERY	10
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Duration of 1500 frames; forward dash and specials take on new properties; using a V special burns 150 duration frames

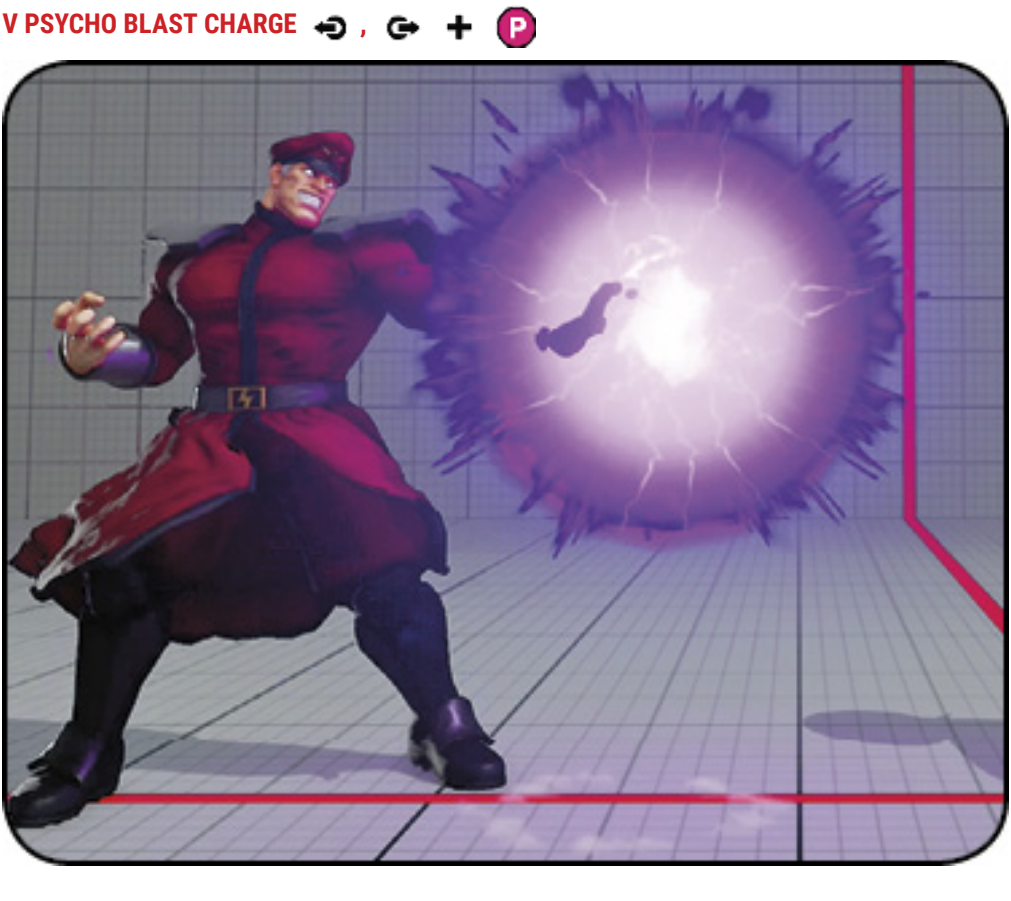
Psycho Power: M. Bison unleashes the full scope of his strength during this power-up state. His warping forward dash becomes even longer and faster, and also much more invincible, increasing from normal dash's three fully invincible frames all the way to eight, followed by another five frames of strike and projectile-invulnerability. During Psycho Power, with good timing, it's feasible to dash straight through incoming fireballs and attacks. Furthermore, up close, M. Bison will pass through opponents during the warping portion of the dash, switching sides.

Like most V-Trigger activations, you can use the beginning of Psycho Power as part of a hit-check combo. Examples include crouching HP XX Psycho Power ▷ standing HP etc., confirm into HK Double Knee Press XX Psycho Power ▷ crouching MP XX V LK Double Knee Press, and so on. Since it can interrupt any grounded normal, you can also use it to make your long-range crouching HK slide safe, V-Trigger-canceling it on contact. Some specials are also V-Trigger-cancelable; you can link into V-Trigger after Double Knee Press, or cancel into V-Trigger and then dash straight through the opposing character after blocked (or meaty) Psycho Inferno.

Psycho Power lasts 25 seconds, and you lose 2.5 seconds of duration whenever you use a special move. Like during Necalli's V-Trigger transformation, when you cancel into a special move from a normal, charge is no longer required. You can cancel crouching MK into LK Double Knee Press simply by tapping ←, → + LK. With no charge needed and access to a pass-through dash, it's possible to fish for safe ground cross-up combos by dashing through them, and then going for one or two light attacks canceled into V Psycho Blast. You just tick and tap the command out after the dash-through cross-up. Not only does charge become unnecessary, but grounded V-specials can be canceled into any other V EX special. The best combo example, pound for pound, is likely that you can hit-confirm into V Double Knee Press XX V EX Psycho Inferno XX V EX Head Press (canceling the specials together as quickly as possible), but there are many possibilities.

All of M. Bison's special moves are enhanced with new properties during Psycho Power.

V PSYCHO BLAST CHARGE ←, → + P

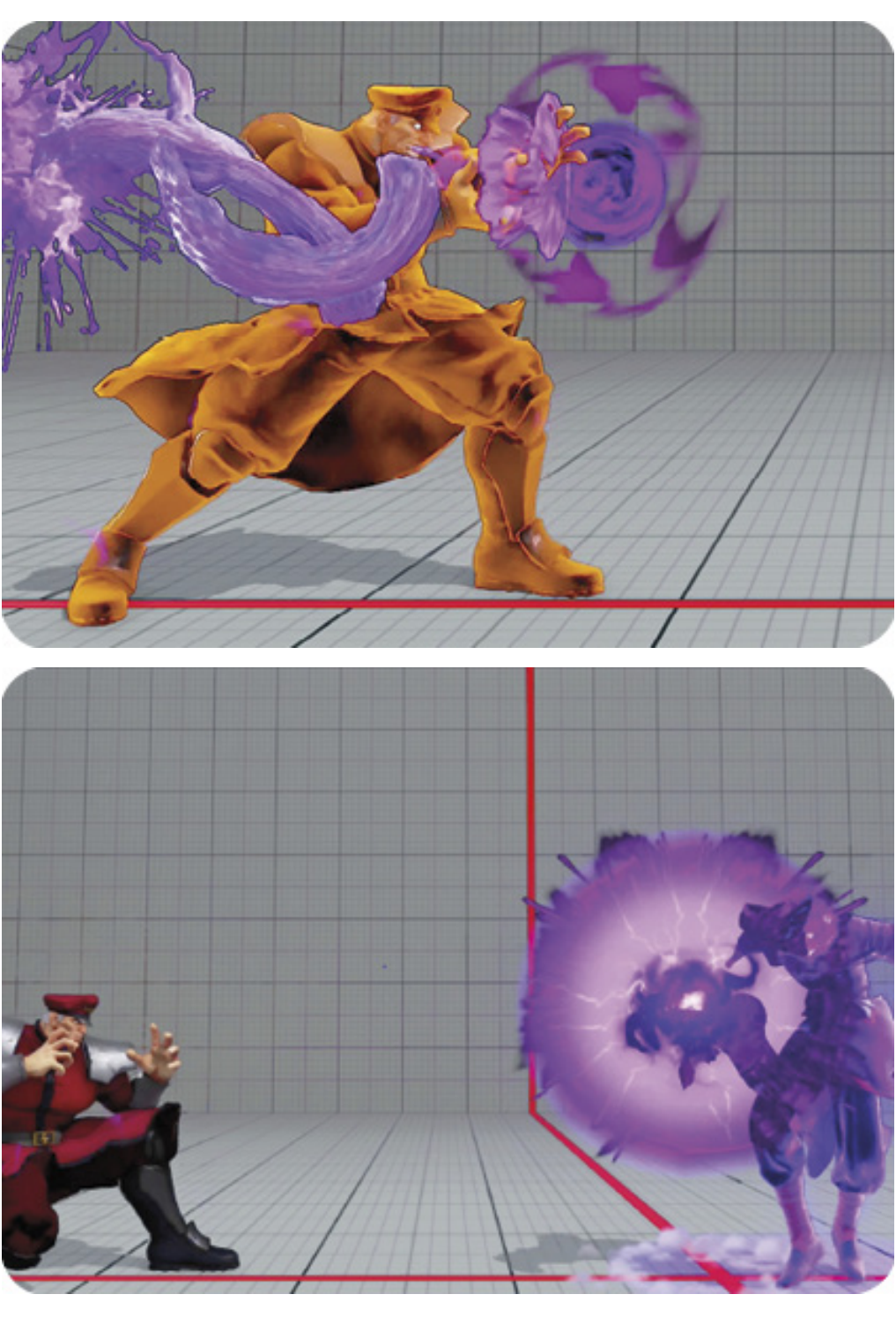


STARTUP	11
ACTIVE	14
RECOVERY	13
GUARD LEVEL	HL
ON HIT	D
ON GUARD	1
VTX HIT	D
VTX GUARD	—
CANCEL	CA
DAMAGE	100
STUN	100
METER GAIN	10/20/10

NOTES

Projectile hitbox; cancelable into any non-Psycho Blast EX special move

V EX PSYCHO BLAST CHARGE ←, → + P P



STARTUP	14
ACTIVE	—
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	±0
VTX HIT	D
VTX GUARD	—
CANCEL	—
DAMAGE	130
STUN	150
METER GAIN	-300

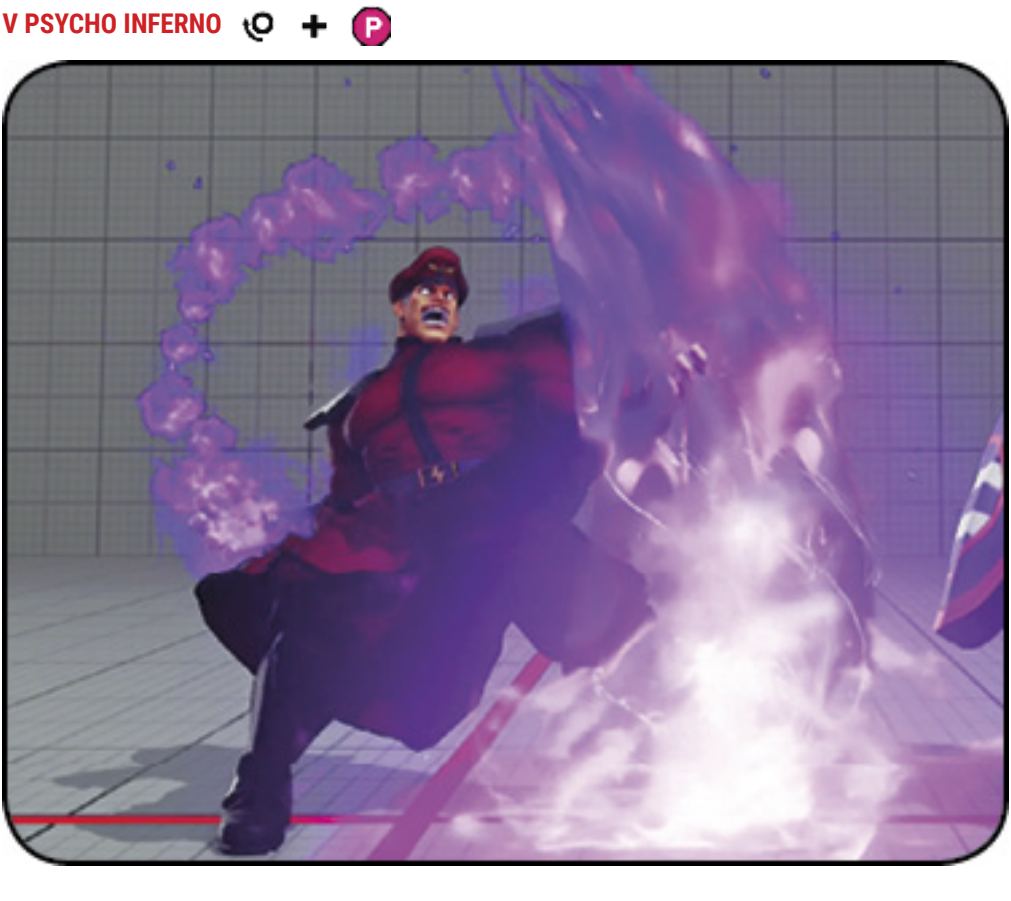
NOTES

Projectile crushes single-hit projectiles; projectile dissipates upon leaving screen or exploding in proximity with target; cancelable into any non-Psycho Blast EX special move

V Psycho Blast: There's only one non-EX version of V Psycho Blast. It has more range and a better hitbox than non-Psycho Power versions, and it's only one frame slower on startup than regular LP Psycho Blast. V Psycho Blast leaves M. Bison at +1 when blocked. This becomes an all-purpose go-to in short hit-confirms and blockstrings during Psycho Power.

V EX Psycho Blast travels faster and farther than normal EX Psycho Blast. During mid-range to long-range neutral game staring contests, you can break the ice with V EX Psycho Blast XX V EX Head Press, which allows M. Bison to close in almost totally safely at the cost of two EX stocks. Up close in combos, V EX Psycho Blast can actually juggle into itself repeatedly, though this is a showy, inefficient use of EX Gauge.

V PSYCHO INFERNO ⟲ + P

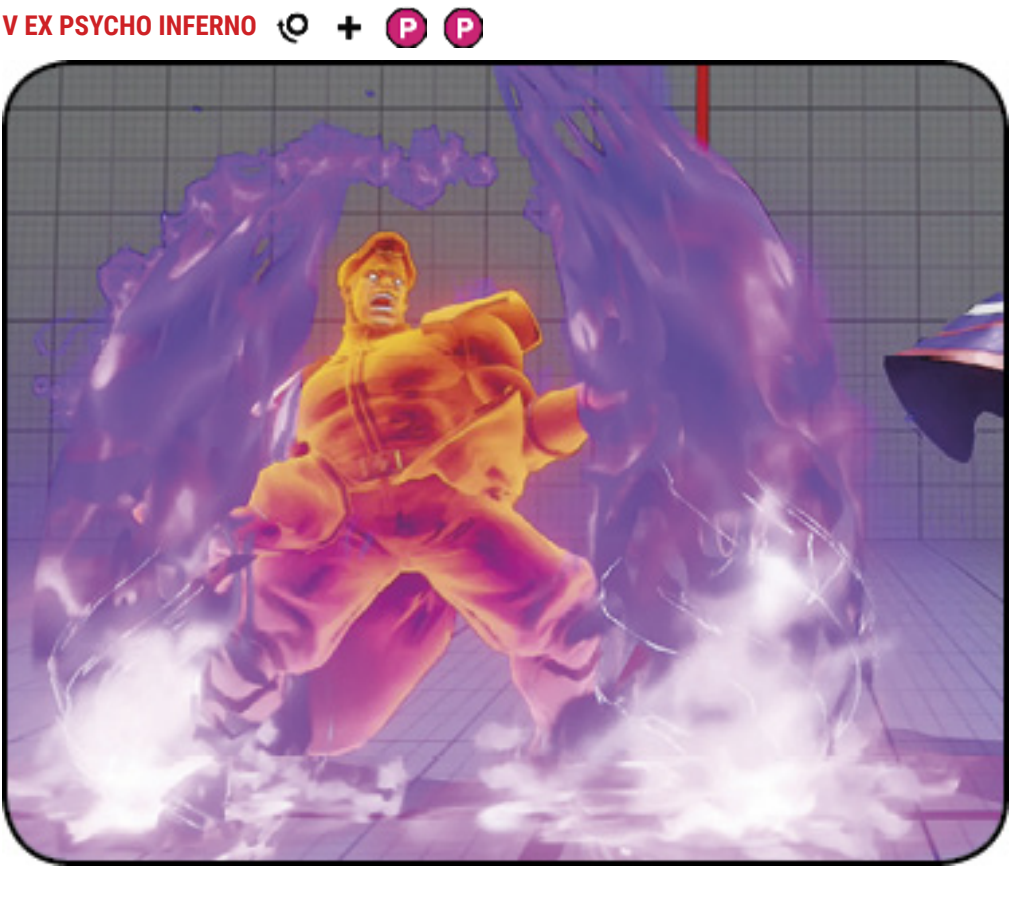


STARTUP	14
ACTIVE	16
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-5
VTX HIT	D
VTX GUARD	—
CANCEL	CA
DAMAGE	130
STUN	100
METER GAIN	20/40/20

NOTES

Projectile hitbox; cancelable into any non-Psycho Inferno EX special move

V EX PSYCHO INFERNO ⟲ + P P



STARTUP	18
ACTIVE	28
RECOVERY	19
GUARD LEVEL	HL
ON HIT	D
ON GUARD	4
VTX HIT	D
VTX GUARD	—
CANCEL	—
DAMAGE	160
STUN	150
METER GAIN	-300

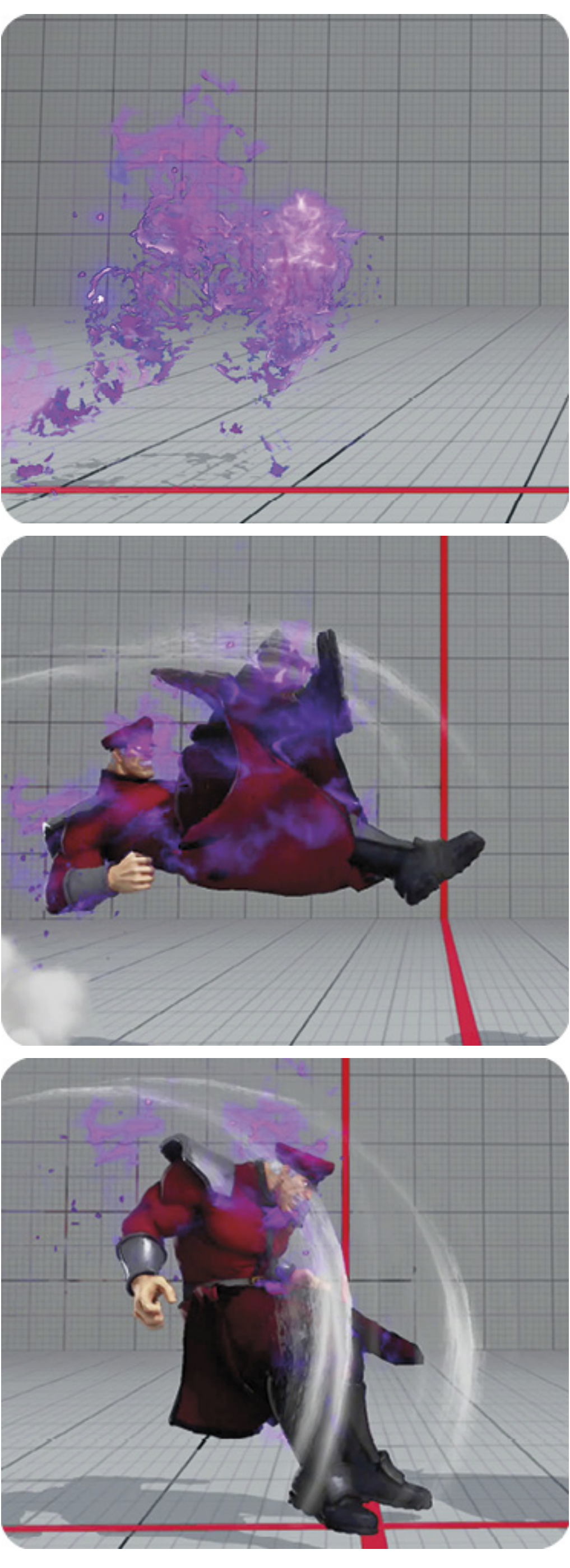
NOTES

Projectile hitbox on both sides; cancelable into any non-Psycho Inferno EX special move

V Psycho Inferno: Like with V Psycho Blast, all non-EX versions of V Psycho Inferno are the same move. V Psycho Inferno hits as fast as the normal LP version, launching the opponent into a jugglable position on hit. You can catch them with V EX Double Knee Press for great damage with only one stock spent. If guarded, V Psycho Inferno leaves M. Bison at -5, better off than the normal versions.

V EX Psycho Inferno hits on both sides at the same speed as the normal HP version, with the longest active period of any Psycho Inferno by far. This version leaves M. Bison at +4 when guarded. V EX Psycho Inferno is most useful for adding tons of punch to hit-confirms using V Double Knee Press. It's also a relatively safe move to throw out in the mid-range game when you think suddenly controlling a lot of space might be appropriate, like against Dhalsim trying to Yoga Teleport in.

V LK DOUBLE KNEE PRESS CHARGE ←, → + LK



STARTUP	16
ACTIVE	2(1)3
RECOVERY	19
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-4
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	90
STUN	100(50x2)
METER GAIN	15/30/15

NOTES

Requires 40 frames of charge; frames 6-10 completely invincible; frames 12-21 airborne; cancelable into any non-Double Knee Press EX special move

V MK DOUBLE KNEE PRESS CHARGE ←, → + MK

STARTUP	19
ACTIVE	2(1)3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-3
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	100
STUN	100(50x2)
METER GAIN	15/30/15

NOTES

Requires 40 frames of charge; frames 6-12 completely invincible; frames 13-24 airborne; cancelable into any non-Double Knee Press EX special move

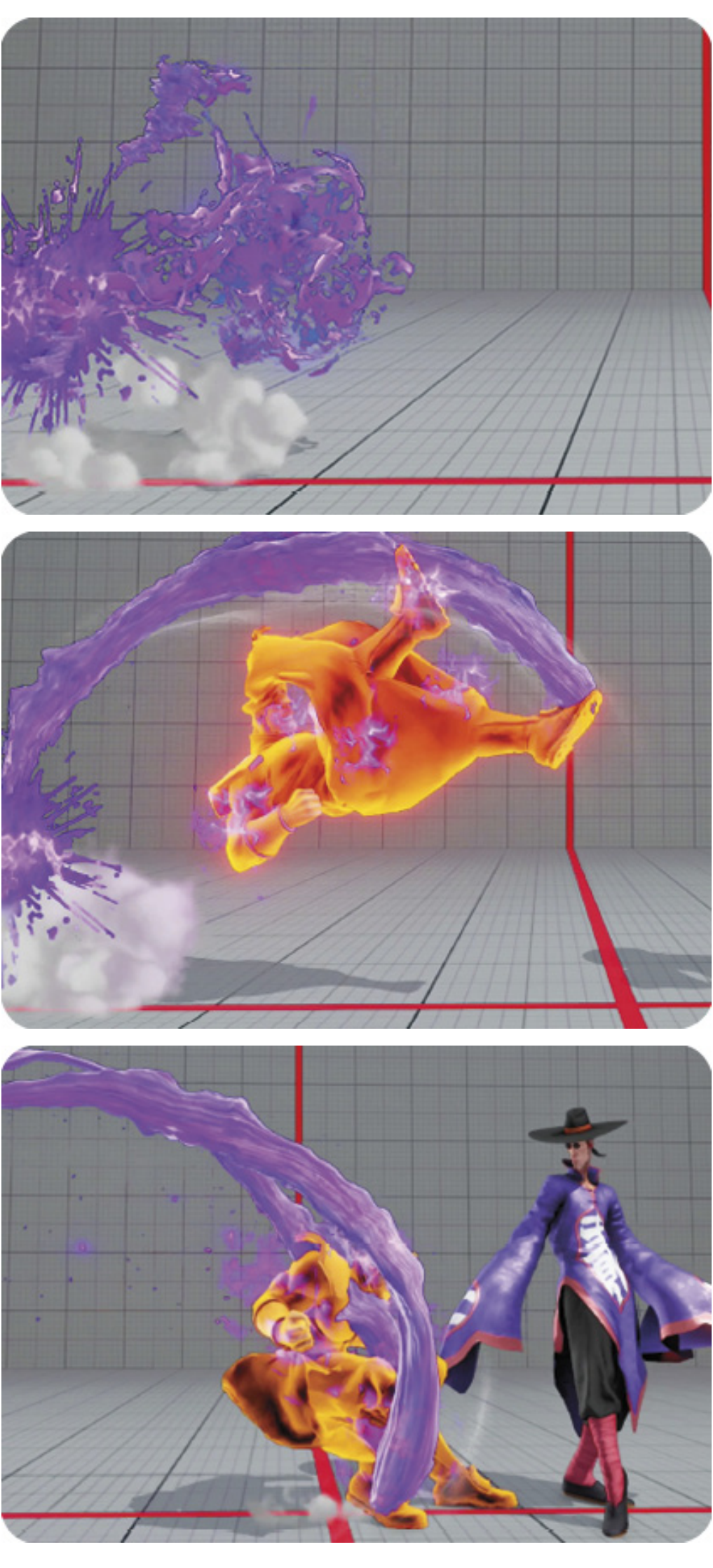
V HK DOUBLE KNEE PRESS CHARGE ←, → + HK

STARTUP	22
ACTIVE	2(1)3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	110
STUN	100(50x2)
METER GAIN	15/30/15

NOTES

Requires 40 frames of charge; frames 6-15 completely invincible; frames 16-27 airborne; cancelable into any non-Double Knee Press EX special move

V EX DOUBLE KNEE PRESS CHARGE ←, → + K K



STARTUP	13
ACTIVE	2(1)4
RECOVERY	15
GUARD LEVEL	HL
ON HIT	D
ON GUARD	3
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	170
STUN	200
METER GAIN	-300

NOTES

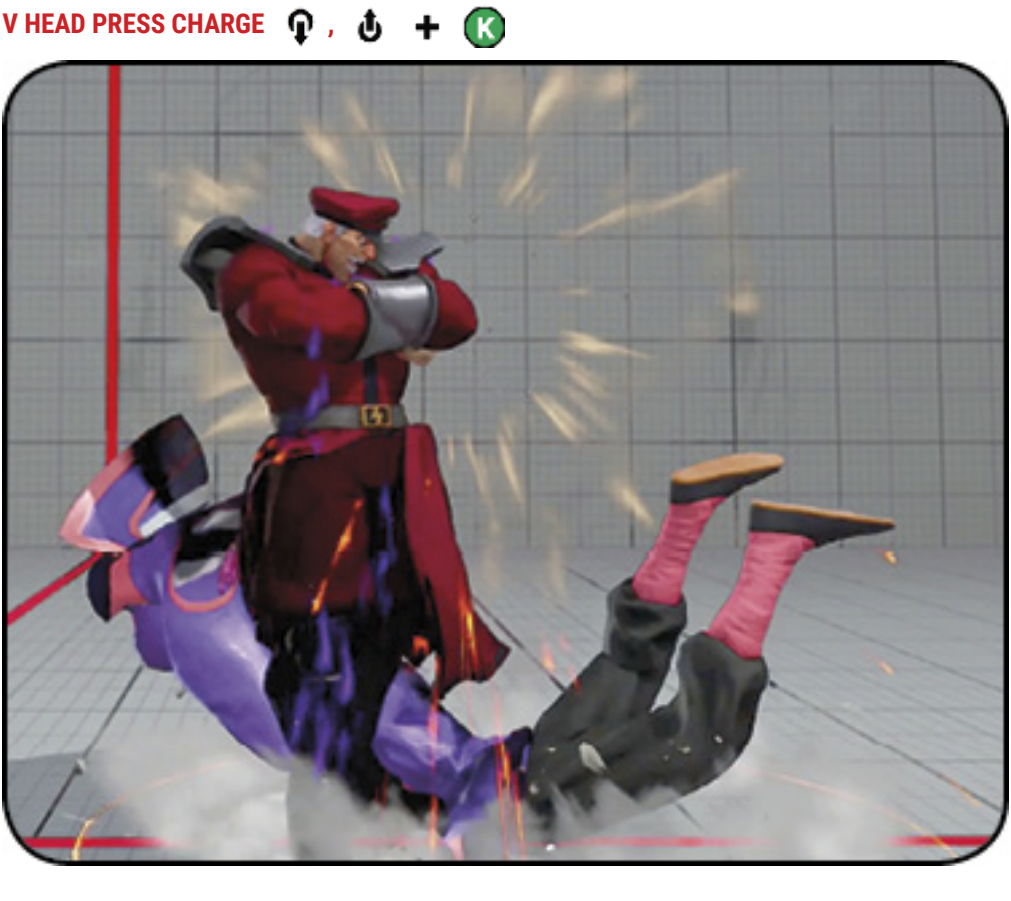
Requires 40 frames of charge; frames 4-12 completely invincible; frames 6-16 airborne; when only the second hit connects, cancelable into any non-Double Knee Press EX special move; hard knockdown when first hit connects

V Double Knee Press: Psycho Power versions of Double Knee Press have a fully invincible period that begins on Frame 6 (Frame 4 for the EX V-version) and lasts five to 10 frames, depending on the version. Because of this extended invincible startup, V Double Knee Presses are actually a little slower than normal versions, striking three to four frames later.

If you're attempting to use this invincible period in mid-range footsies, stick to the HK and EX versions. (The EX version leaves M. Bison at +3 when guarded.) Compared with the LK and MK versions, it's like the difference between trying to dash through stuff with M. Bison's normal dash versus his buffed V-dash.

In combos, you'll have to use lighter versions than normal. You'll have to cancel from standing HP to MK V Double Knee Press, and from crouching MP to LK V DKP. (And note that LK V DKP hits too slowly to combo from light pokes, unlike normal LK Double Knee Press; use V Psycho Blast when canceling from standing LK or crouching LP.)

V HEAD PRESS CHARGE ↓, ↑ + K



STARTUP	38
ACTIVE	—
RECOVERY	—
GUARD LEVEL	H
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120
STUN	200
METER GAIN	0/40/20

STREET FIGHTER V

M. Bison

Overview

PROS

- His unique dash can rapidly cross the entire playing field.
- He has frame advantage after many attacks.
- He has great Crush Counter and reversal punish counter-hit moves.
- His striking V-Trigger alters all specials and opens up unique combo potential.
- He has an easy, built-in way to deal with most projectiles.

CONS

- His unique dash is heavily telegraphed and punishable.
- He has the worst walk speed, which leads to a simplified footsie game that can boil down to "mash crouching MP."
- He has no real reversal, apart from his Critical Art.
- He's reliant on EX Gauge and V-Gauge for his strongest offensive openings.

The dictator returns with great pokes and Crush Counters that have below-average startup. His jumps travel far, but it's easy for opponents to see them coming. He has dominant but not overwhelming specials at any range. And he has a unique forward dash, briefly invincible as it warps forward. But his walk speed is in its own class for sluggishness. M. Bison's best plan is as a passive-aggressive mid-range force. He isn't a rushdown character, but his suffocating mid-range presence and ability to move quickly between different ranges together mean that he'll get shots at offense frequently, keeping him from being a purely defensive character.

Your objective is to control mid-stage screen space, looking for chances to safely strike up close. Achieve this by:

- Controlling horizontal space with Psycho Blasts (especially EX), Double Knee Press, and the threat of crouching HK slide
- Feinting with Head Press into Devil Reverse, discouraging your opponent from treating all your airborne periods as counterable
- Jumping in with Head Press variants, frontal jumping HP, and cross-up jumping MK when the foe is distracted from effective anti-air tactics
- Anti-airing the enemy's telegraphed mid-range jumps with crouching HP and Hell Attack

LONG RANGE

Bad walk speed means that M. Bison is reliant on dashes, jumps, and specials to move around. But when piloting a charge character, you should remember that his position signals to foes what he might do next. An M. Bison just sitting in crouching block is obviously charged up and waiting to react to something with a special or slide. An M. Bison repositioning with short walks (often necessary, even if he isn't exactly Vega) signals to the opposition that he has no charge built up; they can move in on the ground without worry of Double Knee Press and throw fireballs without getting Head Pressed. Be aware of the little messages your movement signals to the other player. To some degree, you can mask your current intentions with whiffed moves. For example, you can whiff standing normals to get a few frames head start on a down-back charge, as M. Bison still seems to be standing for the duration of the whiffed normal move.

Walk speed aside, M. Bison has more options at long range than most characters. This is mostly thanks to Head Press, which gives you a jump-in attack from anywhere, and one that hits at an awkward angle compared with most jump-ins. Any Head Press, hit or blocked, bouncing off a foe's head is a chance to either fly back out to long range or transition into close-range offense with Somersault Skull Diver. Between his forward jump distance and Head Press, M. Bison's direct attack range rivals anyone's. But just following obvious arcs in from long range is a terrific way to eat anti-air attacks. Head Press on its own would be relatively easy to deal with—enemies can just anti-air along its trajectory—but it's M. Bison's ability to change to his other aerial specials that makes this move a threat. When you initiate Head Press, it should primarily be to pull it way short with Devil Reverse. This represents aggressive movement without putting M. Bison at much risk. It creates uncertainty about when (if ever) it's safe for the opponent to jump forward. Like a grossly exaggerated dive kick, Devil Reverse is more effective the less often you actually target the enemy directly. Once you've made the opponent skittish about reacting too decisively against your faked Devil Reverse spins, you can use it to legitimately enter close range at any time.

Characters with dominant ground projectile games (Ryu's the classic example) have usually given M. Bison fits, but the tables are turned now. Psycho Reflect allows M. Bison to instantly counter any single-hit fireball thrown his way. Not too many conventional zoners are going to keep throwing predictable fireballs if you throw back a few of your own. At that point, they'll probably limit fireballs to trying to throw them over where M. Bison will land from Devil Reverse.

If you throw EX Psycho Blast, you'll also briefly remove worry about lateral fireballs, while giving M. Bison powerful cover. In a way, EX Psycho Blast is like being able to use R. Mika's Nadeshiko helper at will, for just one EX Gauge stock. The normal problem with M. Bison's seemingly overpowered invincible forward dash is that it's too much of a commitment not being able to swap to crouching block for that long. But with an overpowering, slow-moving projectile on screen, M. Bison can afford to dash (and jump, and Head Press) forward as aggressively as you like. An opponent who tries to hit M. Bison out of his forward movement is an opponent who's about to eat an EX Psycho Blast.

You can use his forward dash's invulnerability period to dash straight through incoming attacks with great timing. Relative to M. Bison's starting position when a dash begins, he travels forward vulnerably for one character width, then travels forward another character width invulnerably, then a final character width's worth of vulnerable recovery. So it's the middle third of the dash that you should aim to use as a "dodge" move in this way. This gets much easier during Psycho Power, his V-Trigger, where travel distance and invulnerability are extended.

Finally, note the incredible reach and speed of crouching HK, which can score a knockdown from 70 percent of the screen away, and now resolve to try very hard not to use crouching HK. Getting too comfortable using this move just because it's far-reaching and fast will lead to you eventually getting all your slides blocked and punished hard. Save M. Bison's sweep for when you have a hard read against your opponent's movement habits (like if they always dash in a certain situation). This can score you long-range Crush Counter knockdowns.

DEVELOPER NOTES

M. Bison's strength lies in his normal attacks. Once you get in close with Bison, pressure with medium punches and standing heavy kicks. However, Bison is strongest when his V-Trigger is activated. With it, he can dash through opposing characters and no longer has to charge his special moves when they're cancelled into. Use this knowledge to constantly mix up opponents and hit confirm combos into specials for easy damage.

—Peter Rosas, Associate Producer

MID RANGE

Mid range is M. Bison's preferred attack space. From here, you'll be able to threaten with a number of offensive options, while sitting at a strong position for M. Bison defensively. Forward dash into immediate throw or crouching LK (**Combo 1**) is valid here, but your mileage will depend on your opponent. A player with good reactions may force you to remove dash-in offense from your plan (aside from when you have an EX Psycho Blast escort), always striking M. Bison during dash recovery. Other opponents may be susceptible to dash-in throws and so forth. It's up to you to assess which kind of player you're likely facing at a given time.

Jump-in offense begins here, too. From the edge of long range into mid range, you can initiate frontal jump-ins where you can likely link grounded standing HP upon landing, even hitting a max-range jump attack. Closer in, from prime mid-range territory, a forward jump can lead to an ambiguous frontal hit, or to cross-up jumping MK. M. Bison's long forward jump gives him a potential cross-up range that most characters don't enjoy. In fact, you must be careful not to go for cross-ups too far in, where mid range shades into close range, or M. Bison will jump clear over the foe and be vulnerable to punishment (or at least give up tempo advantage).

On the ground, Psycho Axe begins to reach from here, especially if it catches the opponent's poke. On hit, Psycho Axe offers combo follow-up potential, especially as a Crush Counter, and doesn't give up advantage if guarded.

And, naturally, this is classic "scissor kick" territory. How much you threaten with these attacks will depend on your opponent. Characters like Ken and Ryu will discourage you from being too aggressive with neutral game or blockstring Double Knee Presses, but characters who lack a rapid reversal or three-frame jab won't give you much reason not to force them to block DKP whenever possible.

M. Bison's walk speed means that he doesn't really have a traditional footsie game of walking in and out of poke ranges, trying to coax mistakes and punish whiffs. If you poke with him, it'll be more anticipatory to control space, like with swiping forward with Psycho Axe. A little closer in, you can also poke with the tip of standing MK, a great seven-frame check against your target's movement. Crouching MP also has decent range, is neutral on block, and allows for special cancel combos on hit (**Combo 2**).

Be a little wary of defensively using Psycho Reflect against projectiles from this range or closer. Are your opponents loaded with EX Gauge and perhaps trying to bait you into committing to an animation they can stuff with a Critical Art or some other quick lateral attack? Nash, Laura, and Ryu are examples of characters who can intentionally put out exploratory fireballs, hoping you'll reflect them so they can just feed you a Critical Art. If your challenger isn't doing this, then reflect away. Just be cautious of getting baited when playing too close to expectations.

If the enemy tries to take initiative and engage on their terms, you have limited counter-measures. Against telegraphed frontal jump-ins, crouching HP works well as an anti-air. If you make a hard read (or good guess) against the opponent's jump-in, you can also beat them to it with forward-jumping MP, which can lead to Hell Attack combos (as seen in **Combo 10**).

CLOSE RANGE

You can end up at close range with M. Bison after dashing or jumping in, and after having Head Press follow-ups guarded. (And with V-Trigger active, Head Presses themselves become jump-ins on block, basically.) M. Bison's up-close offense is about fishing for hits with moves that leave him heavily at advantage when blocked. In particular, this includes standing/crouching LP and standing HK, which leave M. Bison at +3 blocked. Right behind those, standing/crouching LK and standing MP leave M. Bison at +2 blocked. Any of these moves, blocked, into standing LK thus becomes a frame trap with a gap of only one or two frames, uncounterable without invincible reversals. Crouching LP or standing LK canceled into LK Double Knee Press as a frame trap finisher also leaves M. Bison at +3 on hit, right back in close-range offense.

When the opponent is made hesitant by M. Bison's quickest pokes and fastest scissor kick, you can go for standing MP and HK. Standing MP hits in seven frames, a little slow for an *SFV* medium-strength normal, but it keeps momentum on block and allows a link to crouching MP on hit (**Combo 4**). You can chain cancel standing MP into its Shadow Axe follow-up sometimes as a built-in frame trap, if your adversary is being especially defensive and you don't really think your opening standing MP has a chance of hitting. However, this leaves M. Bison at -5 on block instead of +1 like regular Psycho Axe. Standing HK starts up only two frames slower than MP, striking in nine frames, and leads to combos on both normal hit and counter-hit (**Combos 5** and **8**). Because it leads to so much advantage on hit, it's a good hit-check starter up close since you're not canceling it into anything. If it's blocked (+3), you can go for an attempt at secondary offense. In virtually every situation, it's better to fish with standing HK up close than to resort to Shadow Axe for the built-in delay.

M. Bison doesn't have an overhead (outside of jump-ins and Head Press moves) and his pokes aren't the fastest, so opponents may be encouraged to be very defensive against him, just riding out the blockstrings and waiting for pushback to present an escape opportunity. Because of this, although M. Bison's walk speed doesn't help the endeavor any, you'll sometimes have to just go for a throw. You'll need to do this pretty quickly, like immediately after a jump-in or Double Knee Press or Devil Reverse, or after only one light tick. There are trilobite fossils that would react to M. Bison attempting a walk-up throw, so you won't get throw attempts from much farther out.

When your bait up close (most commonly, standing MP or HK linked to crouching MP) is guarded, you can let it go uncanceled and play with M. Bison's innate tempo advantage on block, or you can cancel into special. Canceling into Psycho Blast or Double Knee Press on block at least scores you some chip damage, while giving you the option of either pushing the foe out with Psycho Blast or staying closer with DKP. Canceling to Psycho Inferno on block isn't advised because efficient opponents will punish this. If you let blockstrings go without special cancels, pushback will eventually put M. Bison out of poke range, basically back out to mid range or just before it. From there, standing HP XX HK Double Knee Press can clip the enemy's limbs and get M. Bison right back in, relatively safe on hit or block.

When you aren't the one calling the shots up close, M. Bison can run into issues being pressured. Without full EX Gauge, he has no invincible reversal (though EX Head Press almost makes a show of it), and his Psycho Explosion V-Reversal is prone to whiffing if opponents aren't flush with him. Cross-ups mostly strike at an angle that thwarts crouching HP, and they might not leave him with a gap to anti-air with a normal attack anyway. This can lead to a loop of M. Bison getting caught in a loop of being crossed up repeatedly, forced to block at the challenger's mercy. In these situations, Hell Attack (jumping MP XX MP) can come in handy as a quasi-reversal. The enemy jumps in because they expect to descend on M. Bison with an attack, not go air-to-air with someone jumping to greet them. If successful, react by delaying the Hell Attack follow-up until the way down (depending on your foe's position) so you can tap them back up before landing, giving you a chance to tack on juggle damage.

PSYCHO POWER ACTIVE

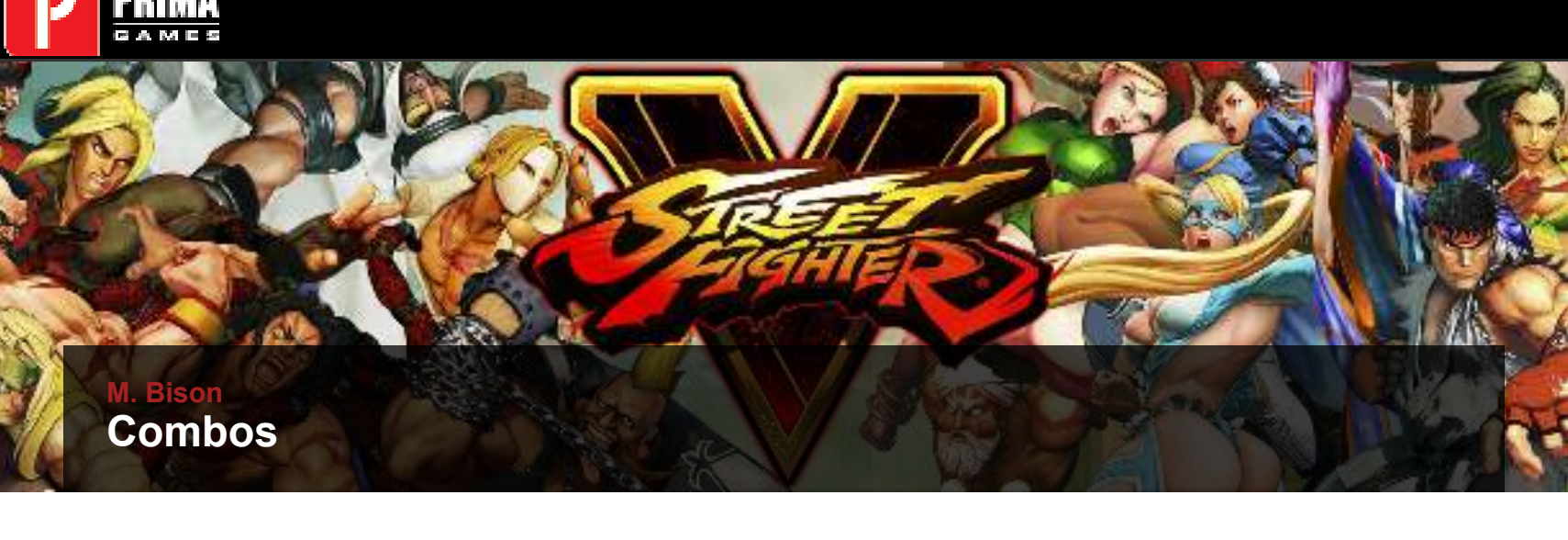
With six more strike and projectile-invincible frames than dashes outside of V-Trigger mode (13 total, versus 7), Psycho Power dashes are much more likely to actually dodge attacks. They're also capable of passing through the opponent while M. Bison is invisible. With ground pass-through possible and V-specials requiring no charge, ground cross-ups into standing LK XX V Psycho Blast give M. Bison a new, safe mix-up tool. Mix up by sometimes dashing through and throwing them.

Psycho Power activation can serve as an enhanced hit-check as with most fighters, whether from pokes or while Double Knee Press is hitting. You can also use activation to make a "random" crouching HK slide safe once per round. V-Trigger-canceling can also create unique mix-ups, thanks to the pass-through dash. Knock someone down, time meaty HP Psycho Inferno over their wakeup position, then V-Trigger cancel it and dash forward. If they're clipped and launched from the back by Psycho Inferno's persistent active frames, you can juggle with V Psycho Inferno from M. Bison's new position.

Remember to use one strength lower than you're used to for V Double Knee Press. Meter permitting, any confirmed V Double Knee Press should lead to the hideously damaging V-Trigger-only finisher of V EX Psycho Inferno into V EX Head Press.

When trying to open up your opponent during Psycho Power, remember that canceling pokes into specials requires no charge. This means that you can cancel blocked pokes into Head Press at a whim. Every option from V Head Press leaves M. Bison at positive frames on block, so this is "safe" as long as your adversary isn't great at shooting you down on short notice. This opens the door for you to bamboozle overly turtlish players by dashing through them, canceling a poke into V Head Press, then interrupting that with V Devil Reverse (which warps through them, crossing sides yet again).

If your challenger holds you mostly at bay, engaging in a long-range standoff, you can break it at the cost of two stocks by canceling V EX Psycho Blast to V EX Head Press. This takes a heavily damaging move that was going to be safe if guarded anyway and then covers it with an exploding, projectile-crushing projectile. You don't get to be head of Shadaloo by being weak, after all.



M. Bison

Combos

Low Hit-Checks

COMBO 1

WHILE CHARGING ↙ , CROUCHING LK XX CROUCHING LP XX STANDING LK (MOVING FROM ↙ TO ← CHARGE) THEN CANCEL INTO EITHER:

FROM ← CHARGE, → + LK
120 damage, 259 stun (doesn't work during V-Trigger)

FROM ← CHARGE, → + K K
177 damage, 329 stun (requires one stock of EX gauge; 190 damage during V-Trigger)

DURING V-TRIGGER, ← → + P
141 damage, 259 stun

DURING V-TRIGGER, ← → + P XX ← → + K K
243 damage, 379 stun (requires one stock of EX gauge)

M. Bison's hit-check off of a point-blank crouching LK. This combo requires flush distance, and the normals must be chained instead of linked to combat pushback. This is ideal after aggressively dashing into an adversary's body, after deep frontal jump-ins, or after ambiguous cross-up MK.

During Psycho Power, M. Bison's dash becomes a pass-through action, so accurate point-blank distance is harder to achieve without jump-ins. To compensate when you're not sure about distance after dashing in during V-Trigger, hit-check with standing LK x2 or crouching LP XX standing LK canceled into V Psycho Blast (Combo 3). If desired, cancel V Psycho Blast into immediate V EX Double Knee Press (which you can do by simply inputting ← → + K K, no charge required) for significant extra damage. You can't combo directly into V Double Knee Press from light attacks during V-Trigger because this is a rare instance of the V-version of a move being slower than the normal version.

COMBO 2A

CROUCHING MK OR CROUCHING MP CANCELED INTO EITHER:

FROM ← CHARGE, → + MP
113/123 damage, 190 stun

↓↙← + LP
133/143 damage, 190 stun

FROM ↙ CHARGE, → + MK (ONE HIT, XX ↓↘→ ↓↘→ + P)
122/132 damage, 190 stun (350/360 damage with Critical Art, requires full EX gauge)

FROM ↙ CHARGE, → + K K
186/196 damage, 280 stun (requires one stock of EX gauge)

FROM ↙ CHARGE, → + MK XX HP + HK ▷ STANDING LK XX ← → + P XX ← → + K K
288/298 damage, 399 stun (requires full V-Gauge and one stock of EX gauge)

DURING V-TRIGGER, ↓↙← + P, JUGGLE ← → + K K
303/313 damage, 350 stun (requires one stock of EX gauge)

DURING V-TRIGGER, ← → + LK XX ↓↙← + P P XX ↓ ↑ + K K
375/385 damage, 450 stun (requires two stocks of EX gauge)

DURING V-TRIGGER, ← → + LK XX ← → + P P XX ↓↙← + P P, JUGGLE ← → + K K
409/419 damage, 486 stun (requires full EX gauge)

COMBO 2B

CROUCHING MP CANCELED INTO EITHER:

↓↙← + MP
152 damage, 190 stun

↓↙← + P P (START CHARGING ←), JUGGLE → + MK
218 damage, 275 stun (requires one stock of EX gauge)

An assortment of options follows from crouching MK or MP. Crouching MK has the advantage of hitting low, so this is useful as a frontal low hit-check or after cross-ups. While crouching MP can be blocked standing or crouching, it also hits one frame faster, deals slightly more damage, and leaves M. Bison much better off when blocked. This is better when you think your challenger has left you an opening to poke, but not quite enough for standing MK. Crouching MP also creates a little more hitstun, so canceling crouching MP into MP/EX Psycho Inferno works, whereas these options don't work from crouching MK.

On block, canceling to MP Psycho Blast leaves M. Bison at -1 guarded, while MK Double Knee Press leads to -3, on the fringe of relative safety, and blocked Psycho Inferno leaves him at a punishable disadvantage. You won't have time to confirm off of single pokes canceled into specials, so you'll be making an educated guess on the risk you're willing to devote to the special cancel.

Grounded Hit-Checks

COMBO 3

WHILE CHARGING ← , CROUCHING LP XX STANDING LK OR STANDING LK ▷ STANDING LK THEN CANCEL INTO:

FROM ← CHARGE, → + LK
113 damage, 213 stun (doesn't work during V-Trigger)

FROM ← CHARGE, → + K K
177 damage, 293 stun (requires one stock of EX gauge)

FROM ← CHARGE, → + LP
113 damage, 213 stun (must be flush with foe)

AFTER STORING ← CHARGE DURING LINK, → + LK XX HP + HK ▷ STANDING LK XX ← → + P XX ← → + K K
249 damage, 385 stun (requires full V-Gauge and one stock of EX gauge)

DURING V-TRIGGER, ← → + P
137 damage, 213 stun

DURING V-TRIGGER, ← → + P XX ← → + K K
256 damage, 353 stun (requires one stock of EX gauge)

A light hit-check with one poke fewer than Combo 1. This combo also gives up the low hit but is generally much more reliable, not requiring totally flush distance or perfect normal chaining. One hit fewer also means that you have less time to charge up specials, so keep that in mind off of tight situations like late cross-ups. Try to pre-prep a little charge, like dashing in and immediately holding ← during the dash, before going for point-blank pokes.

Your combo enders come down to preference, to some extent. Combos ending in Double Knee Press keep the opponent on their feet, perhaps in position to foolishly eat Crush Counter standing HK. However, they deal less damage, require back charge, and give up momentum when blocked (unless you adjust to blocked hit-checks by canceling to HK Double Knee Press, which can be nice but is far from an airtight contingency). Combos ending in Psycho Blast knock the opponent down toward the corner and are M. Bison's safest options on block, but they can be finicky with range unless M. Bison is up close.

If you have V-Gauge filled up, any confirm into Double Knee Press becomes a potential Psycho Power starter. If you slap HP + HK during Double Knee Press hits, the game will buffer the command forward an abnormally long time, causing M. Bison to immediately enter his Psycho Power state when his feet touch down as his target remains in hitstun. You can link immediately after the screen freeze (after LK or MK DKP canceled to Psycho Power, link standing LK; after HK DKP, link crouching MP). When you have Psycho Power activated, V Psycho Blast becomes a much more appealing combo ender than normal (especially from light pokes) and requires no charge.

COMBO 4

STANDING MP ▷ CROUCHING MP THEN CANCEL INTO:

↓↙← + MP
194 damage, 270 stun

↓↙← + MP XX ↓↘→ ↓↘→ + P
425 damage, 270 stun (requires full EX gauge)

↓↙← + P P
226 damage, 310 stun (requires one stock of EX gauge)

AFTER STORING ← CHARGE DURING LINK → + MK
178 damage, 270 stun (doesn't work during V-Trigger)

AFTER STORING ← CHARGE DURING LINK → + K K
234 damage, 350 stun (requires one stock of EX gauge)

AFTER STORING ← CHARGE DURING LINK, → + MK (ONE HIT) XX ↓↘→ ↓↘→ + P
377 damage, 230 stun (requires full EX gauge)

AFTER STORING ← CHARGE DURING LINK, → + MK XX HP + HK ▷ STANDING LK XX ← → + P XX ← → + K K
314 damage, 442 stun (requires full V-Gauge and one stock of EX gauge)

DURING V-TRIGGER, ↓↙← + P, JUGGLE ← → + K K
337 damage, 410 stun (requires one stock of EX gauge)

DURING V-TRIGGER, ← → + LK XX ↓↙← + P P XX ↓ ↑ + K K
408 damage, 495 stun (requires two stocks of EX gauge)

DURING V-TRIGGER, ← → + LK XX ← → + P P XX ↓↙← + P P, JUGGLE ← → + K K
422 damage, 523 stun (requires full EX gauge)

M. Bison's staple bread-and-butter hit-check up close. After standing MP linked to crouching MP, basically his whole combo catalog is open to you. This hit-check doesn't require totally point-blank distance, but it won't work from farther out than about a half-step. If successful, use Double Knee Press enders to keep the foes close, use Psycho Blasts for corner pushes, and use Psycho Inferno for damage or for when you don't have charge built up. With or without charge, *SFV* M. Bison can take advantage of clean hits.

When Psycho Power is active, standard damage potential off of regular hit-checks soars through the roof if you have EX Gauge to spare. Launch your enemies with V Psycho Inferno and then juggle with V EX Double Knee Press, or confirm into V LK Double Knee Press, cancel that immediately into V EX Psycho Inferno, and then juggle with V EX Double Knee Press.

COMBO 5

→ + HP OR STANDING HK ▷ CROUCHING MP THEN CANCEL INTO:

↓↙← + MP (XX ↓↘→ ↓↘→ + P)
214 damage, 270/320 stun (445 damage with Critical Art, requires full EX gauge)

↓↙← + P P
246 damage, 310/360 stun (requires one stock of EX gauge)

AFTER STORING ← CHARGE DURING LINK, → + MK
198 damage, 270/320 stun

AFTER STORING ← CHARGE DURING LINK, → + K K
254 damage, 350/400 stun (requires one stock of EX gauge)

AFTER STORING ← CHARGE DURING LINK, → + MK (ONE HIT) XX ↓↘→ ↓↘→ + P
397 damage, 230/280 stun (requires full EX gauge)

AFTER STORING ← CHARGE DURING LINK, → + MK XX HP + HK ▷ STANDING LK XX ← → + P XX ← → + K K

DURING V-TRIGGER, ↓↙← + P, JUGGLE ← → + K K
357 damage, 410/460 stun (requires one stock of EX gauge)

DURING V-TRIGGER, ← → + LK XX ↓↙← + P P XX ↓ ↑ + K K
428 damage, 495/545 stun (requires two stocks of EX gauge)

DURING V-TRIGGER, ← → + LK XX ← → + P P XX ↓↙← + P P, JUGGLE ← → + K K
442 damage, 523/573 stun (requires full EX gauge)

M. Bison's heaviest pokes have interchangeable roles in combos. Since standing HK and Psycho Axe are also M. Bison's Crush Counter starters, you'll be using them often. Both moves link to crouching MP even on a normal hit, and then you can cancel into his usual array of follow-ups. Standing HK is a close-range counter-hit fishing poke, good after point-blank jab ticks or LK Double Knee Press on hit. Psycho Axe is M. Bison's farthest-reaching combo starter. It also serves as the follow-up hit on his Shadow Axe target combo and can lead into this combo if the foe blocks standing MP and then eats → + HP. (If Shadow Axe's standing MP counter-hits, you can link into crouching MP, as shown here.)

Standing HK does more stun damage than Psycho Axe. Both moves have skyrocketing potential on counter-hit, as shown in Combo 8.

COMBO 6A

FLUSH WITH TARGET, CROUCHING HP XX HP + HK ▷ STANDING HK ▷ CROUCHING MP THEN CANCEL INTO EITHER:

↓↙← + P, JUGGLE ← → + K K
359 damage, 500 stun (requires full V-Gauge and one stock of EX gauge)

FROM ← CHARGE, → + LK XX ↓↙← + P P XX ↓ ↑ + K K
404 damage, 555 stun (requires full V-Gauge and two stocks of EX gauge)

COMBO 6B

FROM MAX RANGE, CROUCHING HP XX HP + HK ▷ STANDING HP THEN CANCEL INTO EITHER:

↓↙← + P, JUGGLE ← → + K K
347 damage, 460 stun (requires full V-Gauge and one stock of EX gauge)

← → + MK XX ↓↙← + P P XX ↓ ↑ + K K
410 damage, 530 stun (requires full V-Gauge and two stocks of EX gauge)

The first hitting frame of crouching HP is M. Bison's strongest normal hit, so you can use it to add a little oomph to V-Trigger-activation combos when you're certain you're going to get a hit. This means that it's good after clean jump-ins, for non-Crush Counter whiff-punishes, and against dizzied targets. Cancel crouching fierce into Psycho Power immediately, then link after the screen freeze right away.

Jump-Ins

COMBO 7

JUMP-IN HP, STANDING HP THEN CANCEL INTO:

FROM ← CHARGE, → + HK
234 damage, 365 stun

FROM ← CHARGE, → + K K
282 damage, 445 stun (requires one stock of EX gauge)

FROM ← CHARGE, → + HK (ONE HIT) XX ↓↘→ ↓↘→ + P
433 damage, 325 stun (requires full EX gauge)

↓↙← + HP (XX ↓↘→ ↓↘→ + P)
250 damage, 365 stun (with Critical Art, deals 457 damage and requires full EX gauge)

FROM ← CHARGE, → + HK XX HP + HK ▷ CROUCHING MP XX ← → + LK XX ↓↙← + P P XX ↓ ↑ + K K
433 damage, 595 stun (requires full V-Gauge and two stocks of EX gauge)

DURING V-TRIGGER, ↓↙← + P, JUGGLE ← → + K K
385 damage, 505 stun (requires one stock of EX gauge)

DURING V-TRIGGER, ← → + MK XX ↓↙← + P P XX ↓ ↑ + K K
464 damage, 590 stun (requires two stocks of EX gauge)

DURING V-TRIGGER, ← → + MK XX ← → + P P XX ↓↙← + P P, JUGGLE ← → + K K
478 damage, 618 stun (requires full EX gauge)

This is a simple opening for clean frontal looks, like after jumping in over a fireball. If blocked, cancel standing HP to HP Psycho Blast, which leaves M. Bison at +2, keeping tempo advantage. The extra hitstun on standing HP allows cancels into HK Double Knee Press and HP Psycho Inferno to work (and V MK Double Knee Press, during V-Trigger).

From cross-up jumping MK, you'll want to immediately fish for/confirm into Combo 1, 2, 3, or 4, depending on the situation.

Grounded Counter-Hits

COMBO 8A

COUNTER-HIT STANDING HK ▷ → + HP ▷ CROUCHING MP THEN CANCEL TO EITHER:

COMBO 8B

COUNTER-HIT → + HP ▷ STANDING HK ▷ CROUCHING MP THEN CANCEL TO EITHER:

↓↙← + MP (XX ↓↘→ ↓↘→ + P)
288 damage, 420/405 stun (486 damage with Critical Art, requires full EX gauge)

(START ← CHARGE JUST AFTER → + HP) → + K K
322 damage, 490/475 stun (requires one stock of EX gauge)

(START ← CHARGE JUST AFTER → + HP) → + MK XX HP + HK ▷ STANDING LK XX ← → + P XX ← → + K K
378 damage, 555/540 stun (requires full V-Gauge and one stock of EX gauge)

WHILE CHARGING ← , STANDING HP XX → + HK XX HP + HK ▷ CROUCHING MP XX ← → + LK XX ↓↙← + P P XX ↓ ↑ + K K
439 damage, 625 stun (requires full V-Gauge and two stocks of EX gauge)

WHILE CHARGING ← , STANDING HP XX → + HK XX HP + HK ▷ CROUCHING MP XX ← → + LK (ONE HIT) XX ↓↘→ ↓↘→ + P
451 damage, 480 stun (requires full V-Gauge and full EX gauge)

WITH V-TRIGGER ACTIVE, ↓↙← + P, JUGGLE ← → + K K
409 damage, 540/525 stun (requires one stock of EX gauge)

WITH V-TRIGGER ACTIVE, ← → + LK XX ↓↙← + P P XX ↓ ↑ + K K
465 damage, 610/595 stun (requires two stocks of EX gauge)

WITH V-TRIGGER ACTIVE, ← → + LK XX ← → + P P XX ↓↙← + P P XX ← → + K K
477 damage, 630/615 stun (requires full EX gauge)

Psycho Axe and standing HK both cause extra-long hitstun on counter-hit. It's so much for either of them that you can just link one into the other, in either order.

If guarded, Psycho Axe leaves M. Bison at +1, while standing HK leaves him at +3. Don't perform the follow-ups on autopilot; confirm a successful Crush Counter before executing a sequence like standing HK into Psycho Axe. Otherwise, the gap is really dangerous unless your opponent is supremely passive. There's also no mix-up; standing HK and Psycho Axe are both mid-hitting, and neither is fast. On block, default to Combo 5 follow-ups, canceling crouching MP into something. Blocked standing HK into immediate crouching MP is a three-frame gap, good against all but the fastest attacks. After blocked Psycho Axe, immediate standing LK (Combo 2's starter) also leaves only a three-frame gap.

COMBO 9

COUNTER-HIT → + HP THEN DEPENDING ON RANGE:

CLOSE TO MID RANGE, START CHARGING ← , STANDING HP XX → + HK XX HP + HK ▷ CROUCHING MP XX ← → + LK XX ← → + P P XX ↓↙← + P P, JUGGLE ← → + K K
439 damage, 569 stun (requires full V-Gauge and full EX gauge)

CLOSE TO MID RANGE, START CHARGING ← , STANDING HP XX → + HK XX HP + HK ▷ CROUCHING MP XX ← → + LK (ONE HIT) XX ↓↘→ ↓↘→ + P
451 damage, 420 stun (requires full V-Gauge and full EX gauge)

MAX RANGE, WITH ← CHARGE, → + MK XX HP + HK ▷ STANDING LK XX ← → + P XX ← → + K K
334 damage, 419 stun (requires full V-Gauge and one stock of EX gauge)

WITH V-TRIGGER ACTIVE, STANDING HP XX ↓↙← + P, JUGGLE ← → + K K
391 damage, 475 stun (requires one stock of EX gauge)

WITH V-TRIGGER ACTIVE, STANDING HP XX ← → + MK XX ↓↙← + P P XX ↓ ↑ + K
470 damage, 560 stun (requires two stocks of EX gauge)

WITH V-TRIGGER ACTIVE, START CHARGING ← , STANDING HP XX → + MK XX ← → + P P XX ↓↙← + P P, JUGGLE ← → + K K
484 damage, 588 stun (requires full EX gauge)

Psycho Axe's greatest strength is its long reach, potentially scoring Crush Counters from half the screen away (or from even farther if the opponent obliges by sticking their own limbs forward, extending hurtboxes). To have enough charge for special follow-ups, start charging ← immediately after the → + HP input. It's easy to link standing HP XX HK Double Knee Press after visually confirming a Crush Counter hit, and standing HP has great reach.

Combos into Psycho Power from HK DKP allow for medium links into V LK DKP after the screen freeze. For the V-Trigger variant using three EX V-specials, cancel them back-to-back-to-back as quickly as possible. This is barely more damage and more meter-costly than just finishing with V EX Inferno to V EX Head Press, but it illustrates another possible M. Bison juggle for fun.

After hits from the very tip of Psycho Axe's range, where standing HP barely whiffs, you'll have to just go with immediate MK Double Knee Press.

Anti-Air Combos

COMBO 10A

AIR-TO-AIR JUMPING MP, LAND, ↓↙← + HP (XX ↓↘→ ↓↘→ + P)

149 damage, 190 stun (386 damage with Critical Art, requires full EX gauge)

COMBO 10B

PREEMPTIVE AIR-TO-AIR VS. OPPONENT JUMPING IN: FORWARD JUMPING MP XX MP, ↓↙← + HP (XX ↓↘→ ↓↘→ + P)

185 damage, 209 stun (416 damage with Critical Art, requires full EX gauge)

COMBO 10C

LATE JUMP-IN MP VS. AIRBORNE FOE: JUMPING MP, LAND, JUMPING MP XX MP, ↓↙← + HP (XX ↓↘→ ↓↘→ + P)

214 damage, 286 stun (412 damage with Critical Art, requires full EX gauge)

Jumping MP and its Hell Attack target combo follow-up both lead to juggle states against airborne foes. Early jumping MP can get you into trouble if you use it too often or make bad reads with it, but the payoff for getting it right can be big. Catching the enemy air-to-air into a Hell Attack juggle is an easily verifiable tool, and it also becomes high-damage if you're loaded with EX Gauge. You can juggle with Psycho Inferno if you time your Hell Attack to juggle properly. EX Double Knee Press can also juggle but isn't worth the gauge unless it will K.O., while Psycho Blast can be useful to juggle from ranges where you're not sure if Psycho Inferno will make M. Bison step under the challenger's falling body. You'll want a little space in front of M. Bison when he lands for Psycho Inferno to work, so play with Hell Attack against a jumping dummy in Training Mode to get used to it.

Most of the time, you'll likely get the 10B variant listed, with jumping MP into a delayed Hell Attack working as a hit-check and position-corrector. M. Bison's defense up close can be weak, so aggressive foes like Karin and Laura may follow up blocked close-range assaults by going for cross-ups from relatively close. Scout one of these attempts out, and you can preempt it with jumping MP into Hell Attack. If you happen to hit a jump-in MP against someone airborne low to the ground, you can actually then jump and juggle with both hits of this sequence again. This still allows enough juggle potential to tack on grounded juggles if you properly time your hits against their floating form.

V-Trigger and Situational Combos

COMBO 11A

FROM JUST INSIDE FULL SCREEN, CHARGE ← , → + P P AND IMMEDIATELY CHARGE ↓ , ↑ + K, HOLD → TO DRIFT FORWARD AFTER HEAD PRESS, THEN JUGGLE FALLING P (SOMERSAULT SKULL DIVER), LAND AND JUGGLE ↓↙← + P P

352 damage, 520 stun (requires two stocks of EX gauge)

COMBO 11B

FROM JUST INSIDE FULL SCREEN, CHARGE ← , → + P P AND IMMEDIATELY CHARGE ↓ , ↑ + K, HOLD → TO DRIFT FORWARD AFTER HEAD PRESS, THEN JUGGLE FALLING P (SOMERSAULT SKULL DIVER) WHILE CHARGING ← , UPON LANDING → + LP XX HP + HK, ↓↙← + P XX ← → + K K

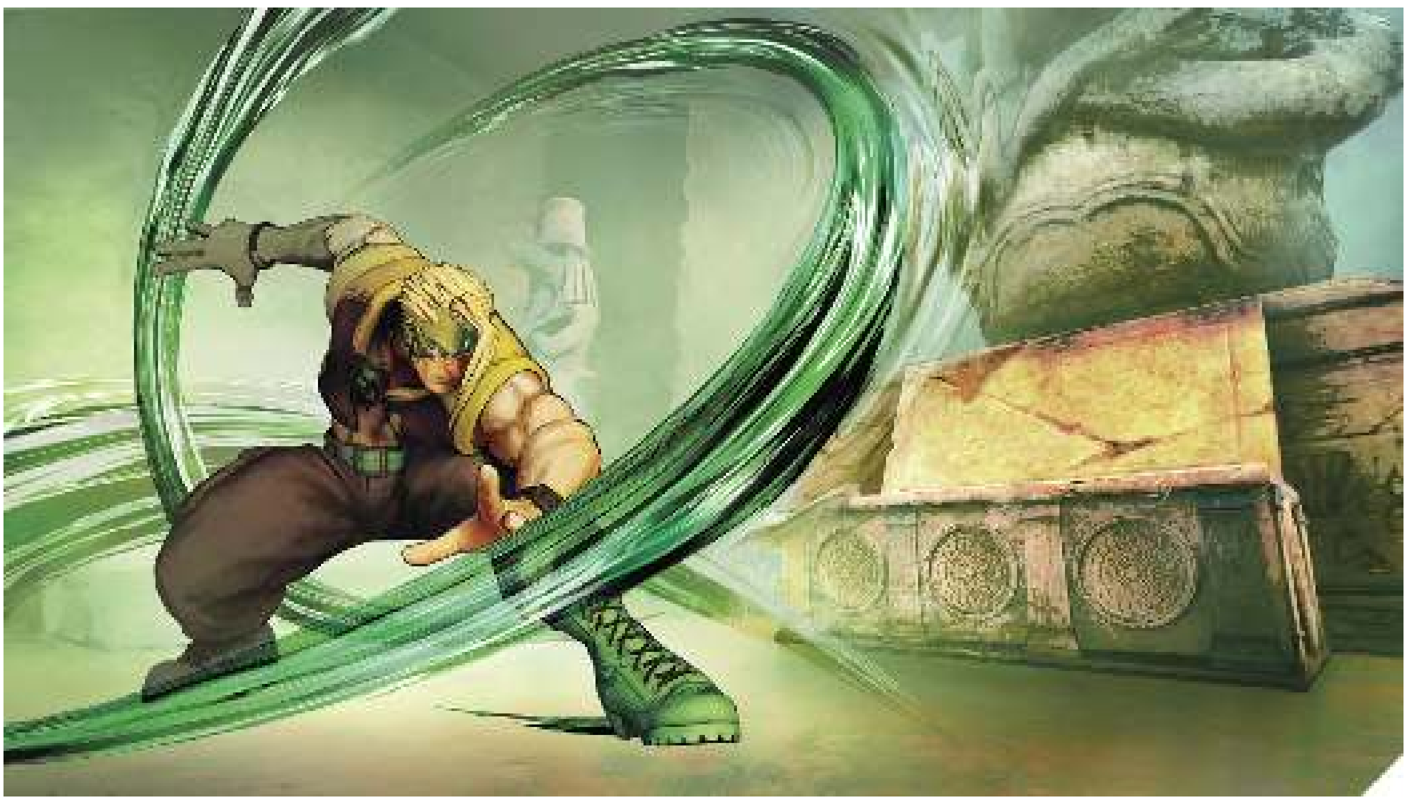
401 damage, 585 stun (requires full V-Gauge and two stocks of EX gauge)

This is an almost full screen combo that requires exacting charge timing. This is not even necessarily an impractical combo, given how powerful it is for M. Bison to put EX Psycho Blast in play and then move forward. The animation for throwing EX Psycho Blast gives you enough time to fully charge Head Press so you can perform it immediately. Ideally, Head Press hits the enemy slightly before EX Psycho Blast. Hold → just a bit before juggling them with falling Somersault Skull Diver and holding ←; you need a back charge, but you can't hold ← immediately after Head Press, or you'll whiff the Skull Diver. Upon landing, you can juggle EX Psycho Inferno. With full V-Gauge near a corner, you can V-Trigger cancel LP Psycho Blast upon landing, then juggle V Psycho Inferno XX V EX Double Knee Press.

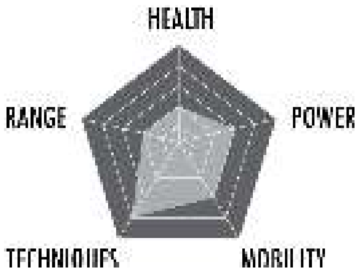
Nash

Bio

PARADOXICAL AVENGER

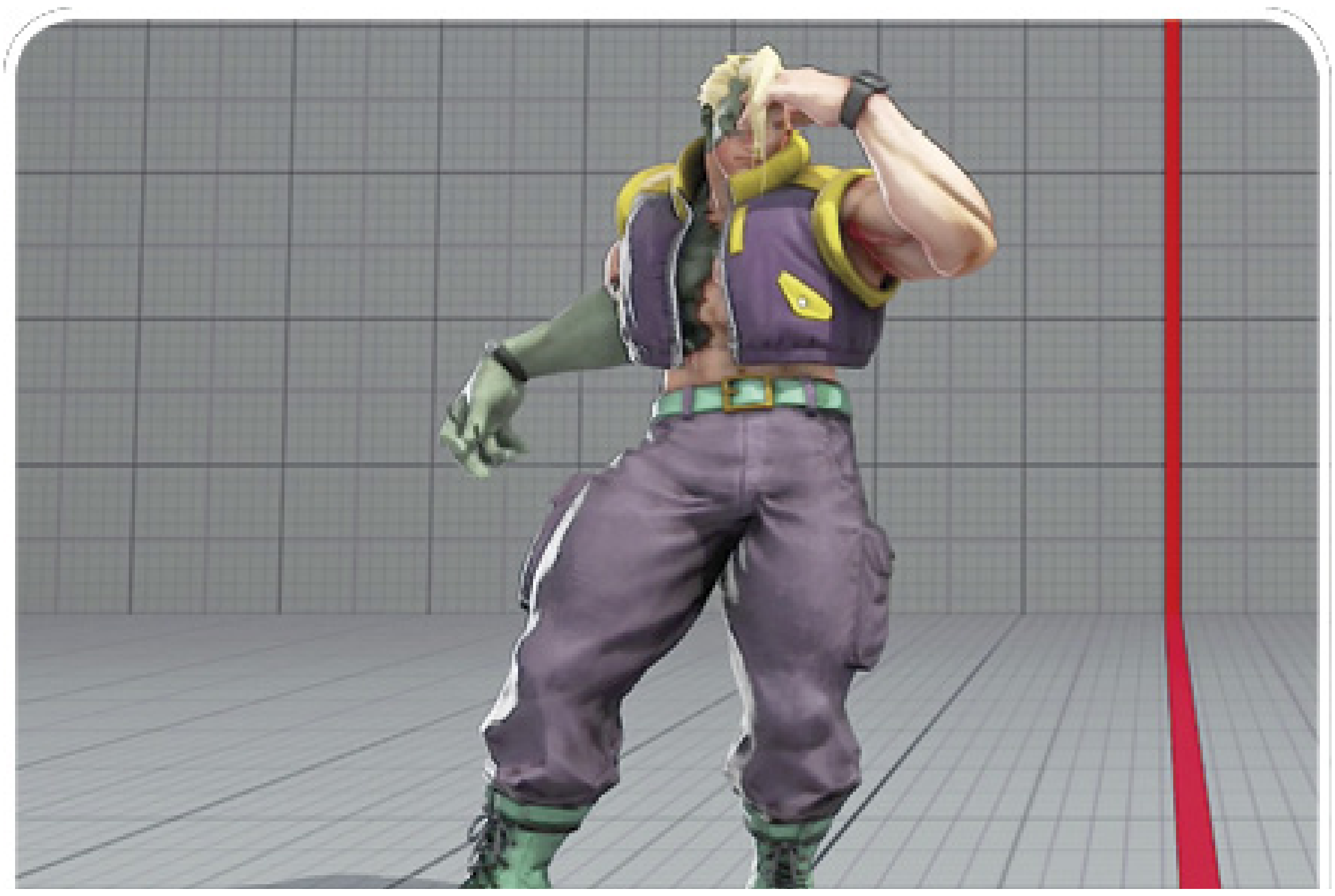


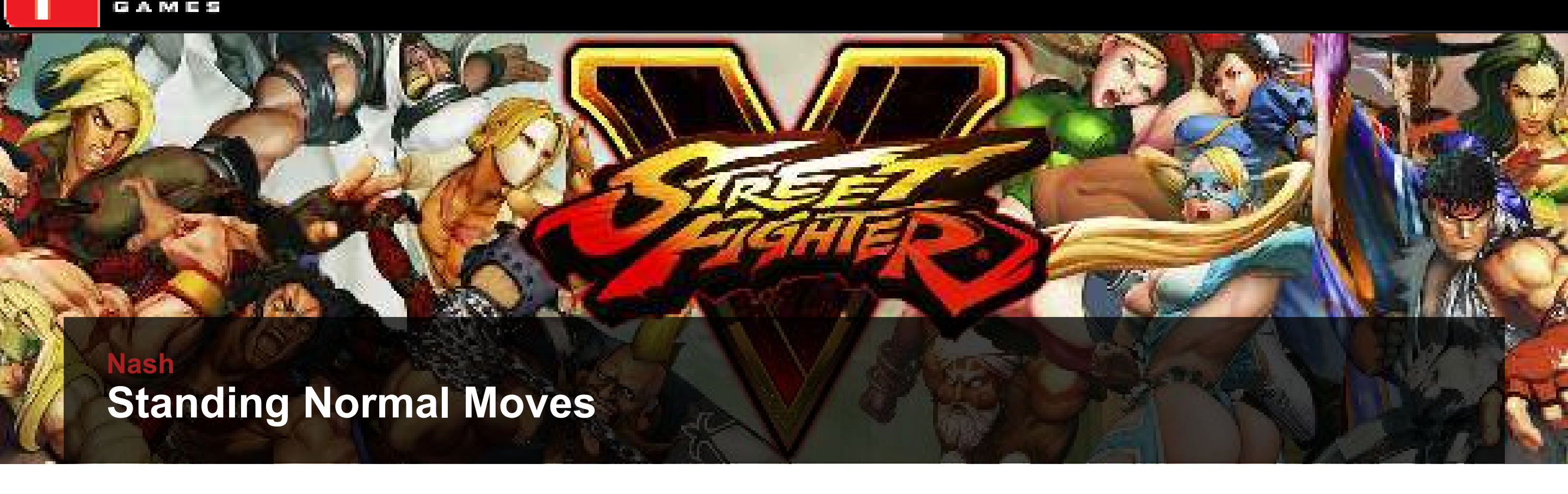
CHARACTER ATTRIBUTES



APPEARANCES
Street Fighter Alpha (1995)
Street Fighter Alpha 2 (1996)
X-Men vs. Street Fighter (1996}
Street Fighter Alpha 3 (1998)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Street Fighter V (2016)

COSTUMES

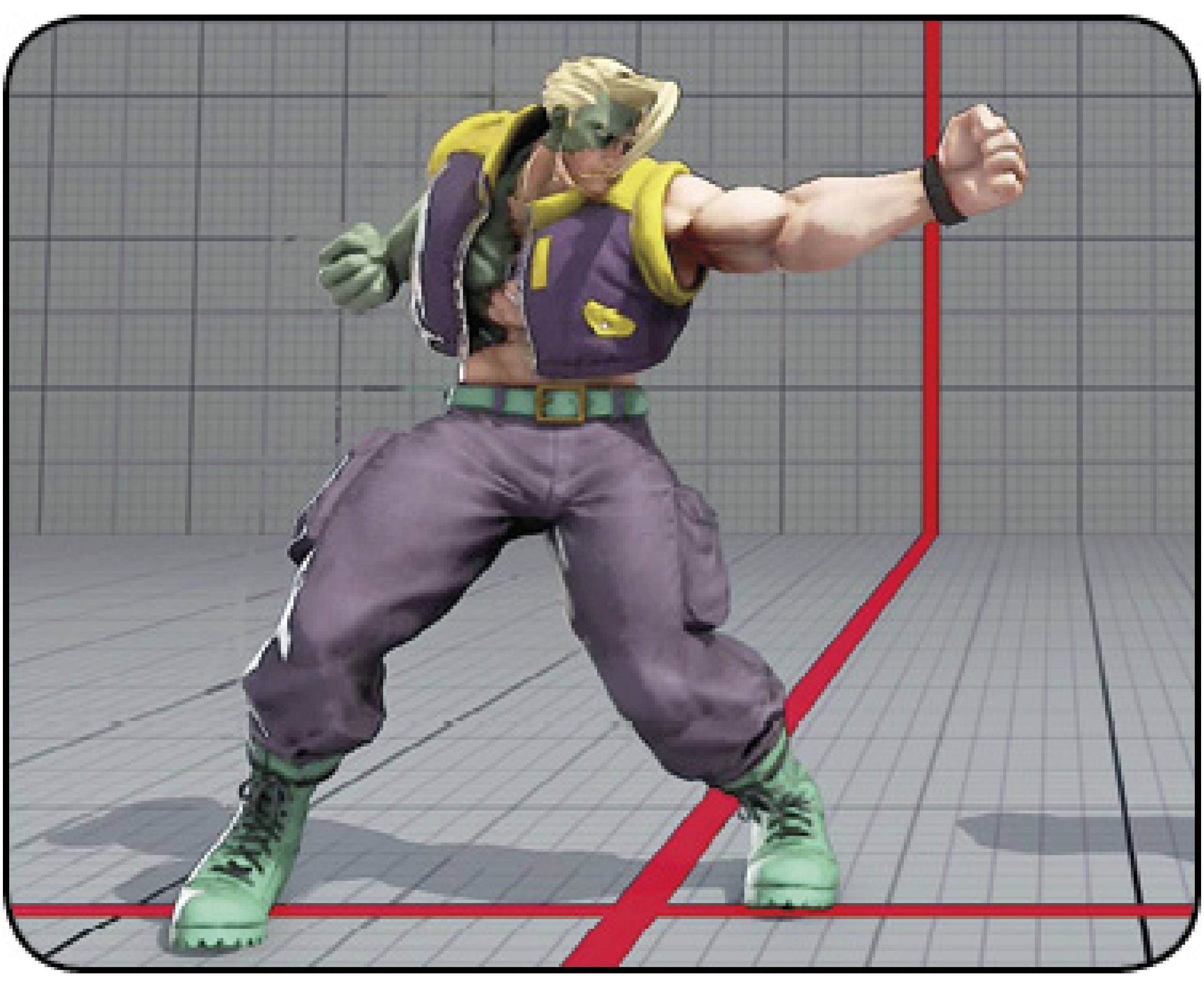




Nash

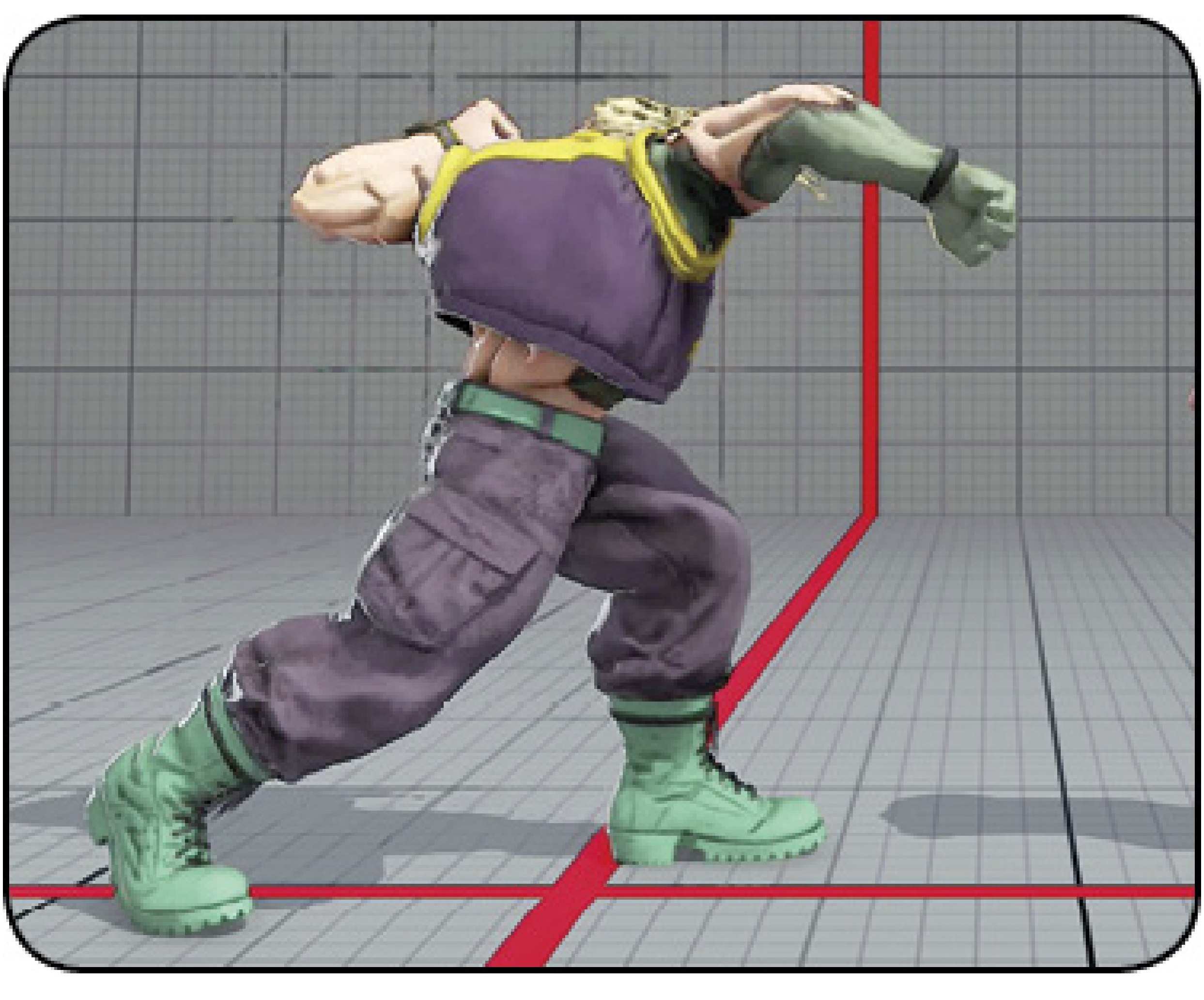
Standing Normal Moves

STANDING JAB LP



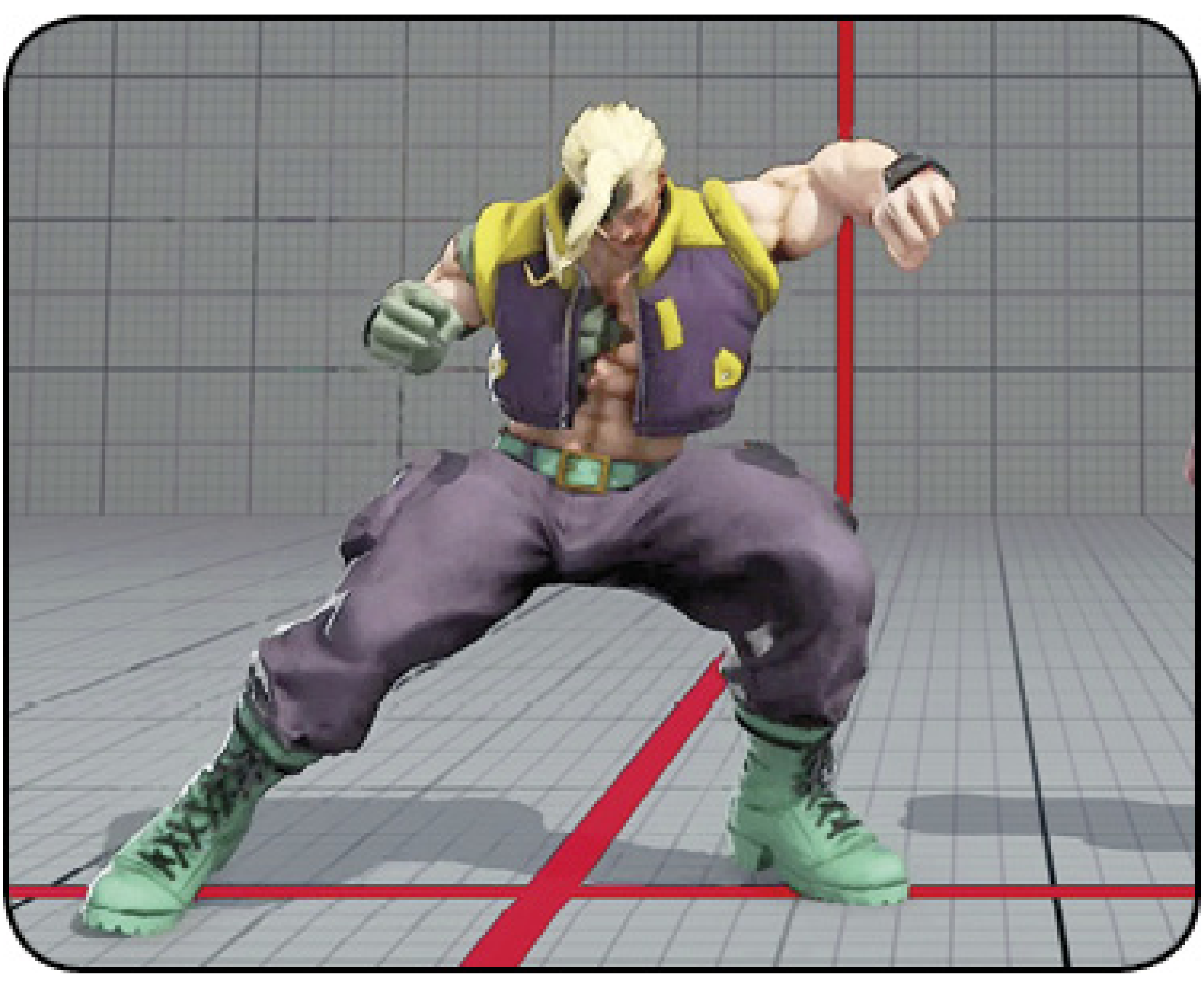
STARTUP	4
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
SM-HX HIT	±0
SM-HX GUARD	-1
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	6
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
SM-HX HIT	6
SM-HX GUARD	2
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

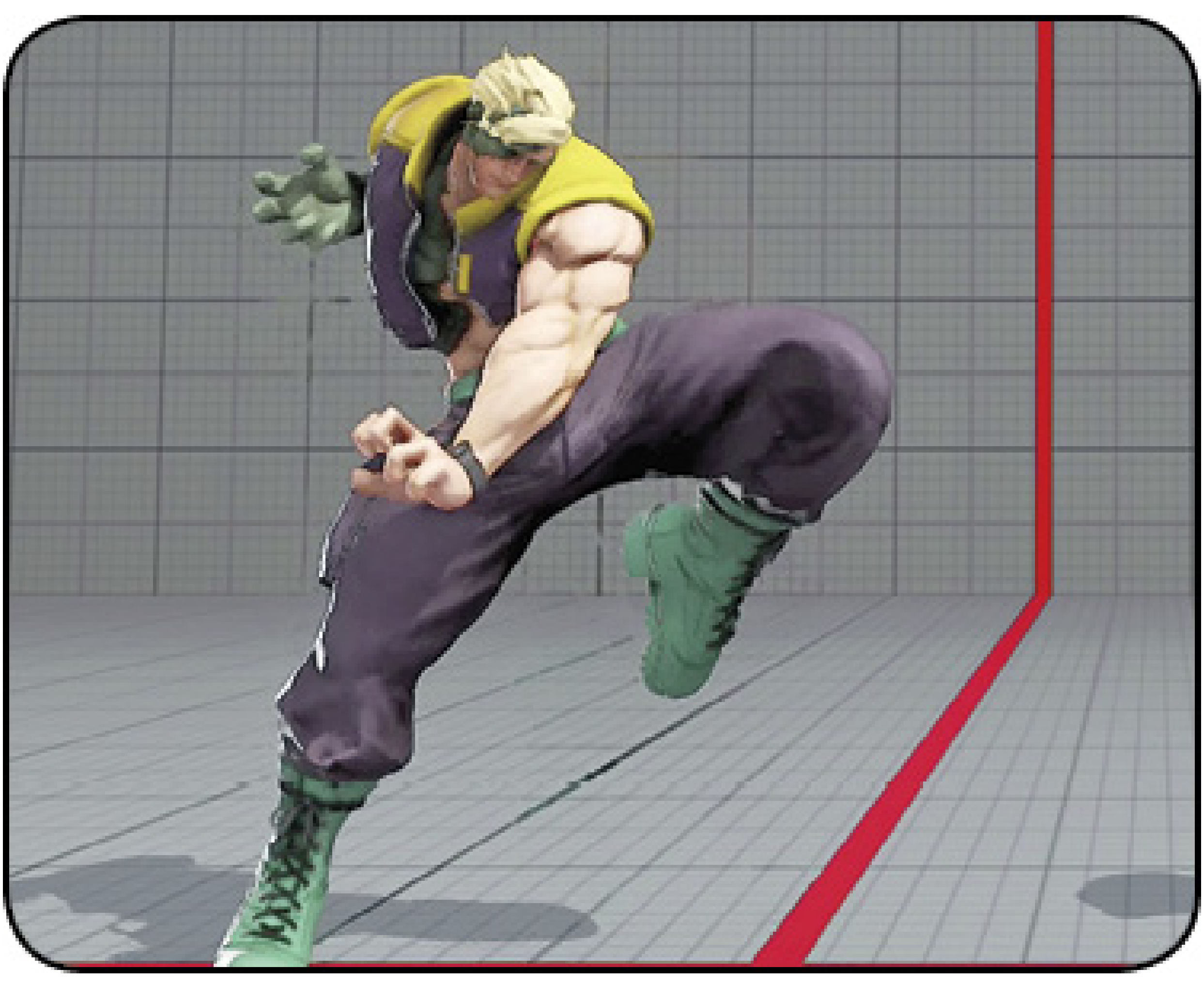


NOTES

On counter-hit: Crush Counter (stagger), +14 frame advantage, +150 V-Gauge

STARTUP	7
ACTIVE	3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-5
SM-HX HIT	13
SM-HX GUARD	8
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

STANDING SHORT LK

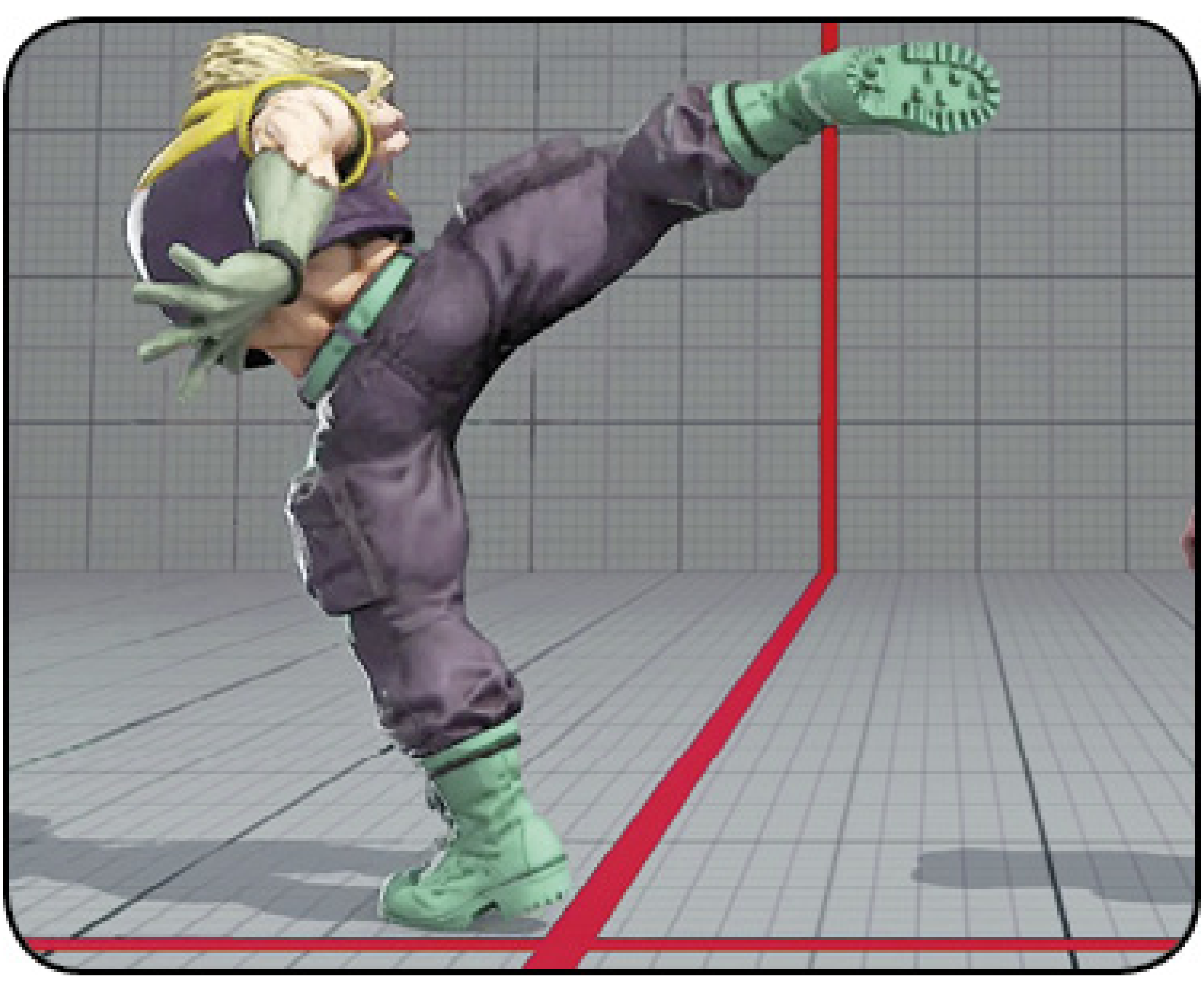


STARTUP	4
ACTIVE	3
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
SM-HX HIT	±0
SM-HX GUARD	-1
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

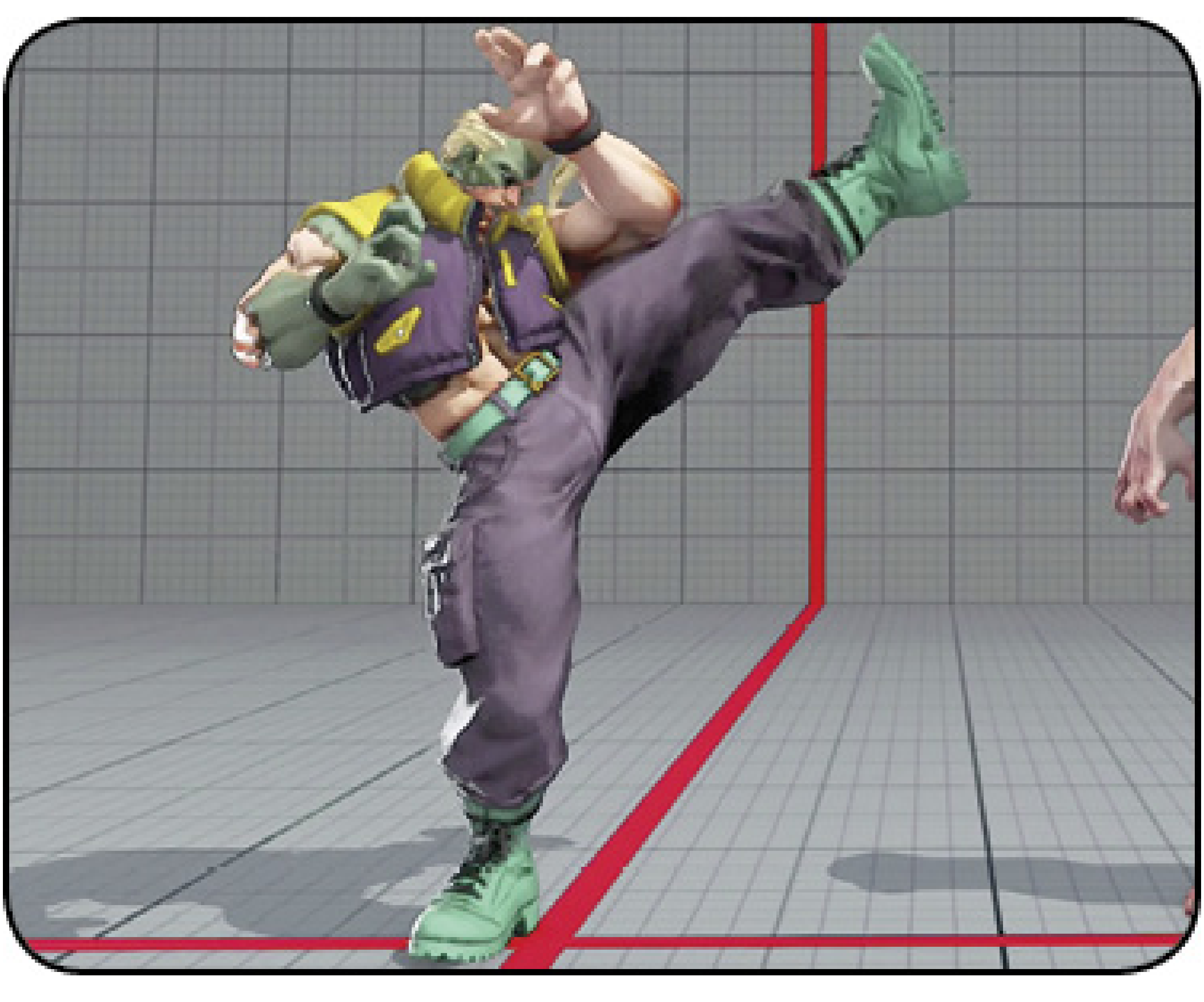
Can be chained into from standing/crouching LP and crouching LK

STANDING FORWARD MK

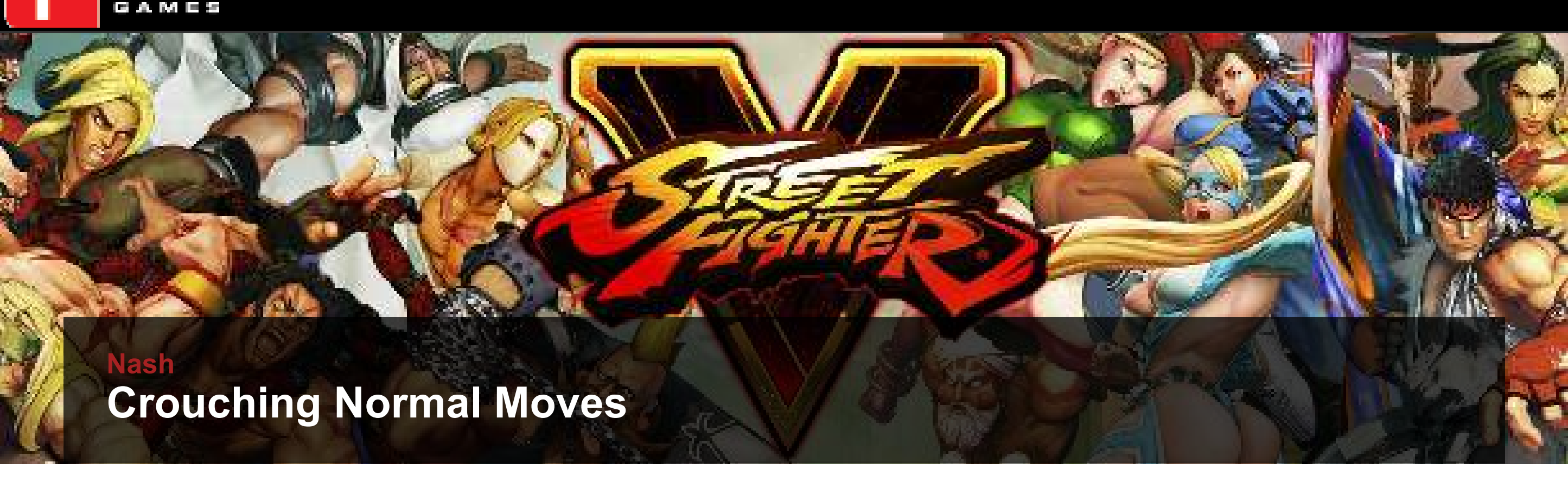


STARTUP	8
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
SM-HX HIT	9
SM-HX GUARD	6
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK



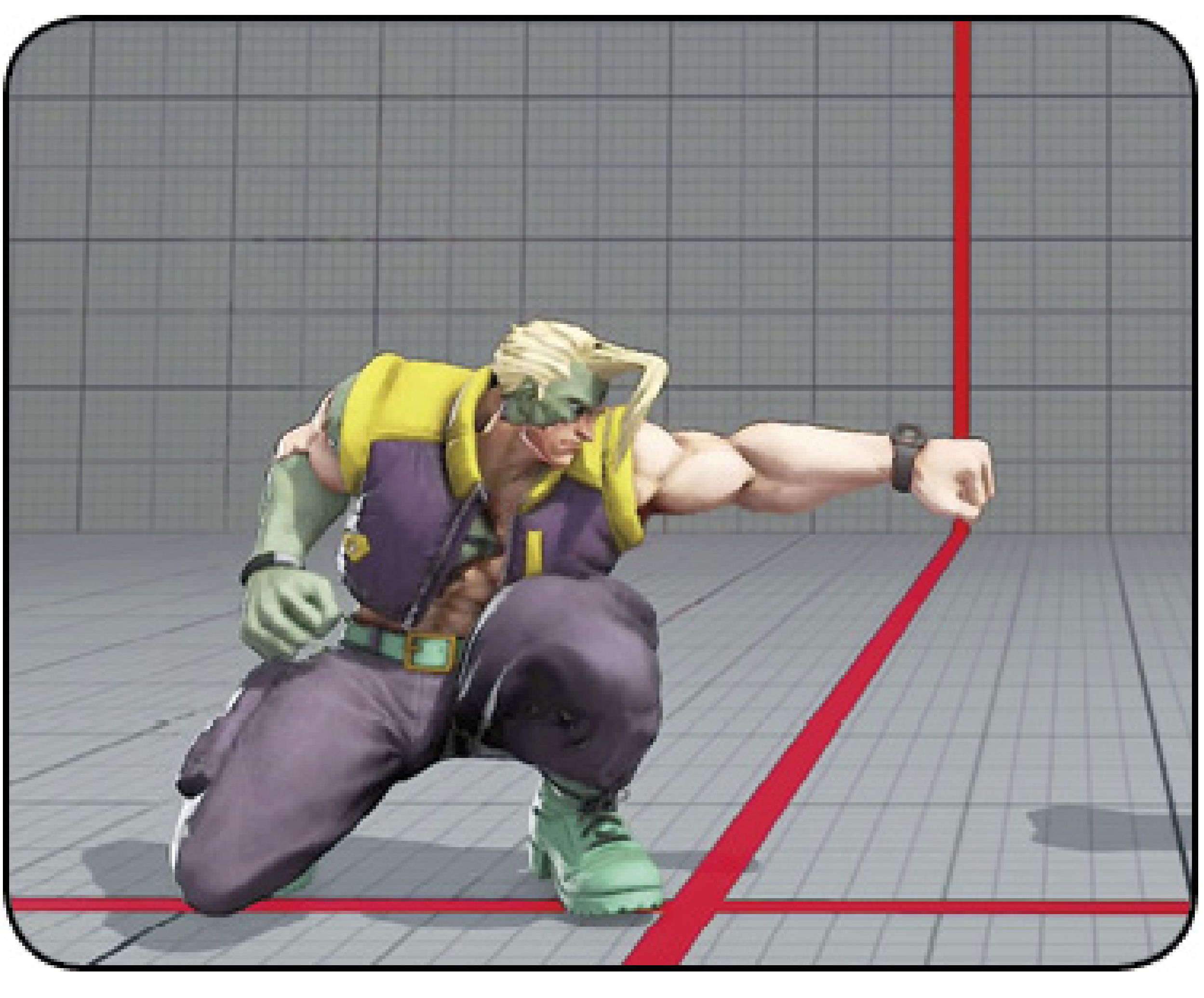
STARTUP	9
ACTIVE	4
RECOVERY	15
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-3
SM-HX HIT	8
SM-HX GUARD	4
CANCEL	V
DAMAGE	80
STUN	150
METER GAIN	50/25



Nash

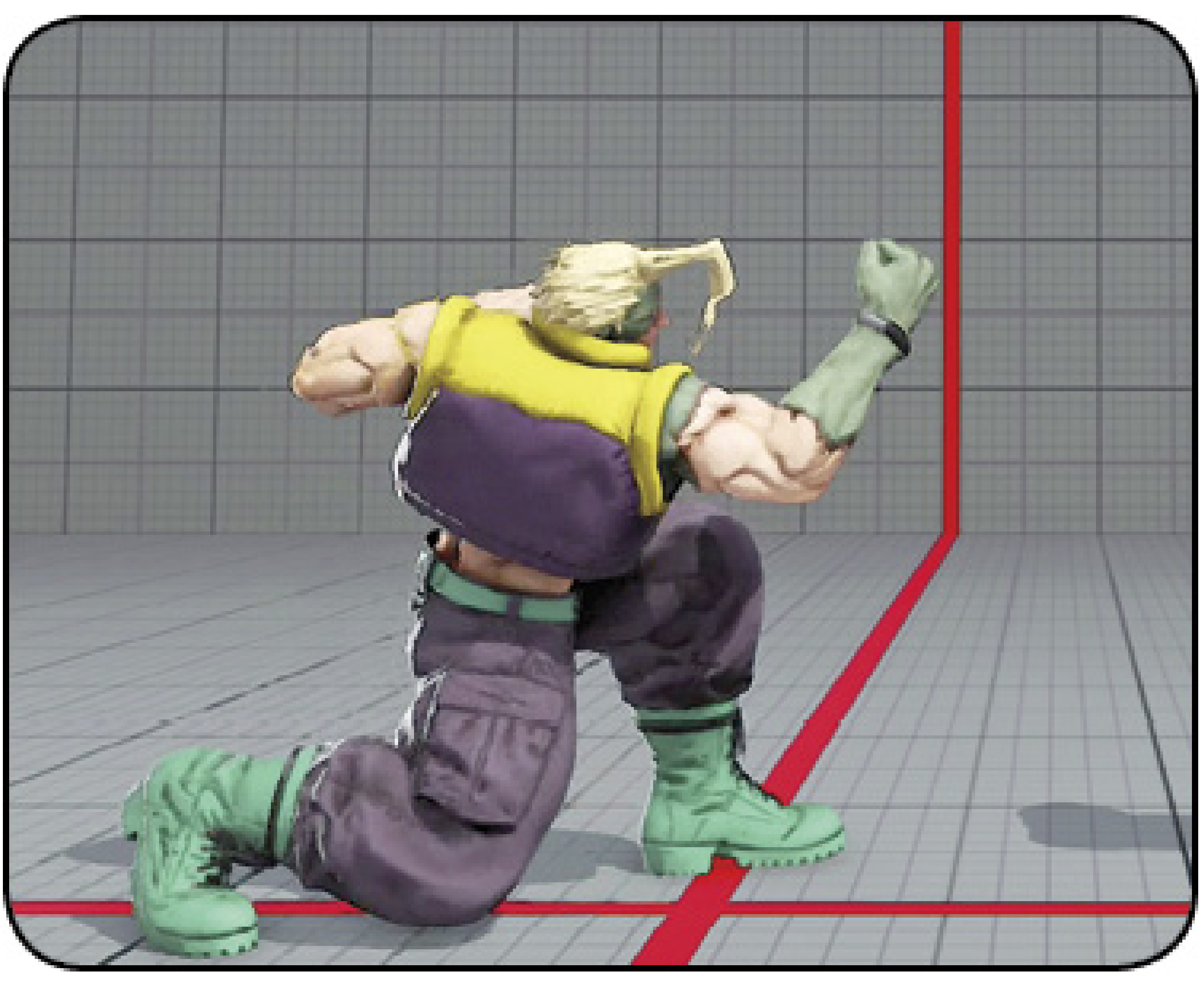
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



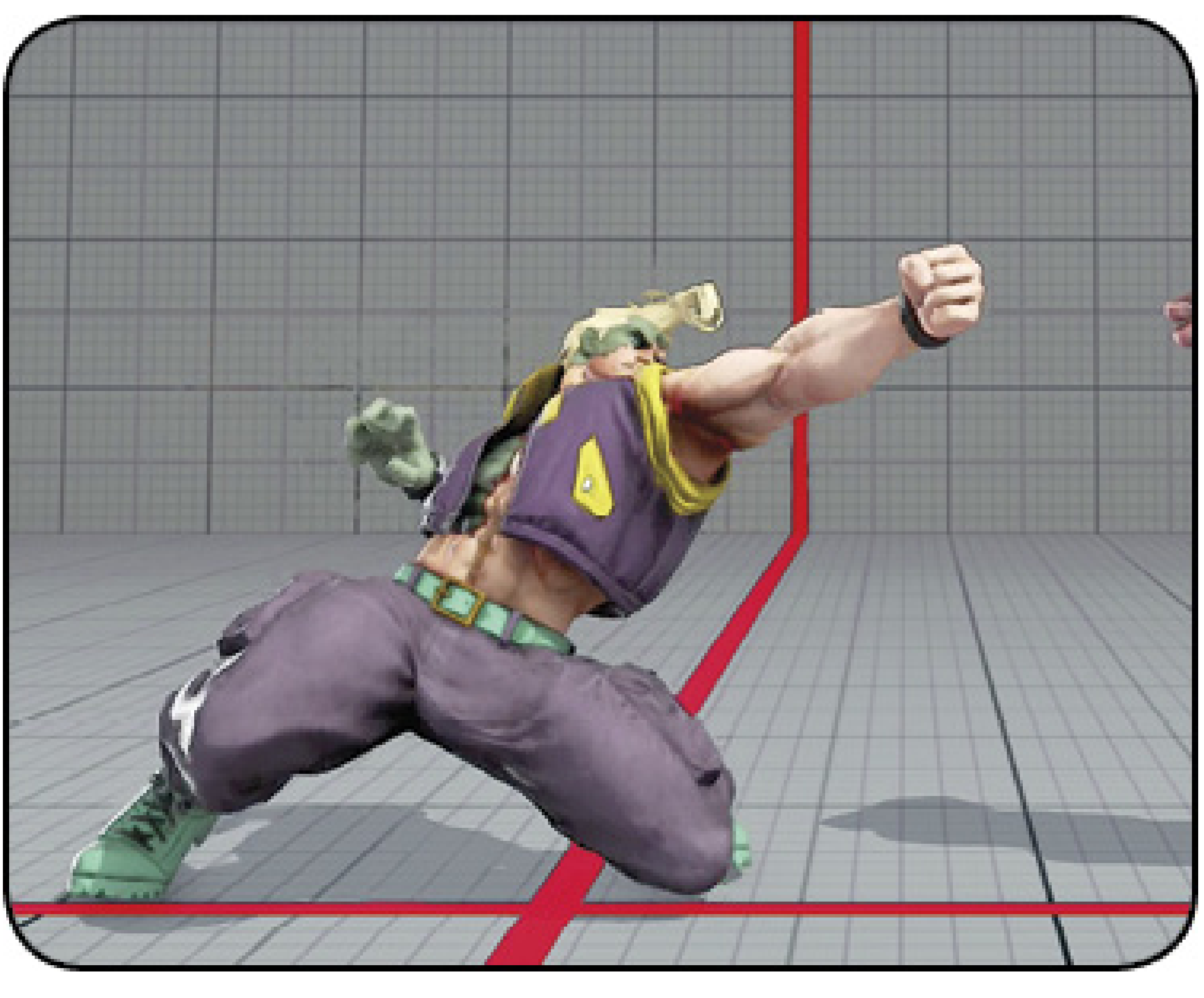
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
SM-HX HIT	±0
SM-HX GUARD	-2
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



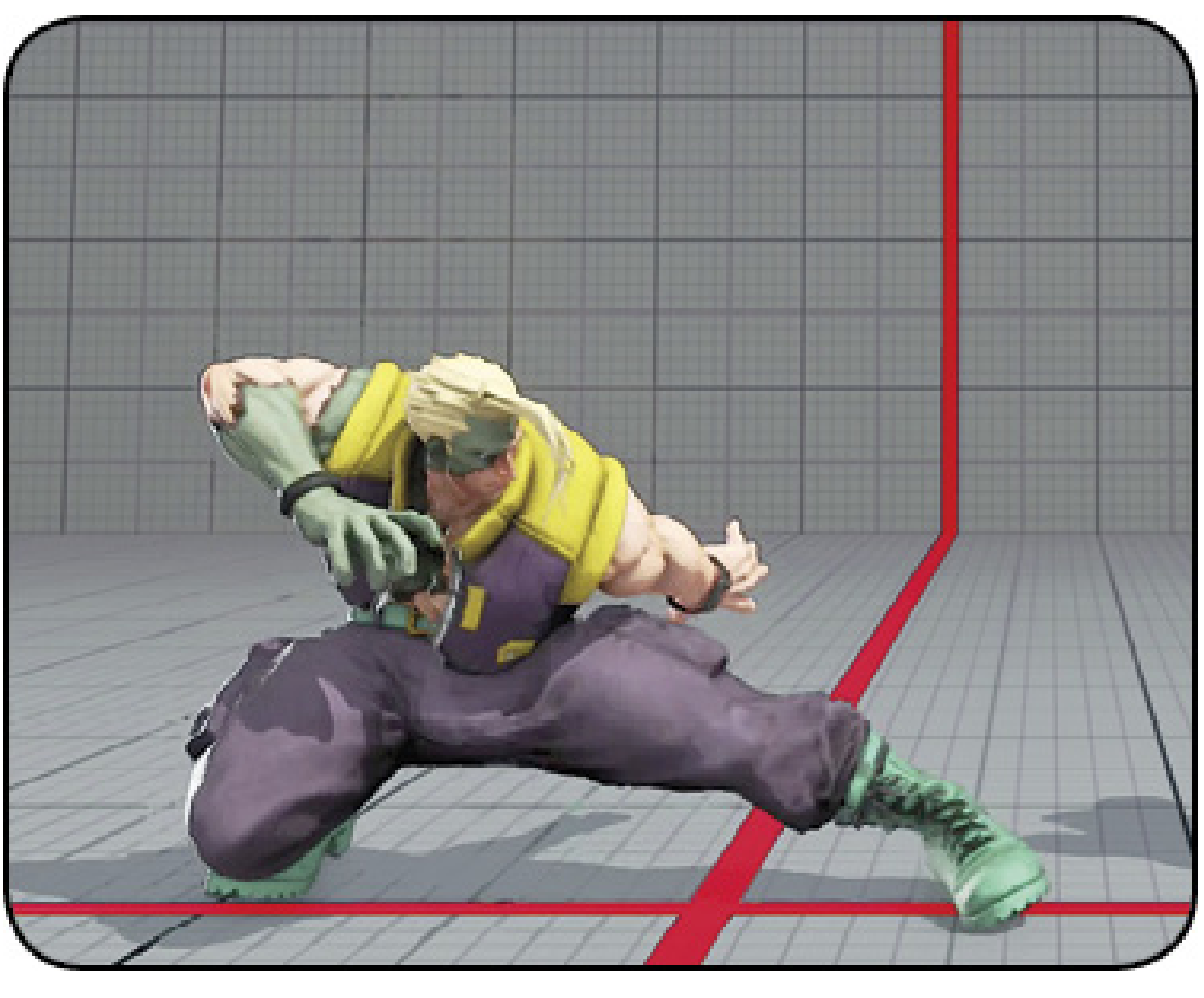
STARTUP	6
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
SM-HX HIT	10
SM-HX GUARD	6
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



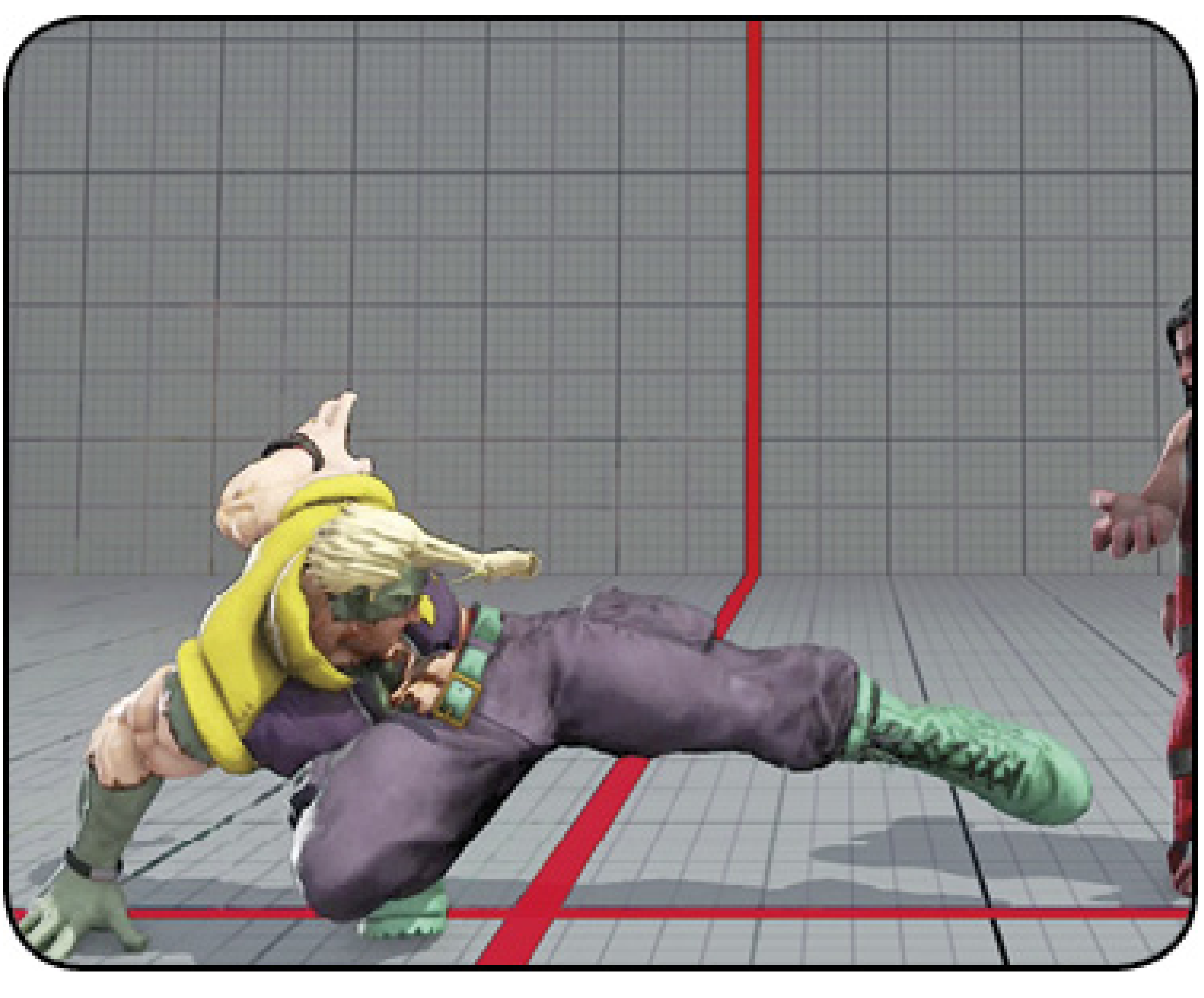
STARTUP	9
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	6
ON GUARD	3
SM-HX HIT	13
SM-HX GUARD	10
CANCEL	CA, V
DAMAGE	80
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING



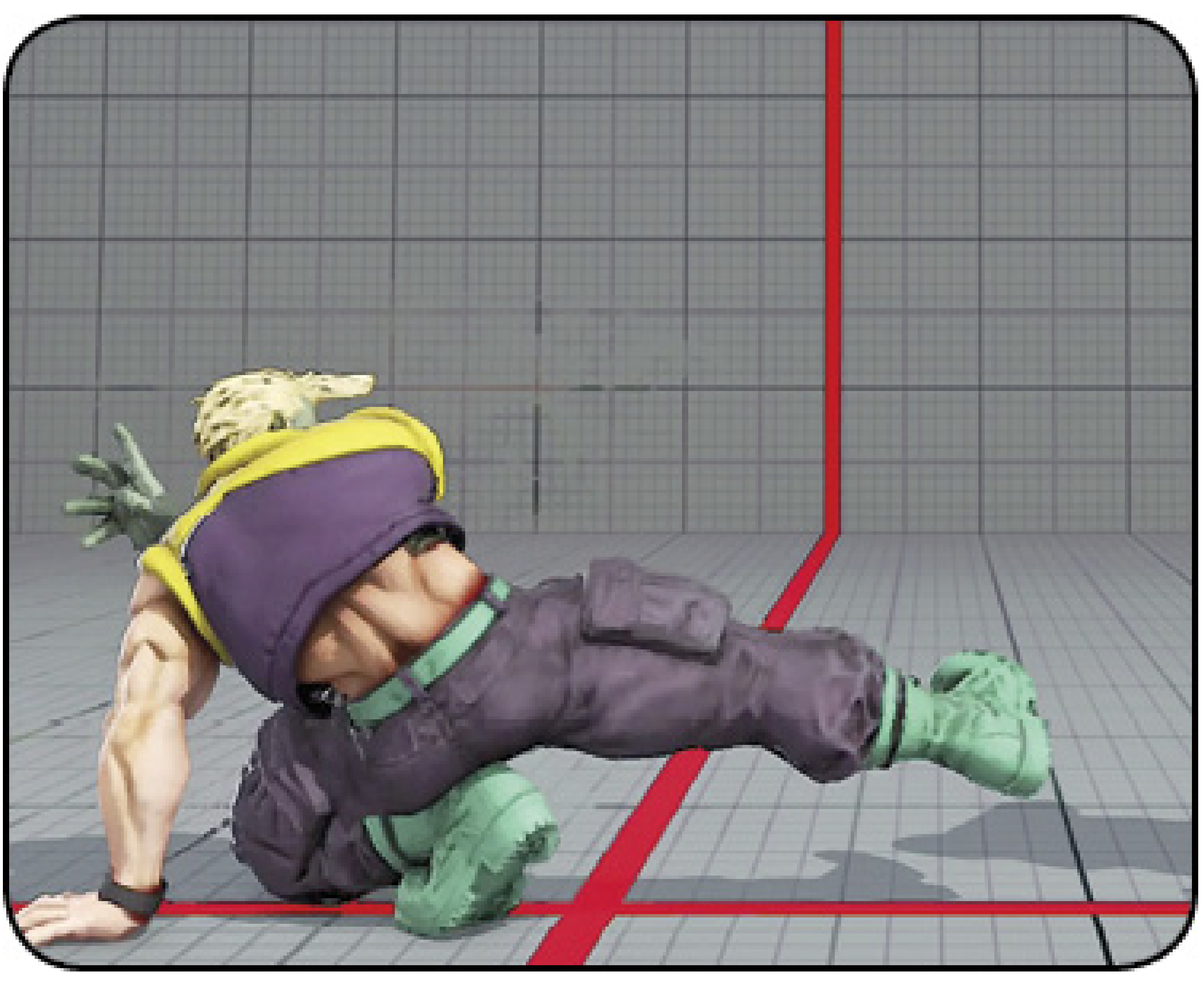
STARTUP	4
ACTIVE	3
RECOVERY	6
GUARD LEVEL	L
ON HIT	4
ON GUARD	1
SM-HX HIT	1
SM-HX GUARD	-2
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	8
ACTIVE	2
RECOVERY	16
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-4
SM-HX HIT	3
SM-HX GUARD	-1
CANCEL	V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	8
ACTIVE	2
RECOVERY	22
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
SM-HX HIT	D
SM-HX GUARD	3
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

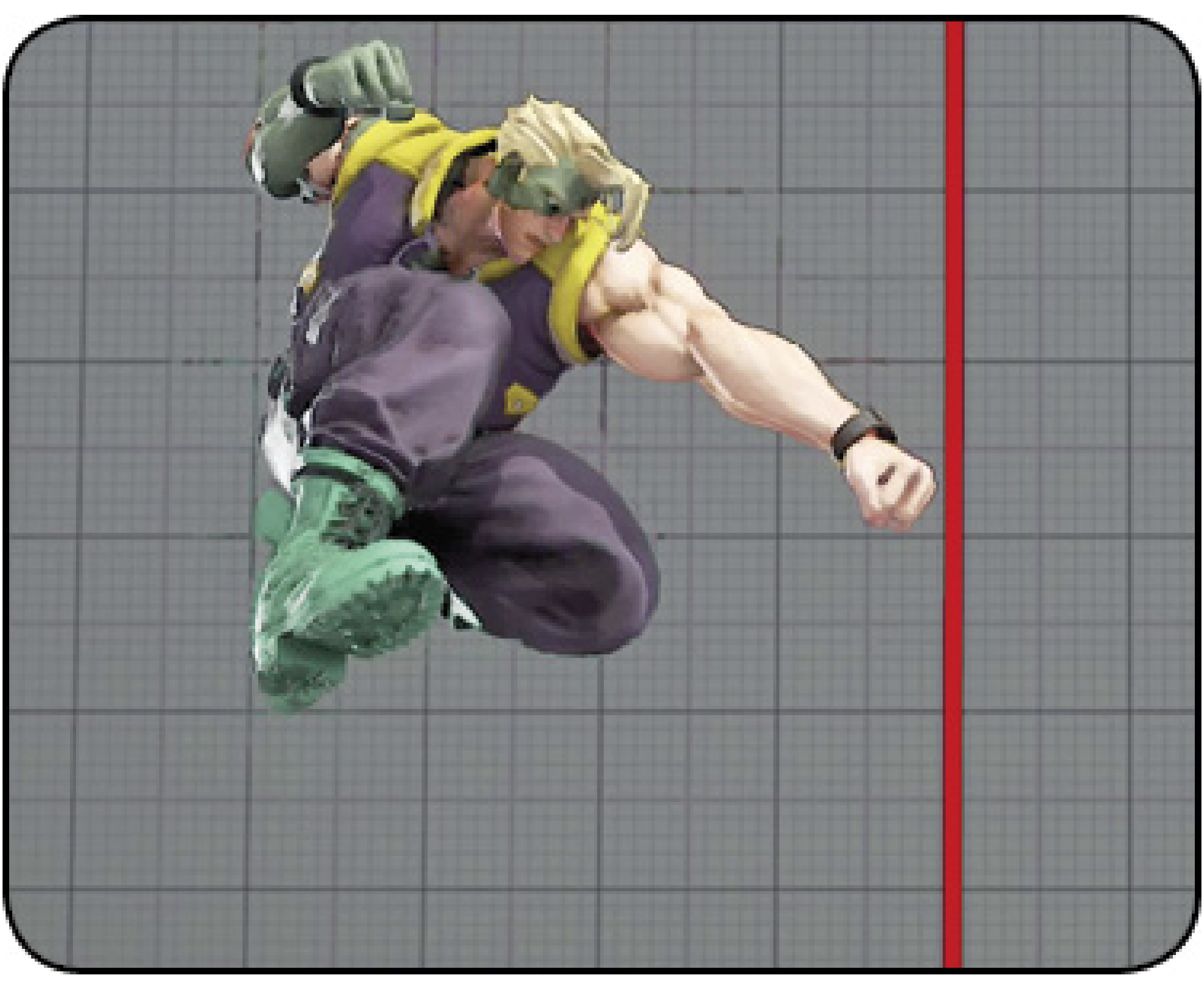
NOTES

Counter-hit: Crush Counter knockdown prevents quick recovery, V-Gauge +150

Nash

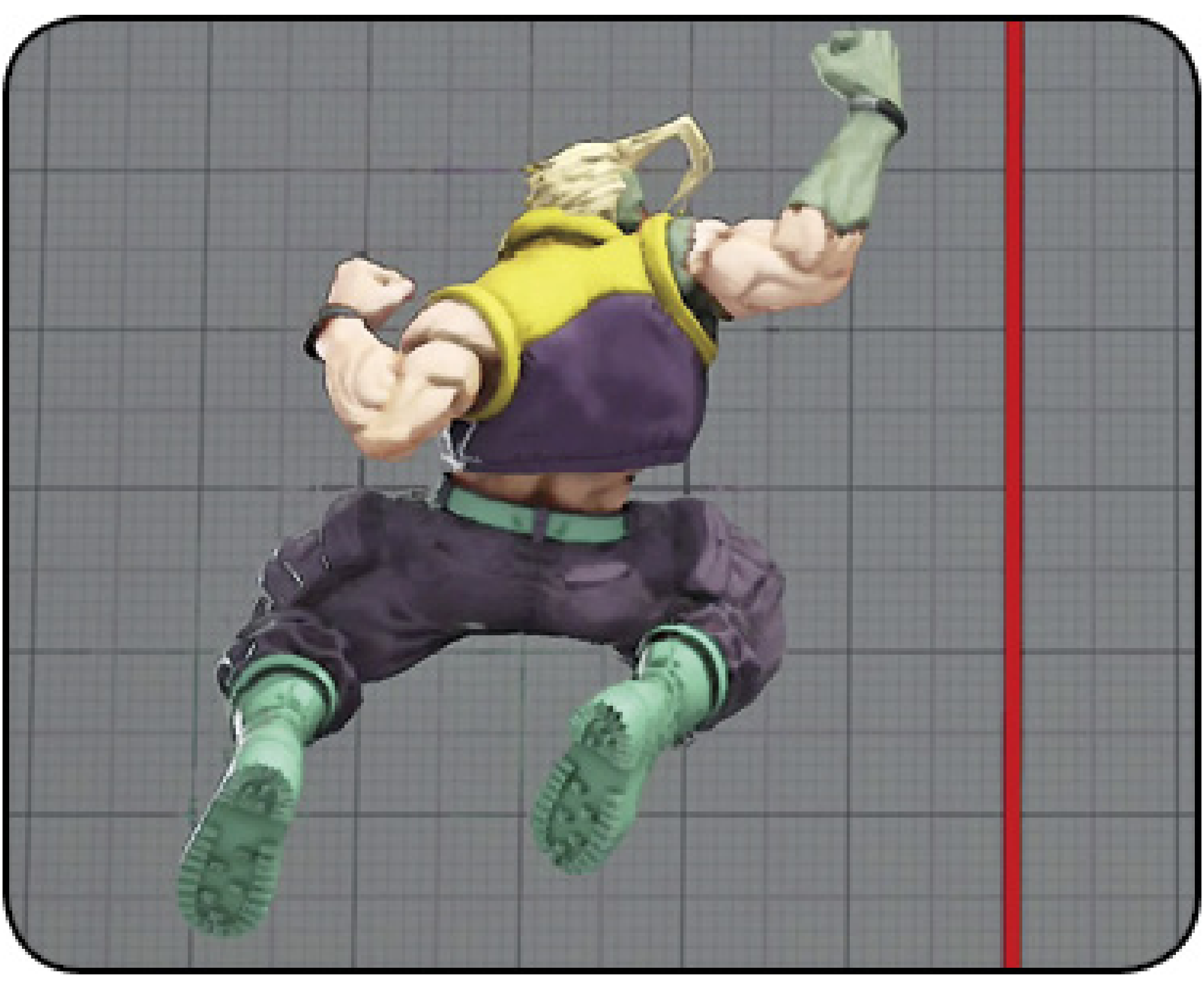
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



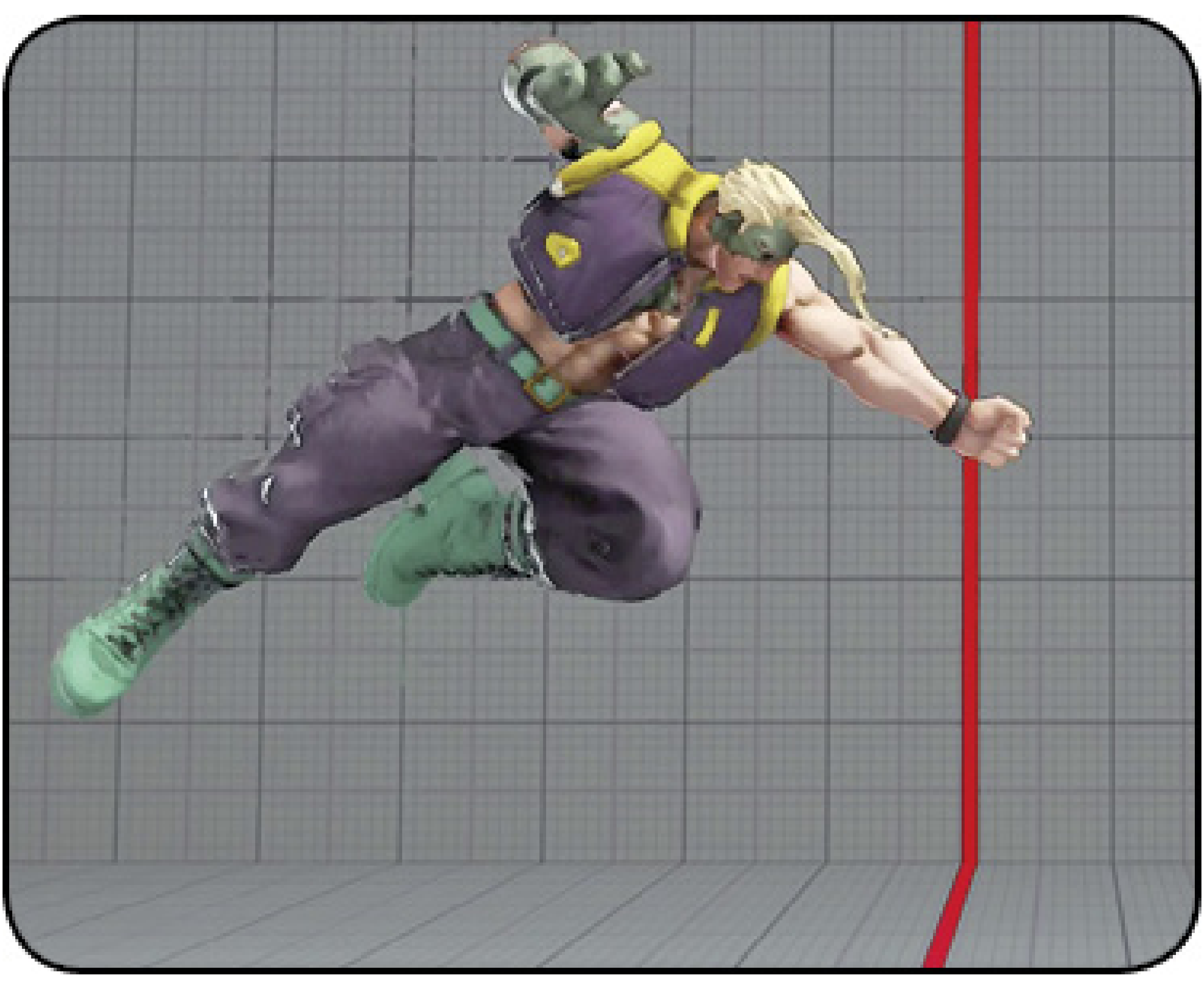
STARTUP	3
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



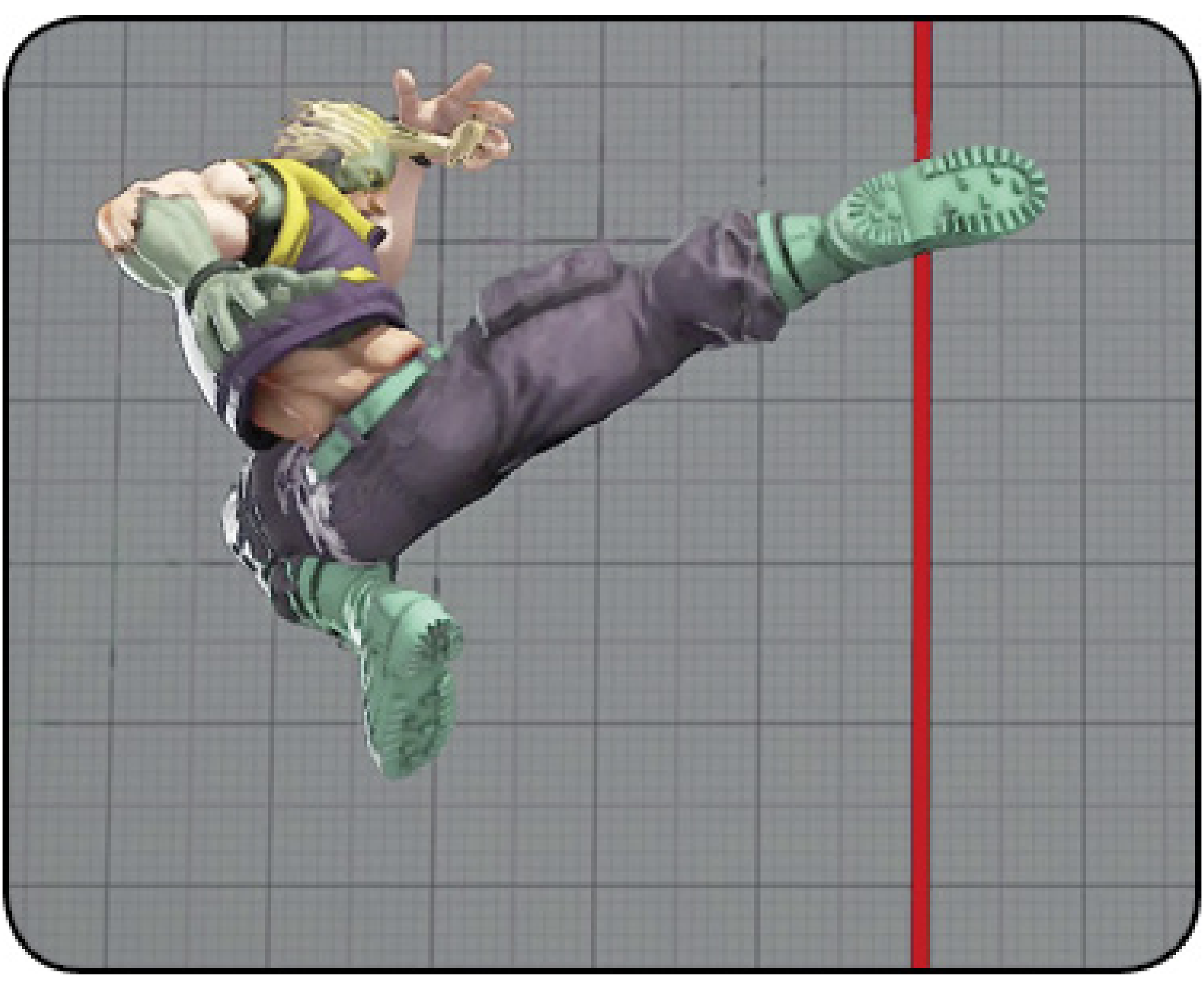
STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



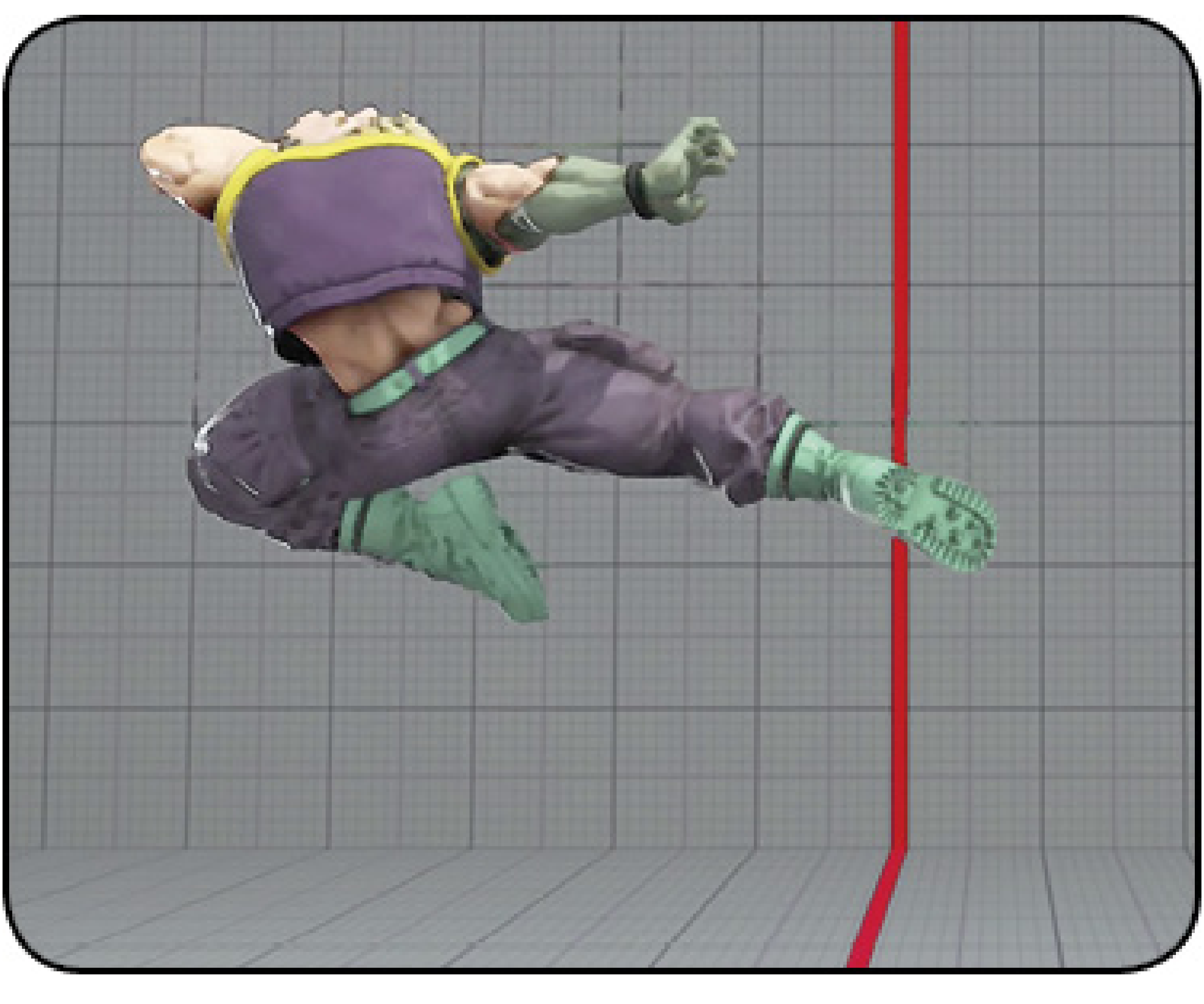
STARTUP	6
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

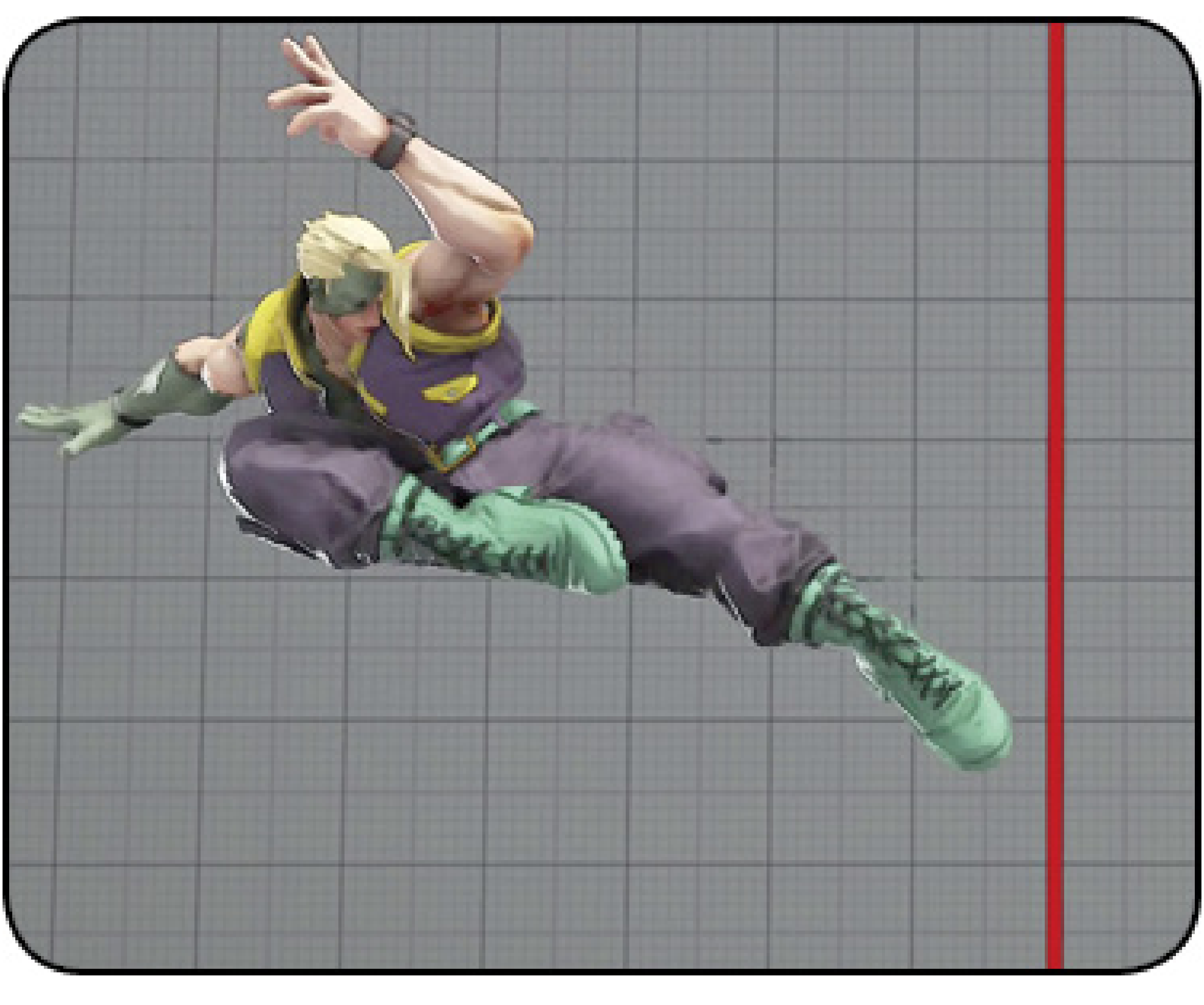


STARTUP	6
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

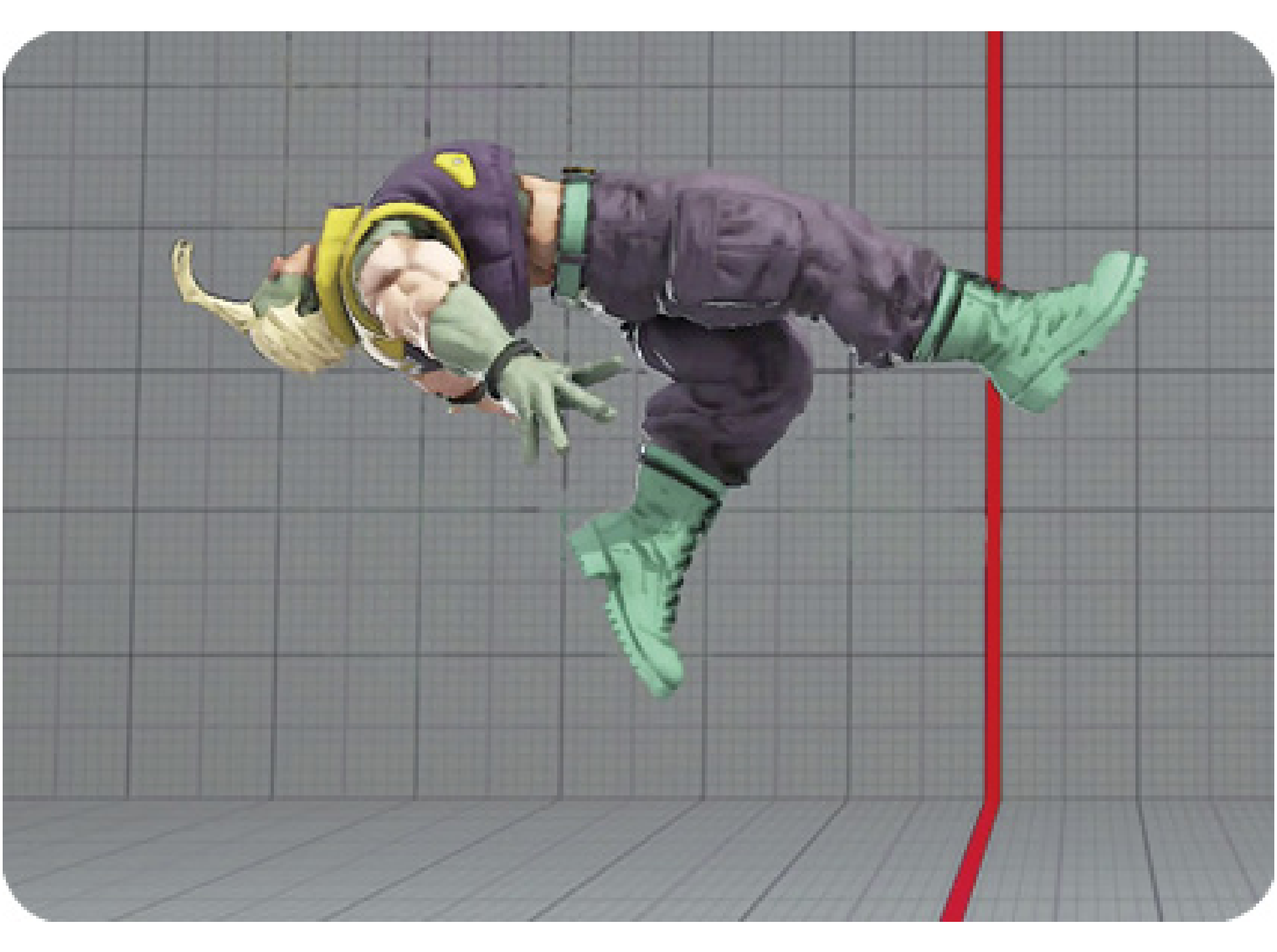
Cross-up

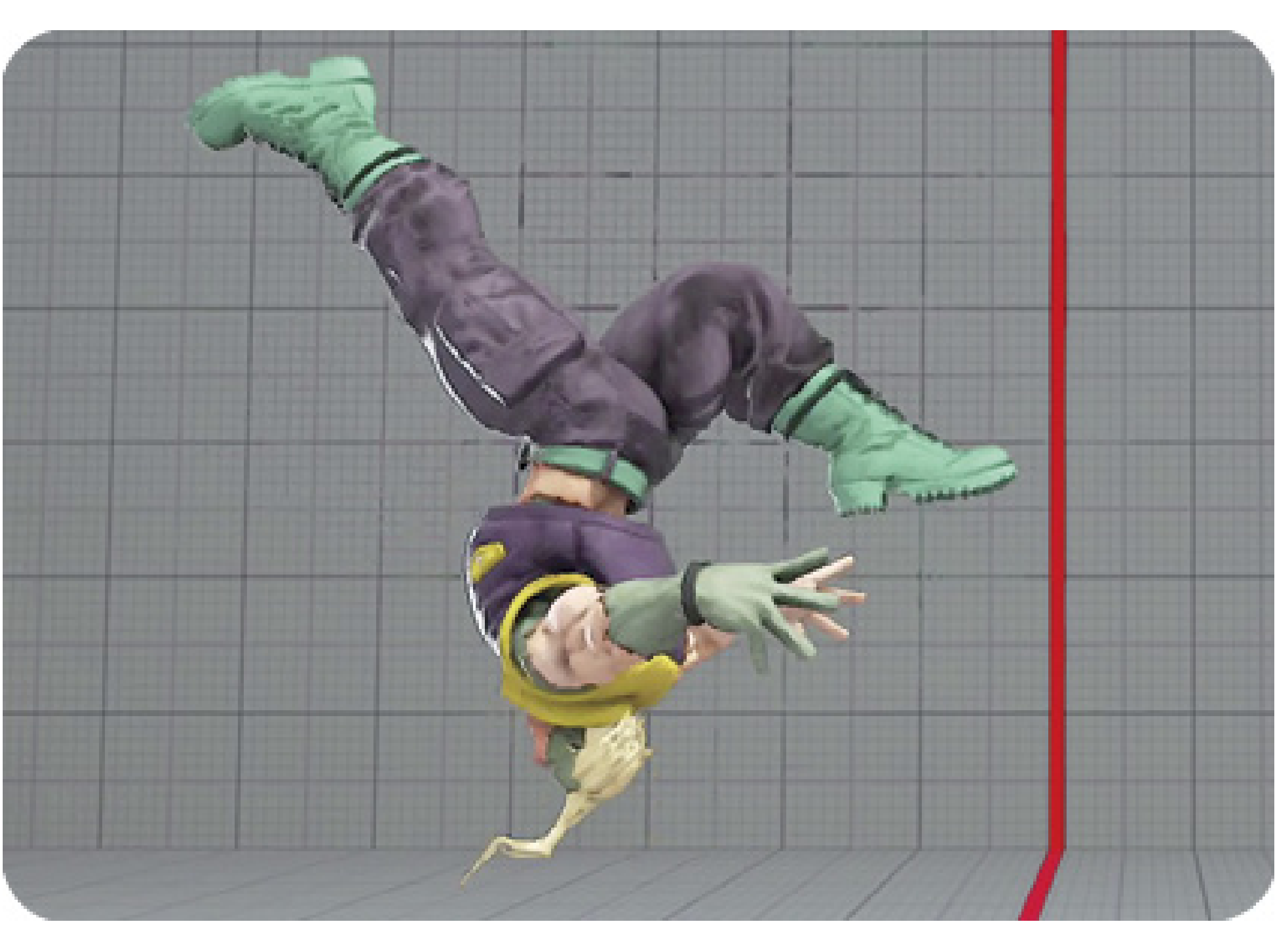
JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	8
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

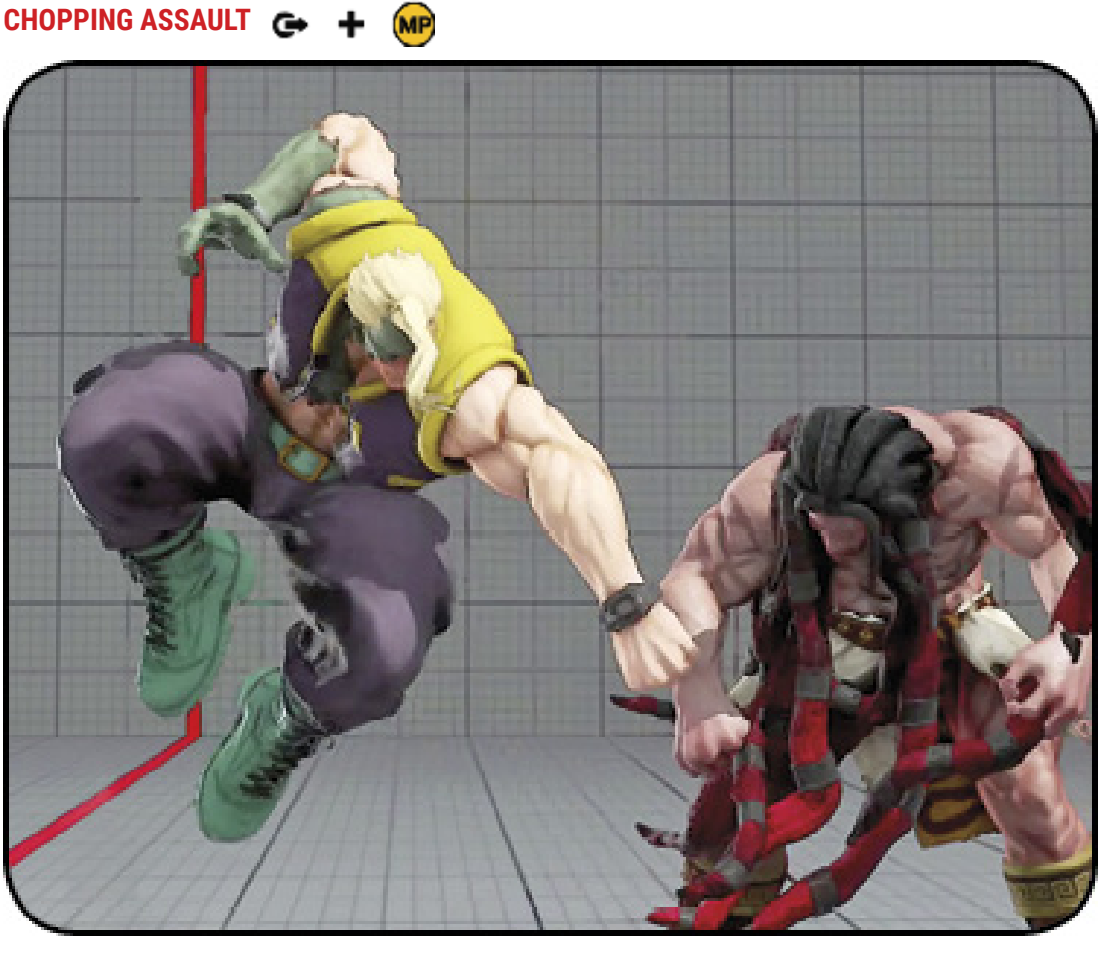
NEUTRAL JUMPING ROUNDHOUSE HK WHILE NEUTRAL JUMPING





STARTUP	8
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

CHOPPING ASSAULT → + MP



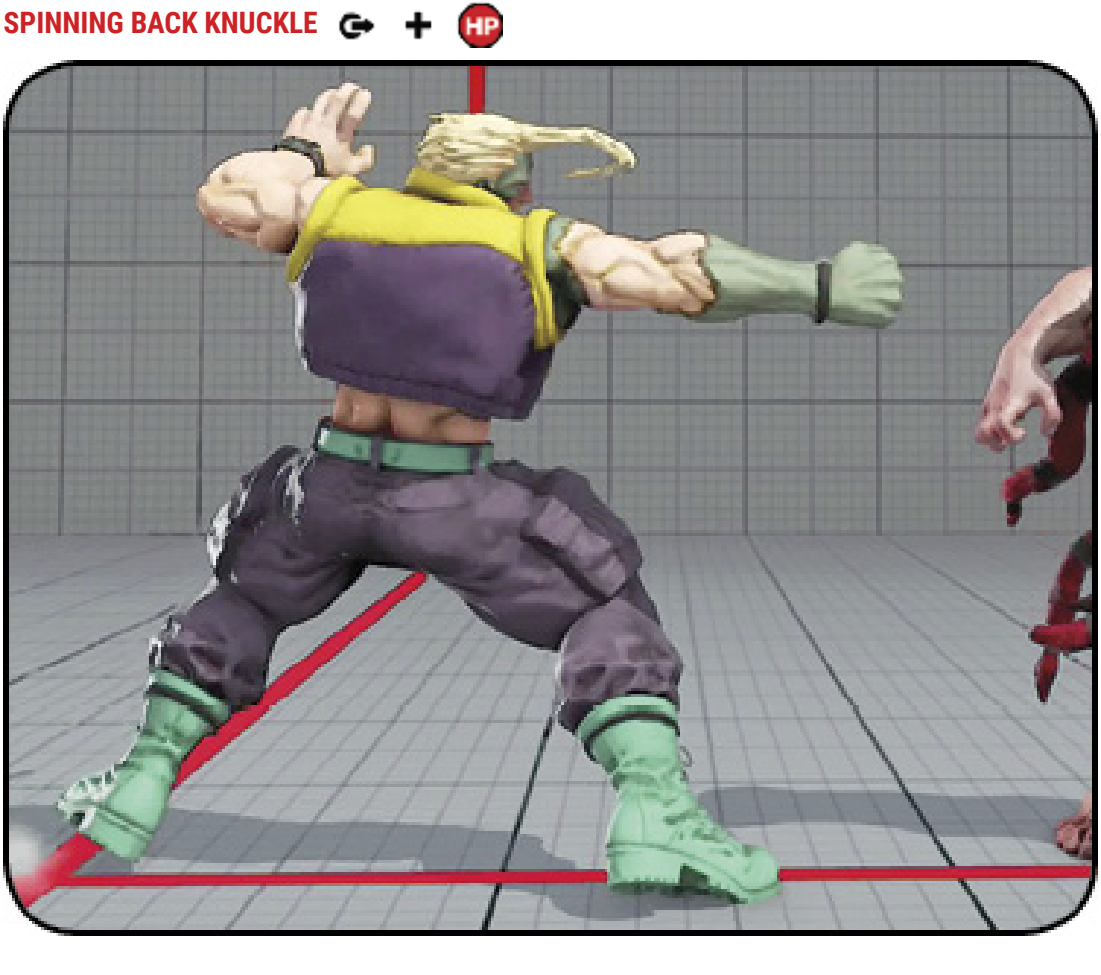
STARTUP	22
ACTIVE	3
RECOVERY	16
GUARD LEVEL	H
ON HIT	1
ON GUARD	-6
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Does not have airborne frames; crushes some low attacks

Chopping Assault: Nash's overhead is a small forward hop into a downward fist thrust. Although he appears to be airborne, and his hop does crush certain low attacks, Nash isn't technically considered to be airborne. Any attacks that connect with Nash during Chopping Assault will connect with him as if he's grounded. You should use Chopping Assault sparingly, to either open up an opponent's crouch-guard or to hop over and punish a crouching MK attack. On block, it's -6, making it easily punishable by most characters.

SPINNING BACK KNUCKLE → + HP



STARTUP	15
ACTIVE	3
RECOVERY	30
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-13
SM-HX HIT	18
SM-HX GUARD	8
CANCEL	V
DAMAGE	90
STUN	200
METER GAIN	50/25

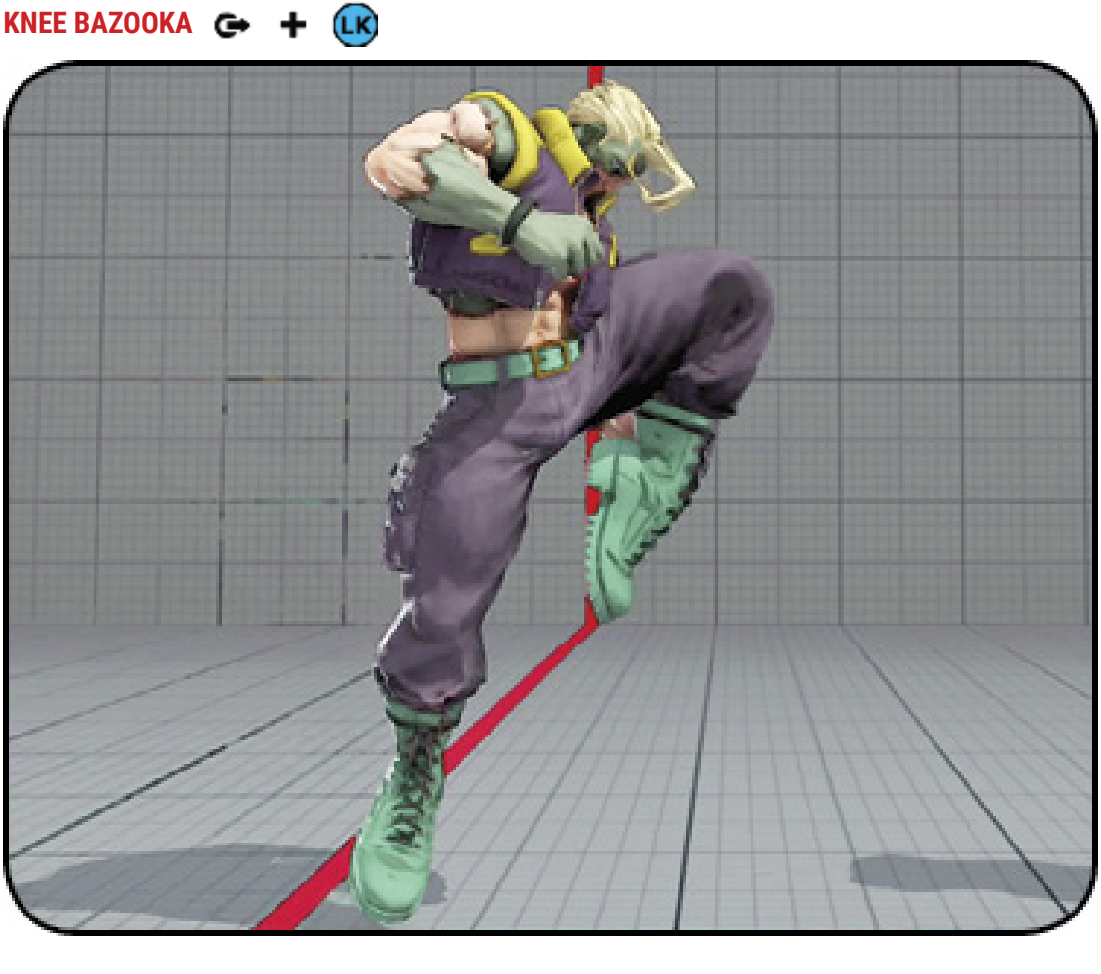
NOTES

On counter-hit: Crush Counter (crumple), +150 V-Gauge

Spinning Back Knuckle: A throwback to Guile's → + HP from previous Street Fighter titles, Nash lunges forward into a long-range spinning backfist. With its incredible range, Spinning Back Knuckle is one of Nash's better mid-range to long-range attacks. On counter-hit, it puts Nash's opponent into a crumple state, allowing him to juggle his adversary while they're slumping over (see **Combo 15**).

However, Nash's backfist has a couple of glaring weaknesses. It's slow to start, and with his front leg lunging forward before its first active hitbox, he can be easily interrupted by low and midsection-hitting attacks. Furthermore, it's -13 on block, making it punishable by certain gap-closing specials and supers even from near-max range (such as Ken's EX Tatsumaki Senpukyaku, Chun-Li's EX Hyakuretsukyaku, and Ryu's Shinku Hadoken). Use caution when performing this attack, especially against characters with an accessible punish.

KNEE BAZOOKA → + LK

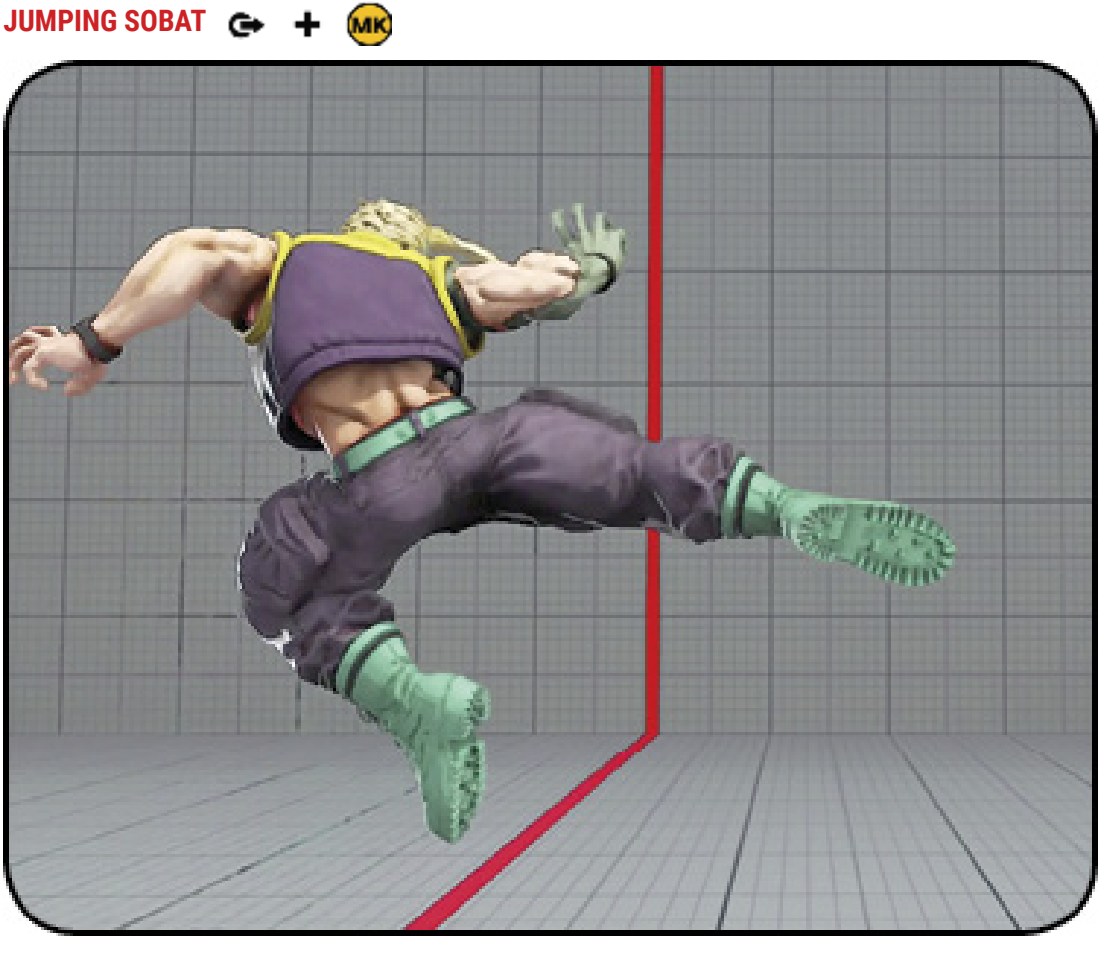


STARTUP	7
ACTIVE	6
RECOVERY	18
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-5
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	70
METER GAIN	30/15

Knee Bazooka: Nash launches a quick knee attack toward his opponent. Like Chopping Assault, this attack seems airborne but technically isn't. However, it does have a decent hitbox around his knee and midsection, slightly extending past its hurtbox. It also starts up relatively quickly (on the seventh frame) while staying out for an impressive six active frames. Its advantage on hit and block varies depending on which active frame you connect with. The first active frame leaves you at -1 on hit and -5 on block. Hitting with the last active frame leaves you at +4 on hit and ±0 on block. This ideal scenario is extremely difficult to pull off because you'll have to either distance Nash perfectly in the neutral game or have frame-perfect timing on a meaty setup.

Knee Bazooka is a decent mid-range attack, and you can use it safely just outside of Nash's crouching MK reach to get him into close range. At this distance, you'll usually end up at -2 on block, safe from almost all reprisal attacks. On counter-hit from this distance, you can usually link into **Combo 11**. It's also great as a follow-up juggle whenever your opponent erroneously lands on a Sonic Boom from a jump, which happens often.

JUMPING SOBAT → + MK



STARTUP	13
ACTIVE	2
RECOVERY	18
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

Jumping Sobat: Like Knee Bazooka and Chopping Assault, this hopping attack isn't actually airborne, either. It does do a better job at crushing low attacks, with a better horizontal range and a smaller hurtbox around Nash's feet. However, if interrupted, it puts Nash into a standing hitstun animation. Additionally, it's more difficult to punish if guarded, especially at range (-3). Jumping Sobat is generally better to use than Knee Bazooka in mid-range footsies since it doesn't lunge forward as far and the spacing to make it safe is a bit less strict.

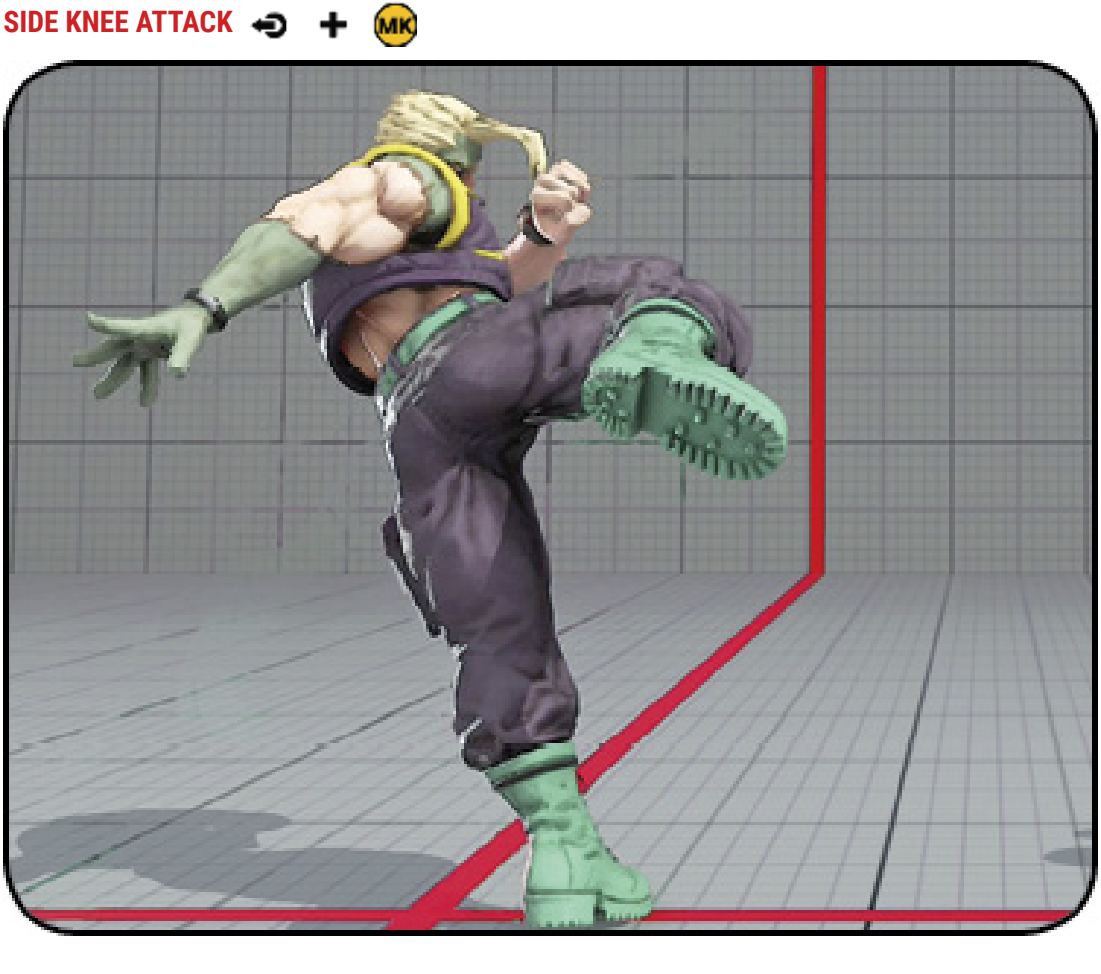
On counter-hit, you can link into **Combo 14**.

DEVELOPER NOTES

Nash and Guile have historically been quite similar in how they play. With them both being present in SFV, we saw this as an opportunity to really have Nash stand out on his own. By changing him into a motion character, he's more mobile than he was in the Alpha series and also plays quite differently than Guile.

—Peter Rosas, Associate Producer

SIDE KNEE ATTACK ← + MK



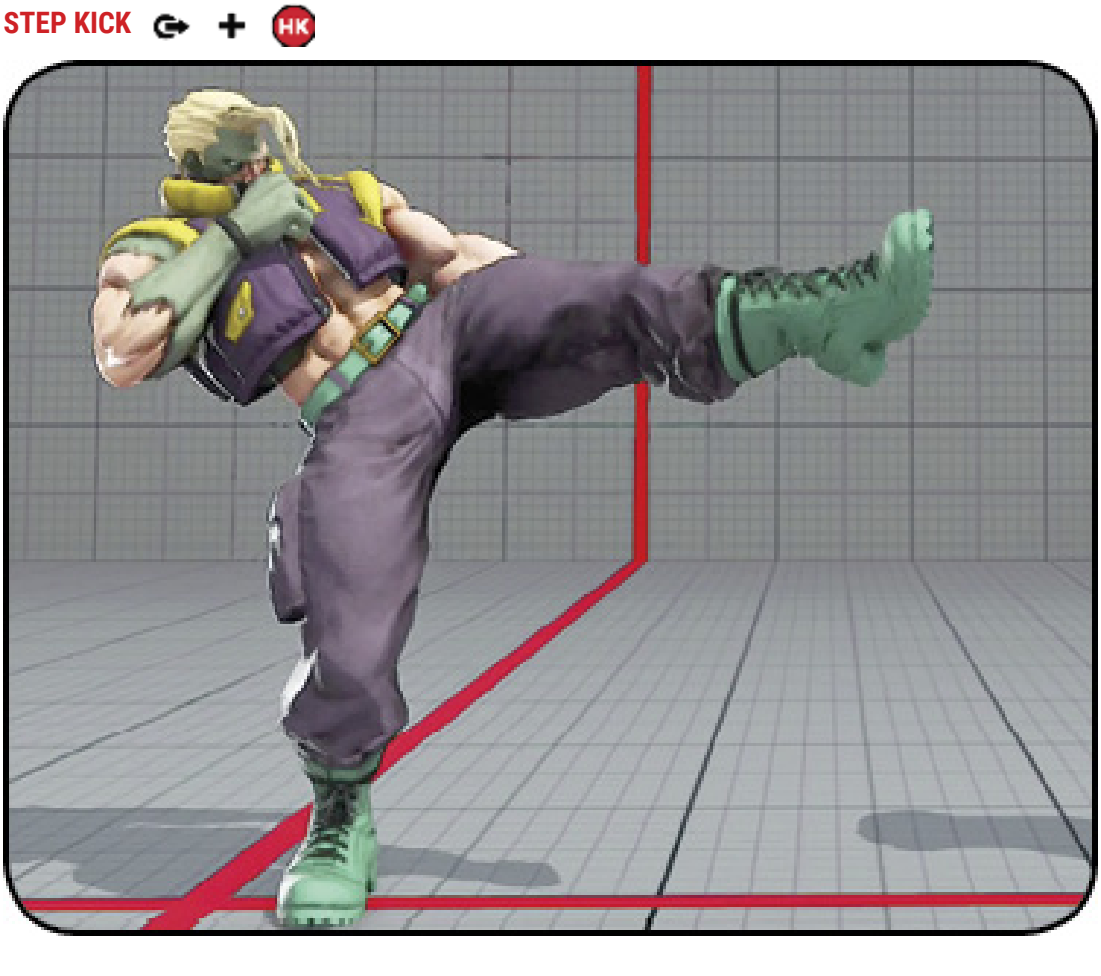
STARTUP	5
ACTIVE	4
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	±0
SM-HX HIT	9
SM-HX GUARD	7
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Forces standing on hit

Side Knee Attack: Nash performs a five-frame, V- and special-cancelable side knee attack. Its range isn't anything spectacular, and you can just regard it as a quick, medium-strength normal attack that forces standing state on hit (enabling LP Tragedy Assault follow-up).

STEP KICK → + HK

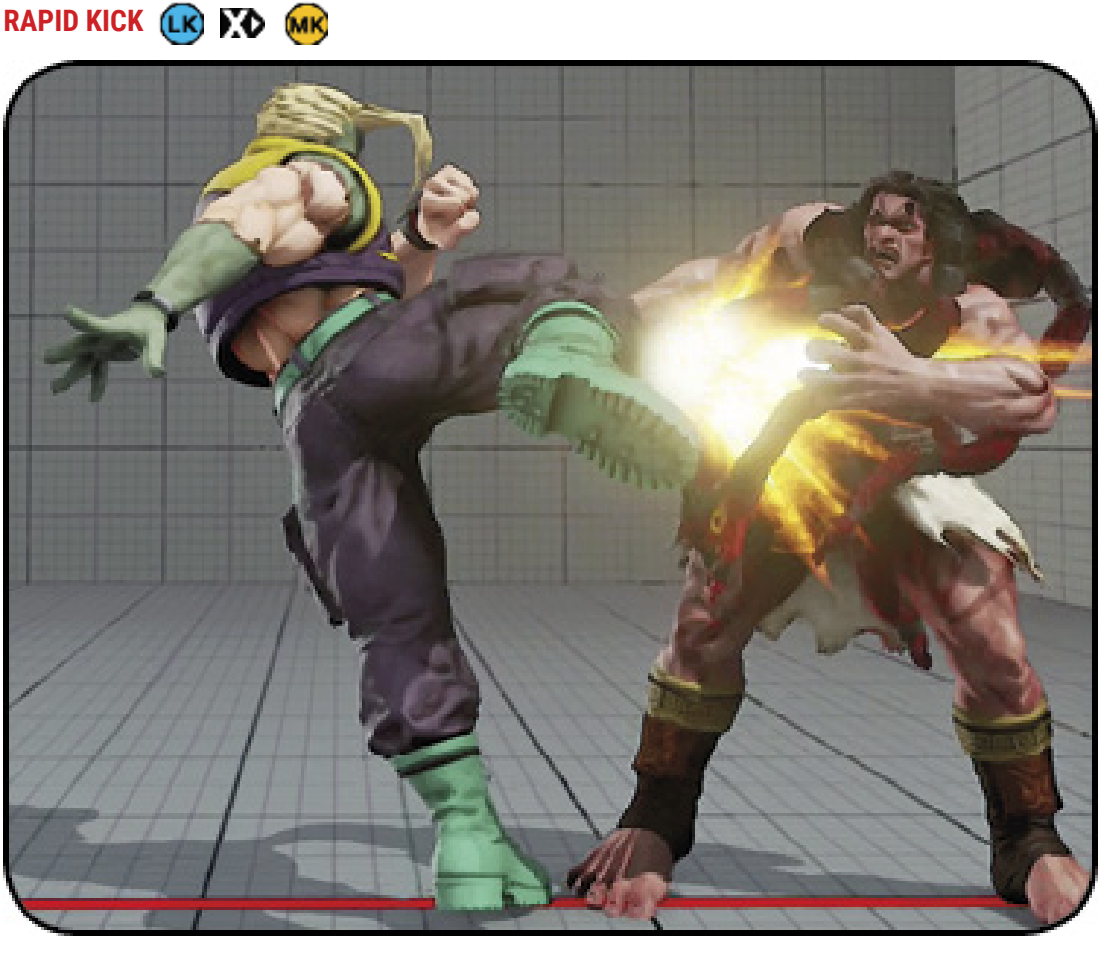


STARTUP	13
ACTIVE	4
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
SM-HX HIT	9
SM-HX GUARD	5
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

Step Kick: Step Kick is just what it sounds like—Nash takes a step forward, then delivers a horizontal, midsection-hitting front kick with his other leg. Its reach extends slightly past Jumping Sobat and is -2 on block. Although it's not special-cancelable, it is V-cancelable. Unfortunately, it's impossible to hit-confirm a raw Step Kick into Sonic Move – Hide for a combo (on reaction).

On counter-hit from a closer distance, you can link into standing or crouching LP (see **Combo 16**).

RAPID KICK LK ▶ MK

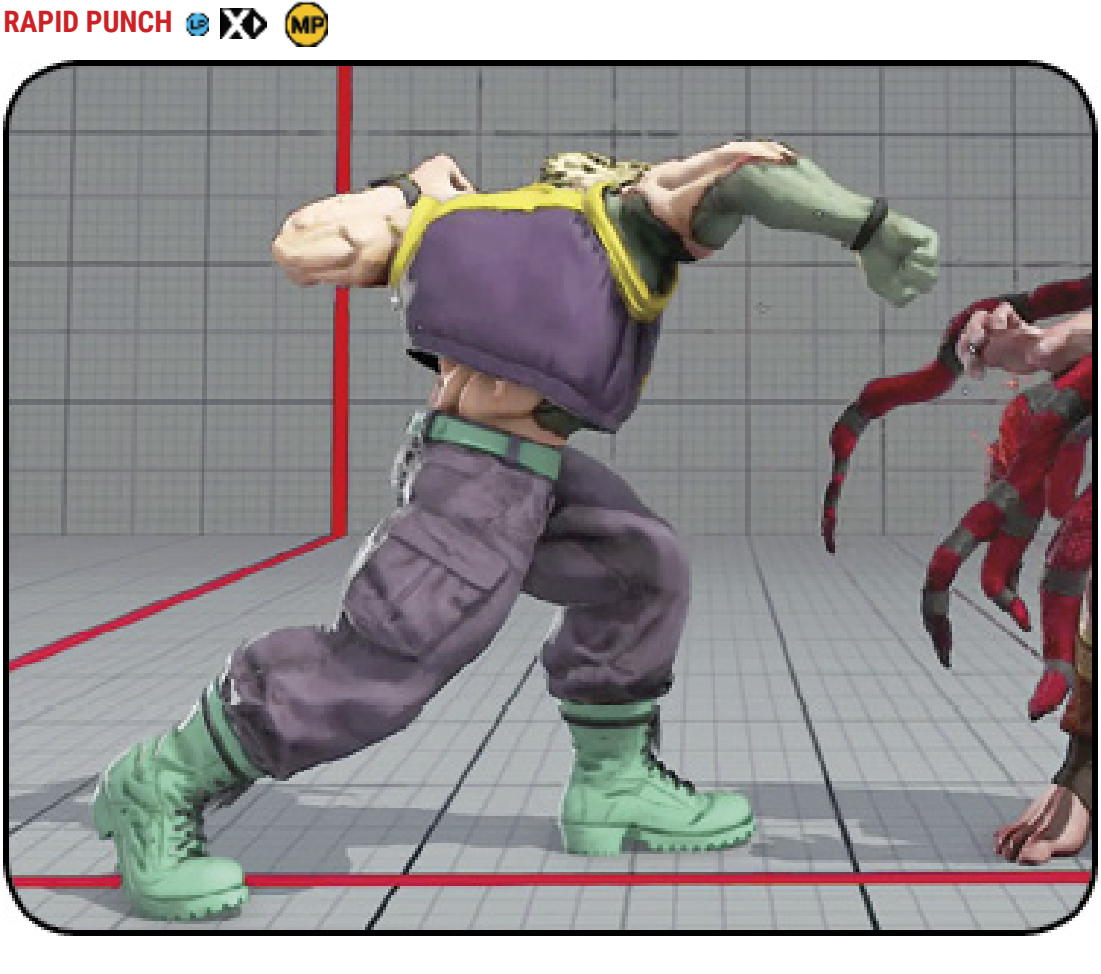


STARTUP	5
ACTIVE	4
RECOVERY	11
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-2
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	80
METER GAIN	40/20

Rapid Kick: Like Rapid Punch, Rapid Kick is a two-hit target combo initiated from a four-frame light attack, but with a few differences. It's not special or V-cancelable, but it leaves you with more frame advantage on both hit and block (+4 and -2, respectively). From point-blank range, this lets you link into a follow-up standing LP afterwards, seen in **Combo 2**. Standing LK doesn't have much range, so you'll want to use Rapid Kick for setups and situations where you either dash in next to the opponent or as a follow-up to a jumping attack, such as after a cross-up jumping MK.

Compared to his other light-attack combo initiators, it's generally a better hit-check and frame trap tool because it's relatively safe and easy to confirm off of, as long as you're in range to connect with it. In most cases, you'll want to start your light attack hit-checks with Rapid Kick over Rapid Punch, while reserving Rapid Punch for Sonic Boom blockstrings just outside of standing LK range.

RAPID PUNCH LP ▶ MP

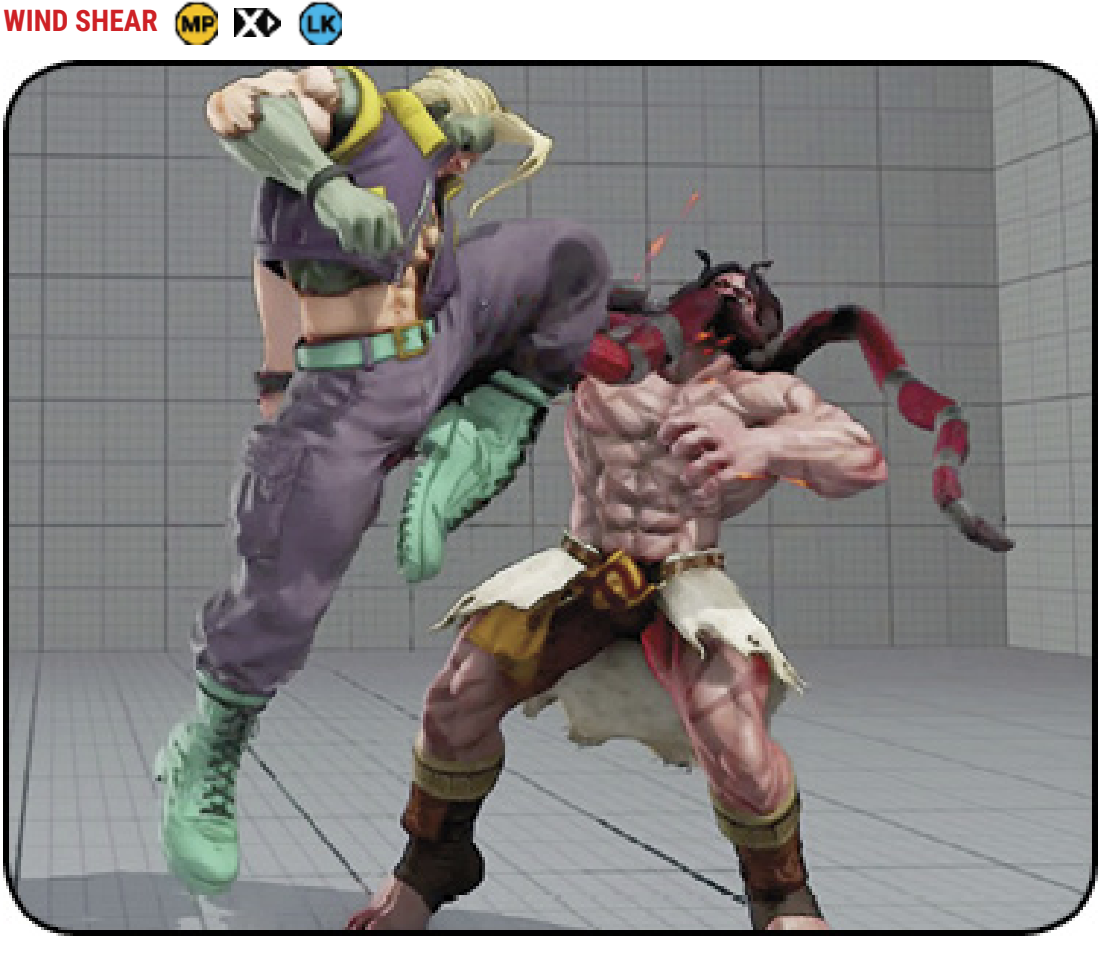


STARTUP	6
ACTIVE	3
RECOVERY	14
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-6
SM-HX HIT	6
SM-HX GUARD	±0
CANCEL	SP, V
DAMAGE	50
STUN	80
METER GAIN	40/20

Rapid Punch: A one-two punch, special-cancelable target combo beginning with a standing LP, followed by a standing MP. Rapid Punch is primarily used in combos after a hit-confirm from either a jumping attack or as a preceding string canceled into EX Sonic Boom for a relatively safe blockstring. Rapid Punch alone can be unsafe to use since it's -6 on block. However, if you cancel into EX Sonic Boom and Nash's opponent doesn't interrupt him, you're left at +2 from the point-blank Sonic Boom.

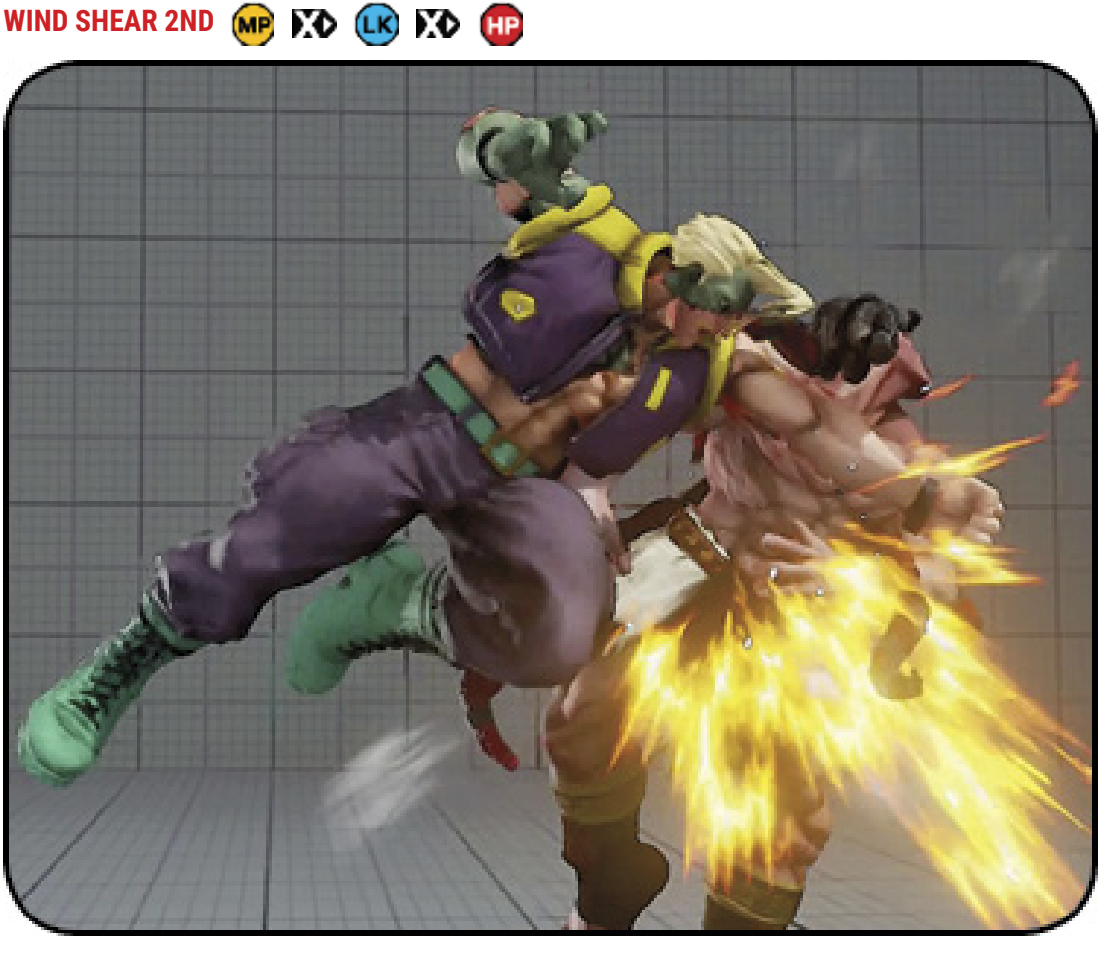
Additionally, the MP portion of Rapid Punch suffers from a significantly smaller hitbox than Nash's standalone standing MP, making it limited in use in link and chain combos.

WIND SHEAR MP ▶ LK



STARTUP	9
ACTIVE	7
RECOVERY	19
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-7
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	40
STUN	50
METER GAIN	20/10

WIND SHEAR 2ND MP ▶ LK ▶ HP



STARTUP	6
ACTIVE	3
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	80
METER GAIN	20/40

NOTES

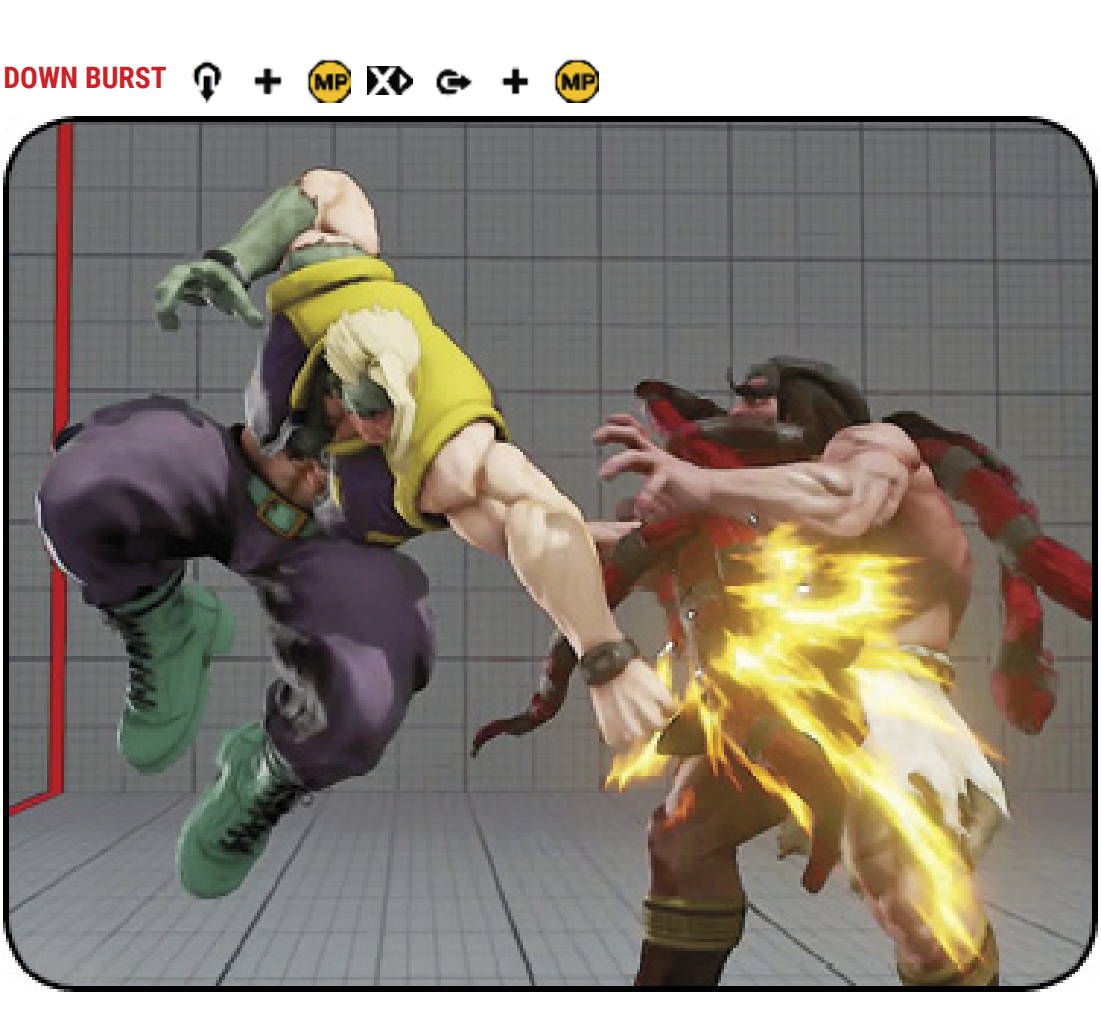
Only activates on hit of MP ▶ LK portion

Wind Shear: Wind Shear is a potential three-hit target combo initiated from standing MP, followed by a Knee Bazooka and finished with a jumping fierce-like attack. As with most target combos, frame values on recovery of the subsequent hits are heavily increased relative to their normal versions; you need to ensure that you're going to connect with the initial standing MP before using Wind Shear. For instance, the second hit of Wind Shear is -7 on block, compared to a standalone Knee Bazooka at -5.

Although it's a dangerous target combo to use on its own, its saving grace lies in its advantage on knockdown from the final hit. If you can combo into Wind Shear, it's usually best to go for it; for an example, see **Combo 4b**.

You can also use Wind Shear outside of standing MP range as an option select—input standing MP ▶ LK from a distance where the enemy might walk into your attack. If they walk into it or stick out an attack while your MP fist is active, you'll automatically cancel into the follow-up Knee Bazooka, which is easily confirmable into the last HP input knockdown. With your knockdown advantage, follow up with a forward dash (+5 advantage against a quick-rising opponent), then go for a frame trap or throw mix-up.

DOWN BURST ↓ + MP ▶ → + MP

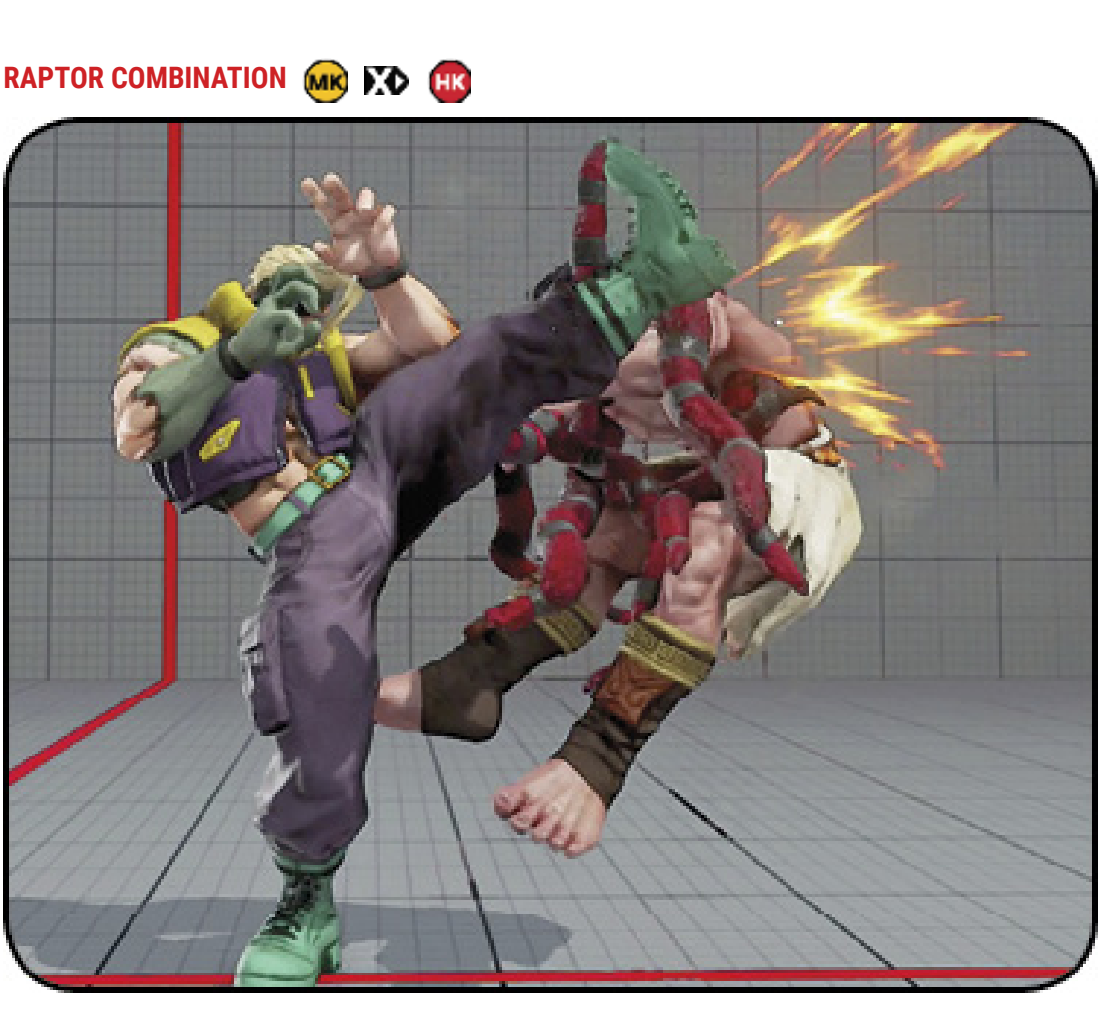


STARTUP	19
ACTIVE	3
RECOVERY	14
GUARD LEVEL	H
ON HIT	1
ON GUARD	-6
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	20/40

Down Burst: Off of crouching MP, you can cancel into → + MP for an overhead attack. Down Burst is unique in that it's a target combo that cancels into an overhead attack for a two-hit combo if crouching MP successfully connects. It's similar to Guile's crouching MK ▶ → + MP target combo from *SFIV*, but it does not start with a low-hitting attack. The Chopping Assault portion of this sequence isn't penalized with additional recovery, but it's still an unsafe -6 on block.

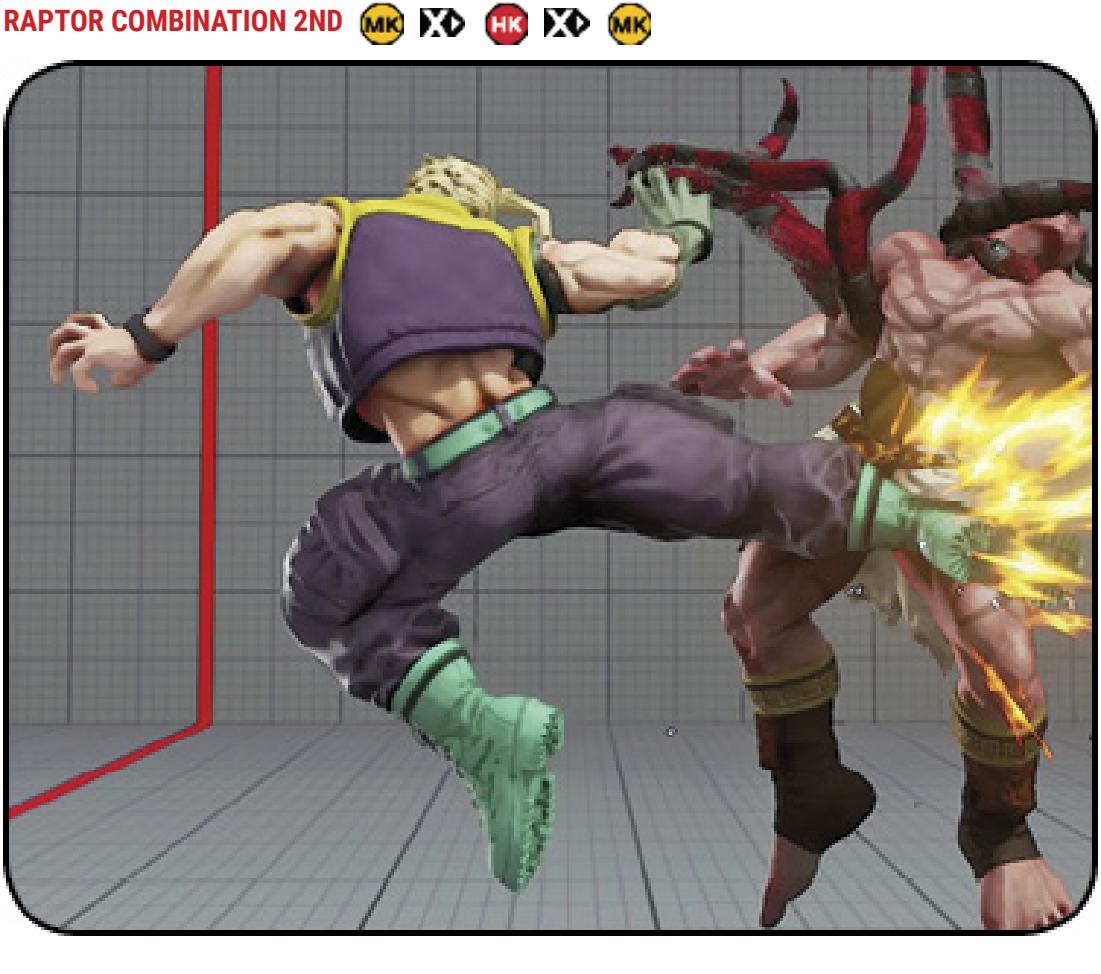
Using Down Burst is generally not advised since there's no possible low-hitting attack follow-up to crouching MP. Experienced players can spot this weakness and simply always block high after guarding your crouching MP attack, leaving you at -6 and punishable by medium-strength combos.

RAPTOR COMBINATION MK ▶ HK



STARTUP	9
ACTIVE	3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	70
STUN	80
METER GAIN	20/40

RAPTOR COMBINATION 2ND MK ▶ HK ▶ MK



STARTUP	14
ACTIVE	4
RECOVERY	17
GUARD LEVEL	HL
ON HIT	D
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	20/40

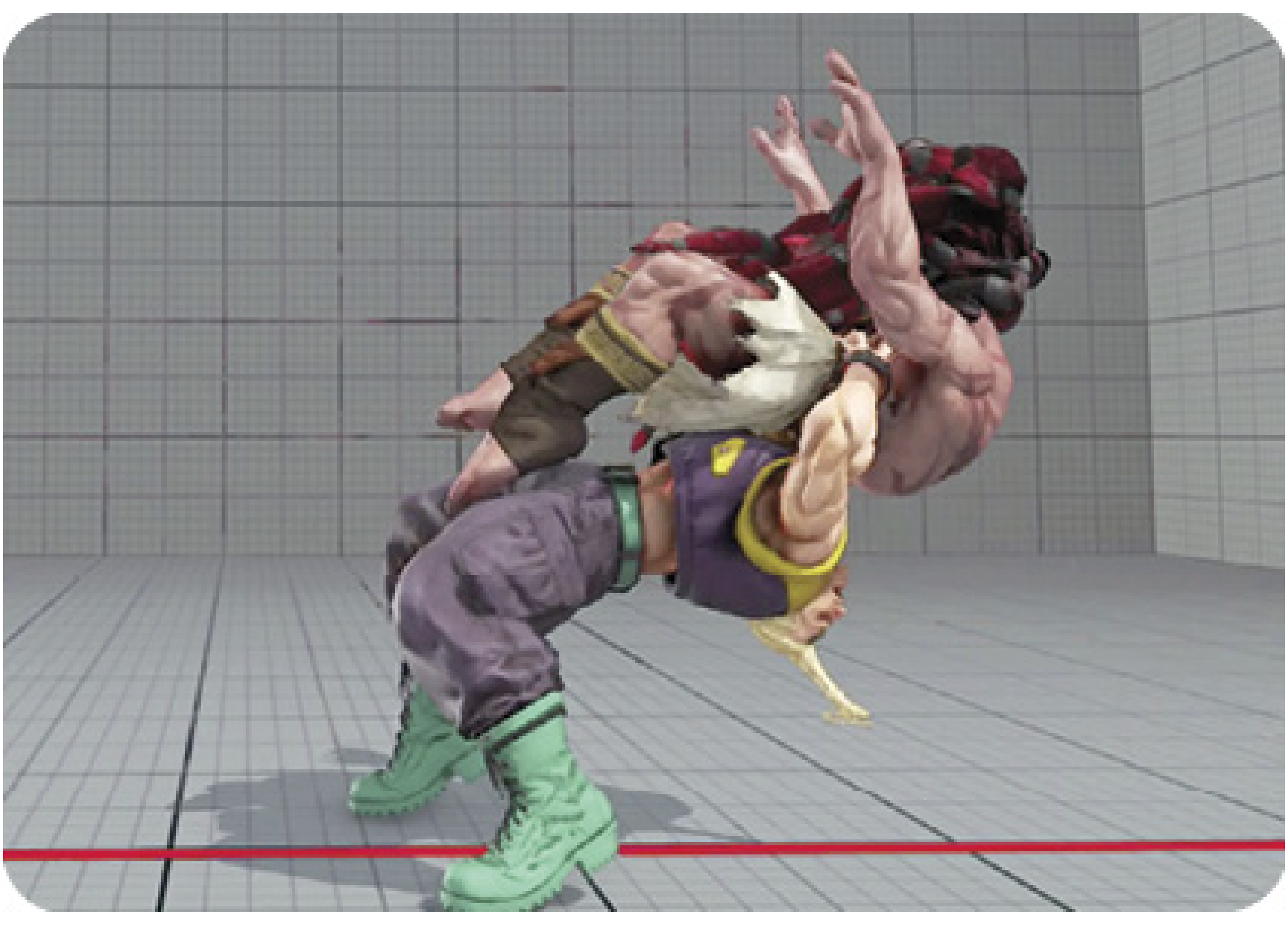
NOTES

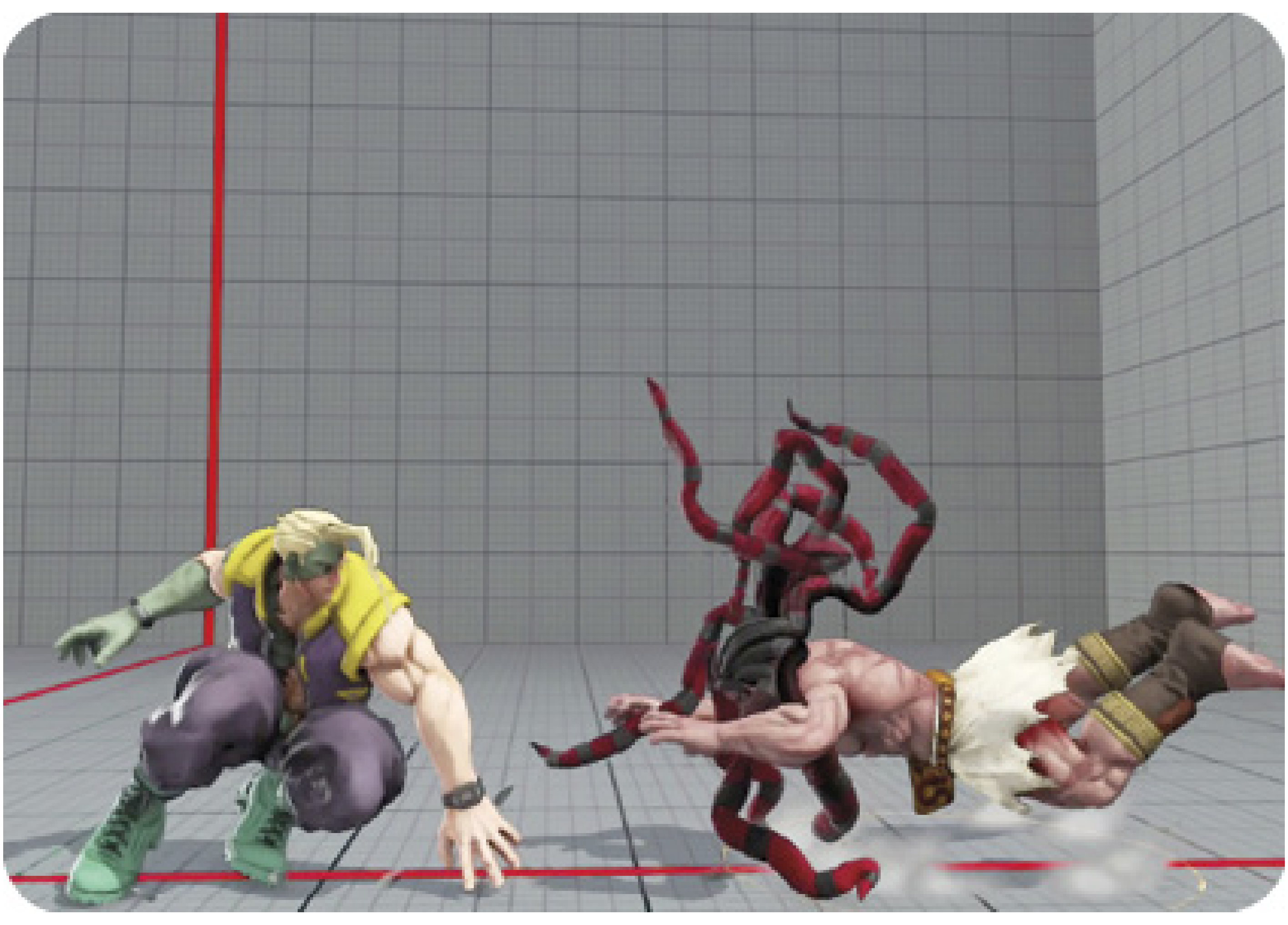
Only activates on hit of MK ▶ HK portion

Raptor Combination: This is a three-hit kick target combo with a unique stipulation: you can only cancel into the third kick if the first two successfully connect. With standing MK whiffing against crouchers (unless Nash is very close to the opposing character), hitting with this target combo from a neutral game can prove difficult. Like Wind Shear, you should use Raptor Combination only after hit-confirming a jumping attack (such as forward jumping HK).

Finishing this kick combo does afford you massive knockdown advantage, though. See **Combo 5** for tips on using Raptor Combination.

DRAGON SUPLEX LP + LK



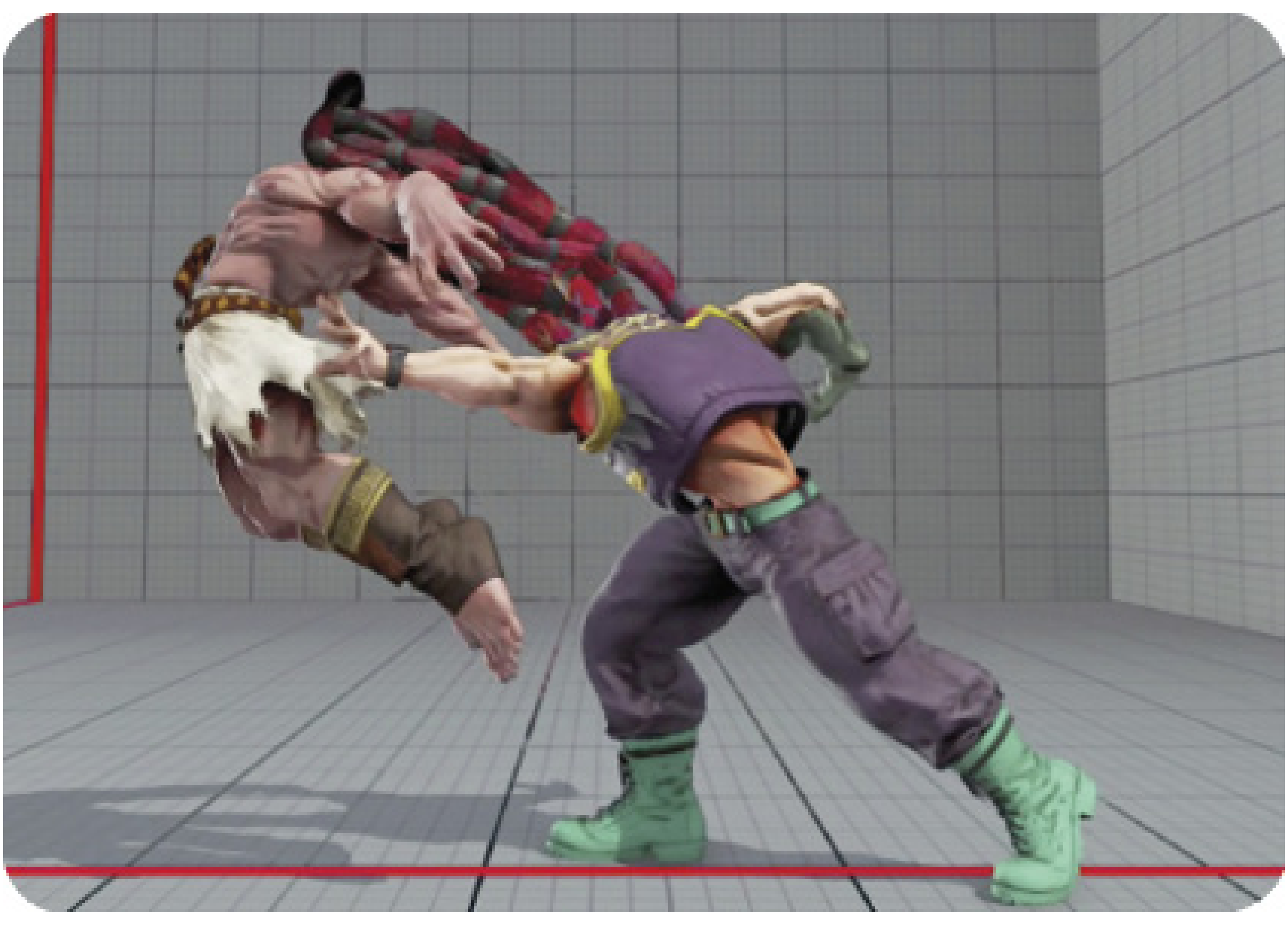


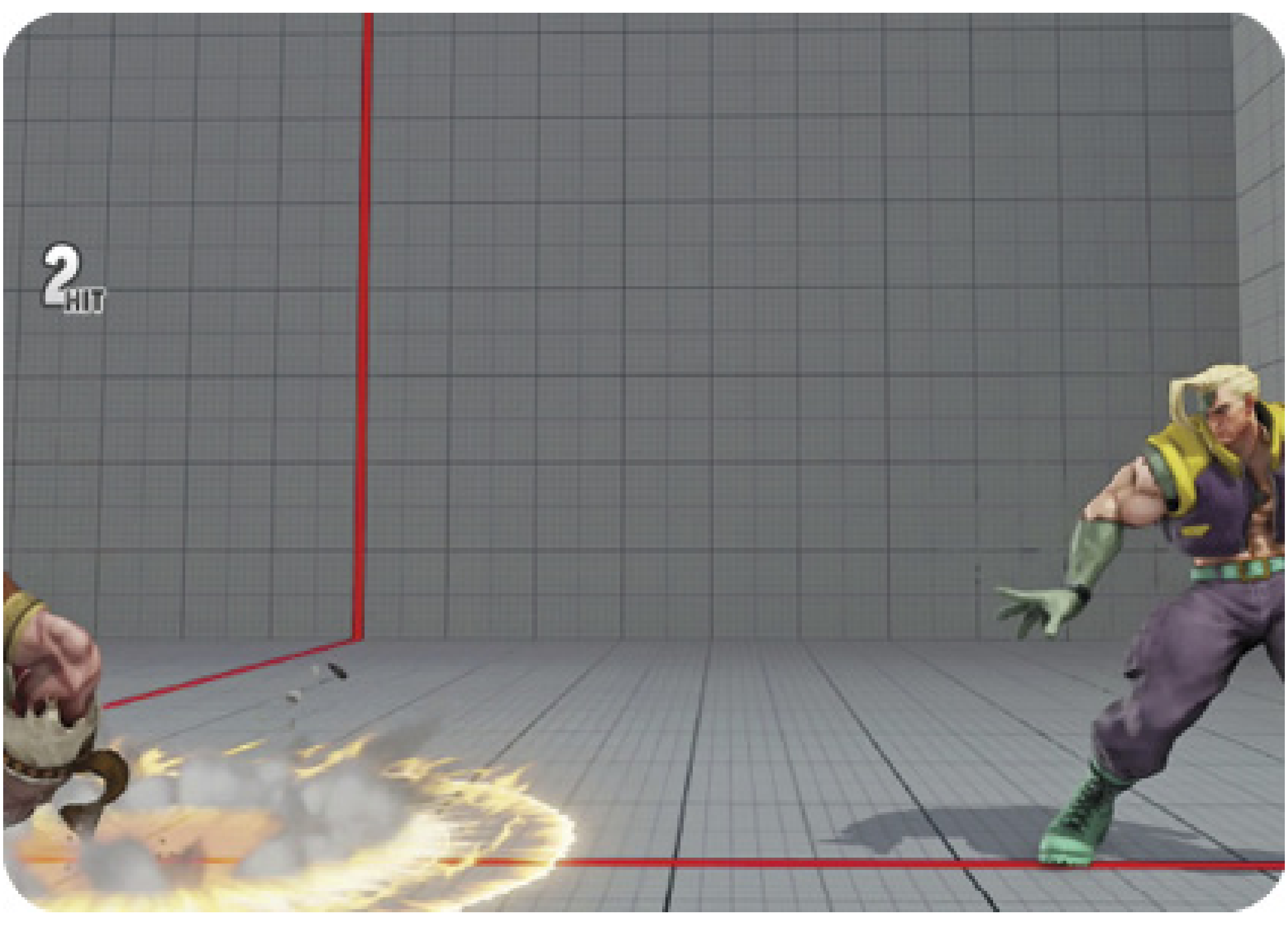
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	110
STUN	170
METER GAIN	80

Dragon Suplex: Nash grabs his enemy and performs a neck-breaking suplex, leaving their body less than half a screen's distance away. However, this forward throw isn't as epic as it sounds. It deals a measly 110 points of damage, and if the opponent quick-rises, you're only at +8 while being too far away for a meaty crouching MK attempt.

You can follow it up with either Knee Bazooka or Jumping Sobat for a potential counter-hit setup (both are -3 from this range). Otherwise, you may just want to start your Sonic Boom pressure safely from this point.

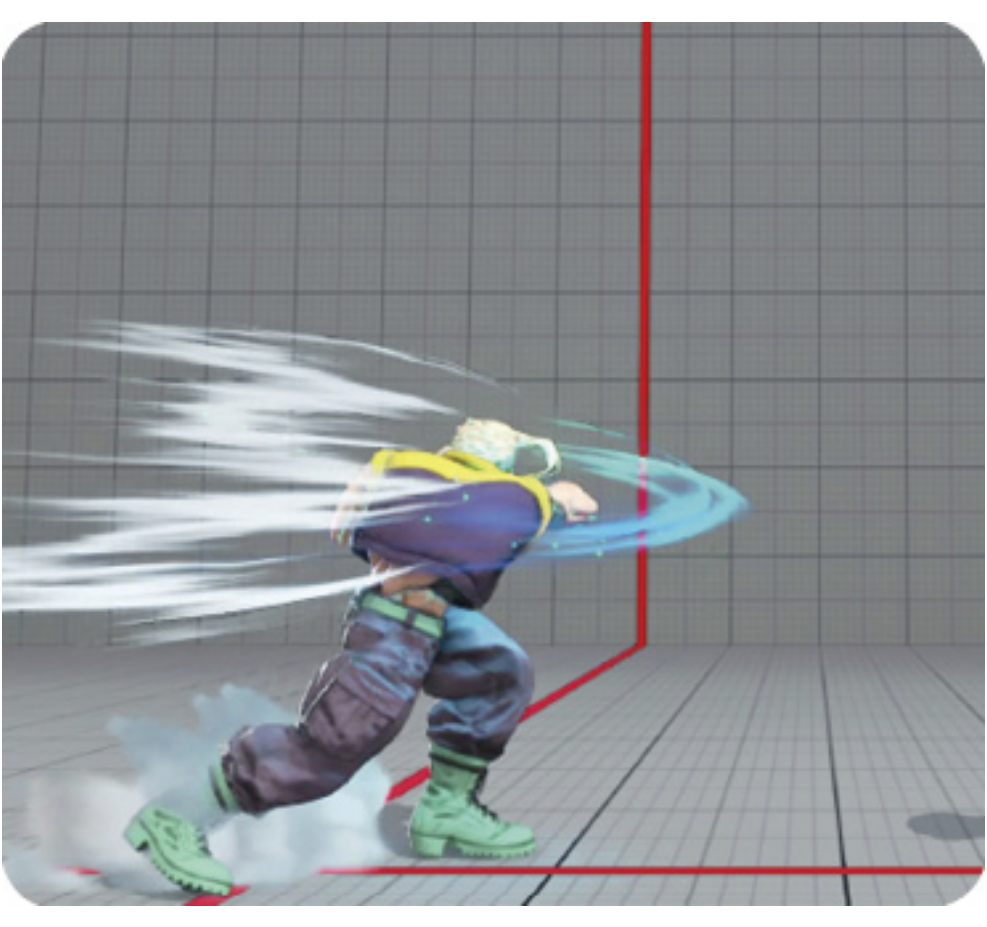
TARGET DOWN ← + LP + LK

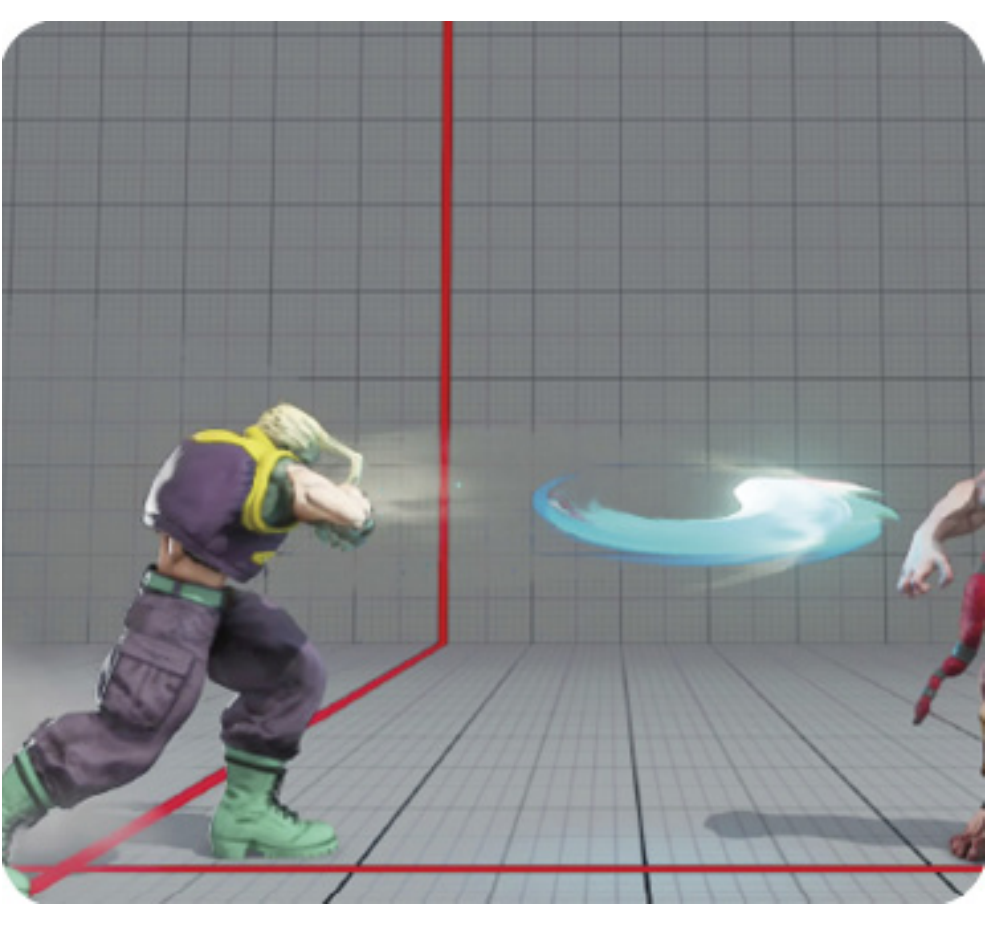




STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—

LP SONIC BOOM + LP



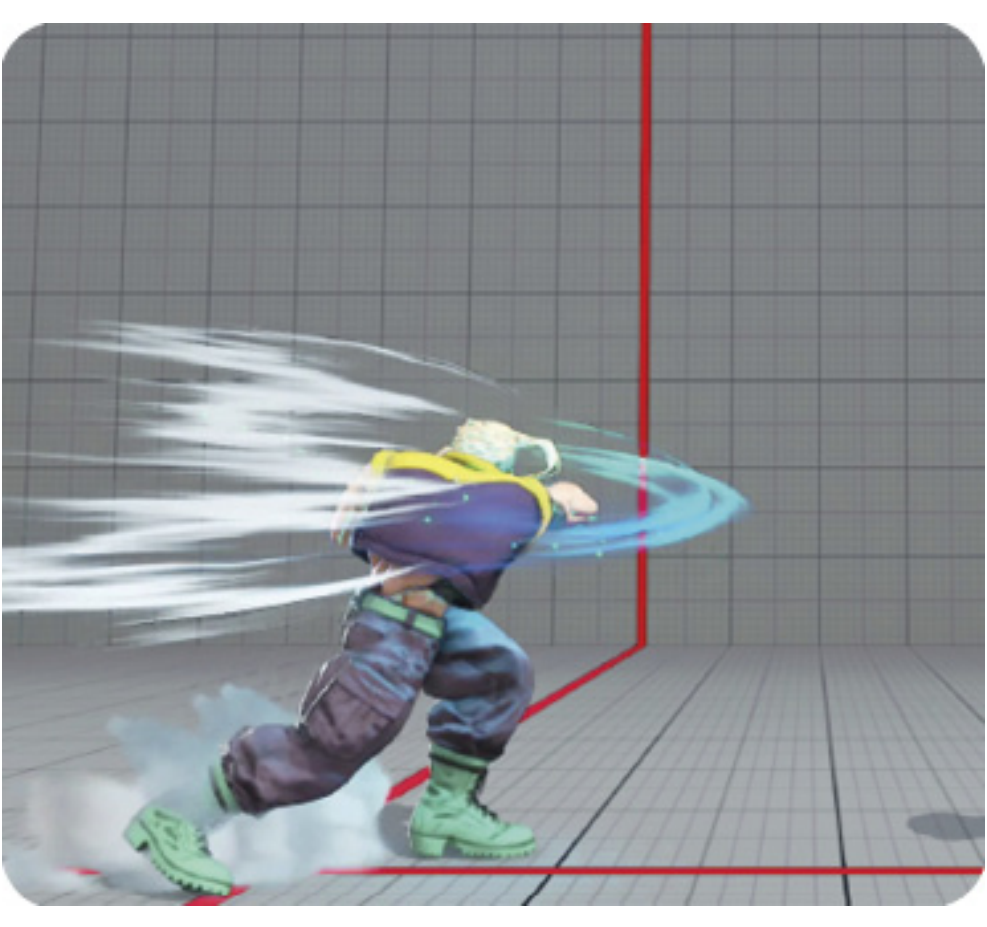


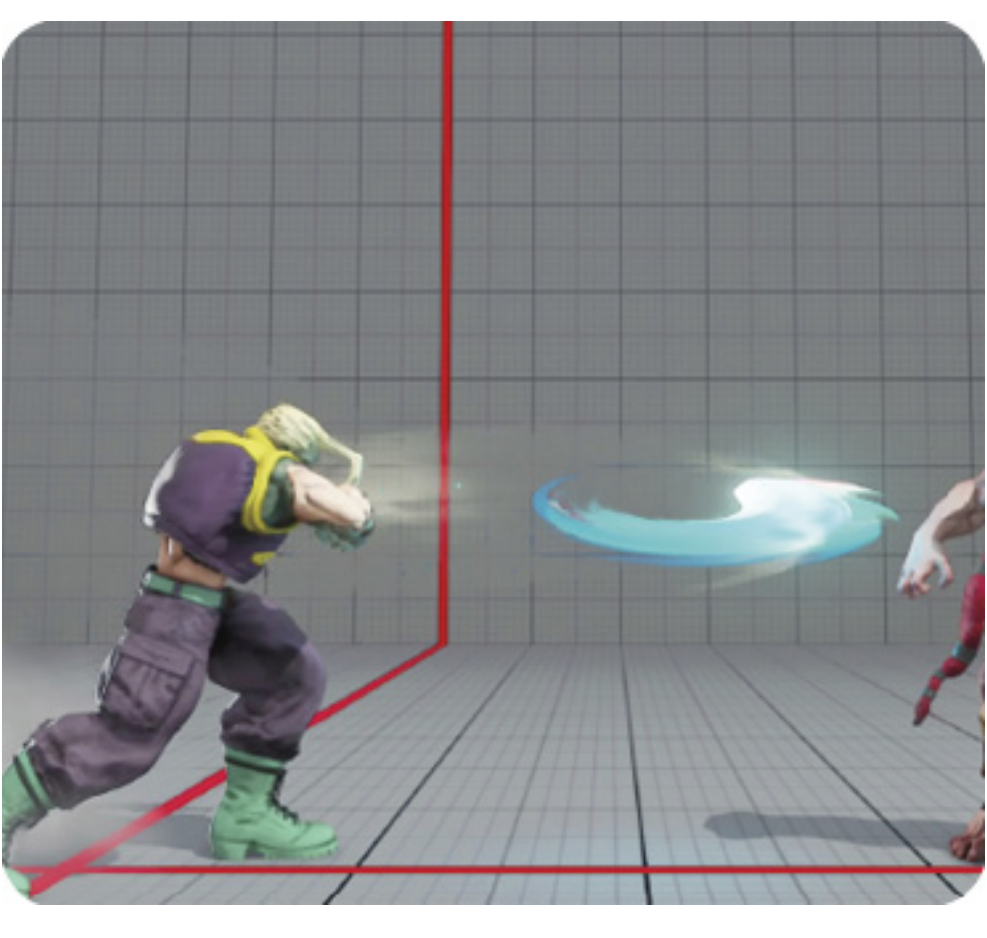
STARTUP	15
ACTIVE	—
RECOVERY	32
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-7
SM-HX HIT	16
SM-HX GUARD	12
CANCEL	CA, V
DAMAGE	50
STUN	100
METER GAIN	10/10/5

NOTES

45 frames duration on screen

MP SONIC BOOM + MP



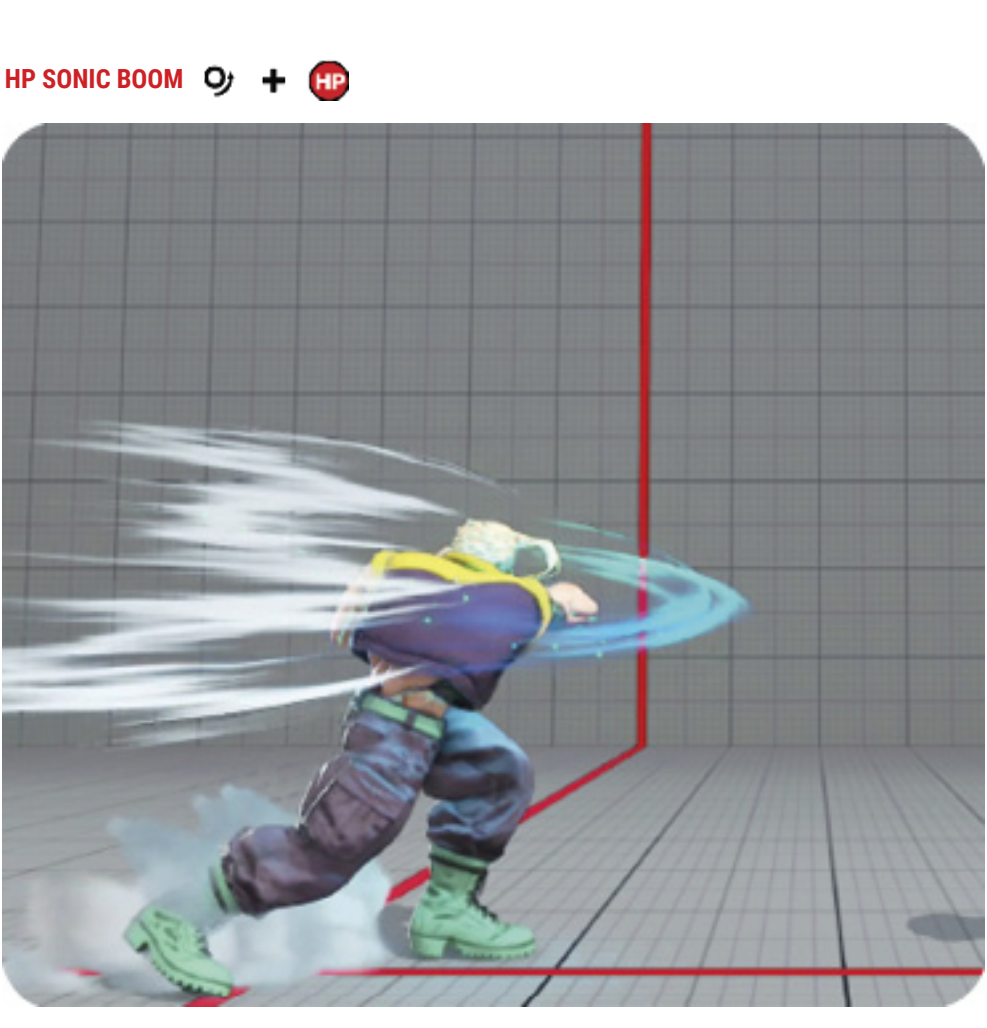


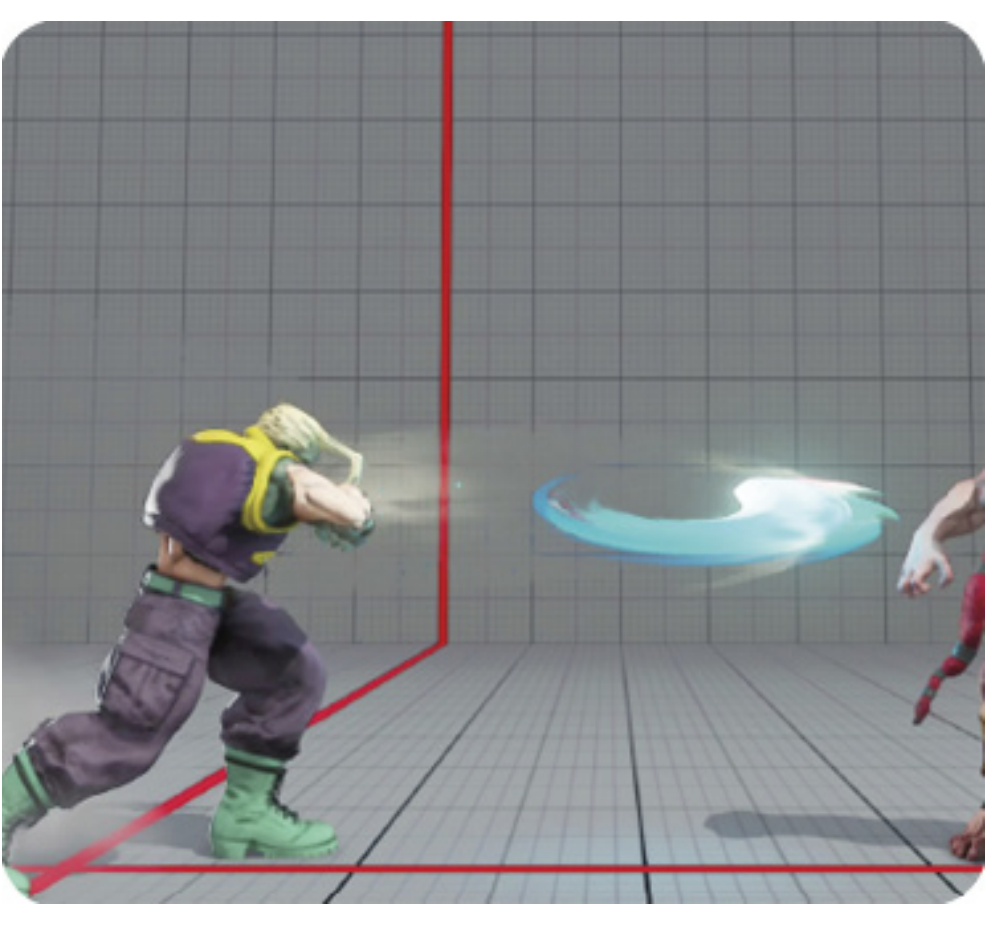
STARTUP	17
ACTIVE	—
RECOVERY	30
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-5
SM-HX HIT	16
SM-HX GUARD	12
CANCEL	CA, V
DAMAGE	50
STUN	100
METER GAIN	10/10/5

NOTES

57 frames duration on screen

HP SONIC BOOM + HP



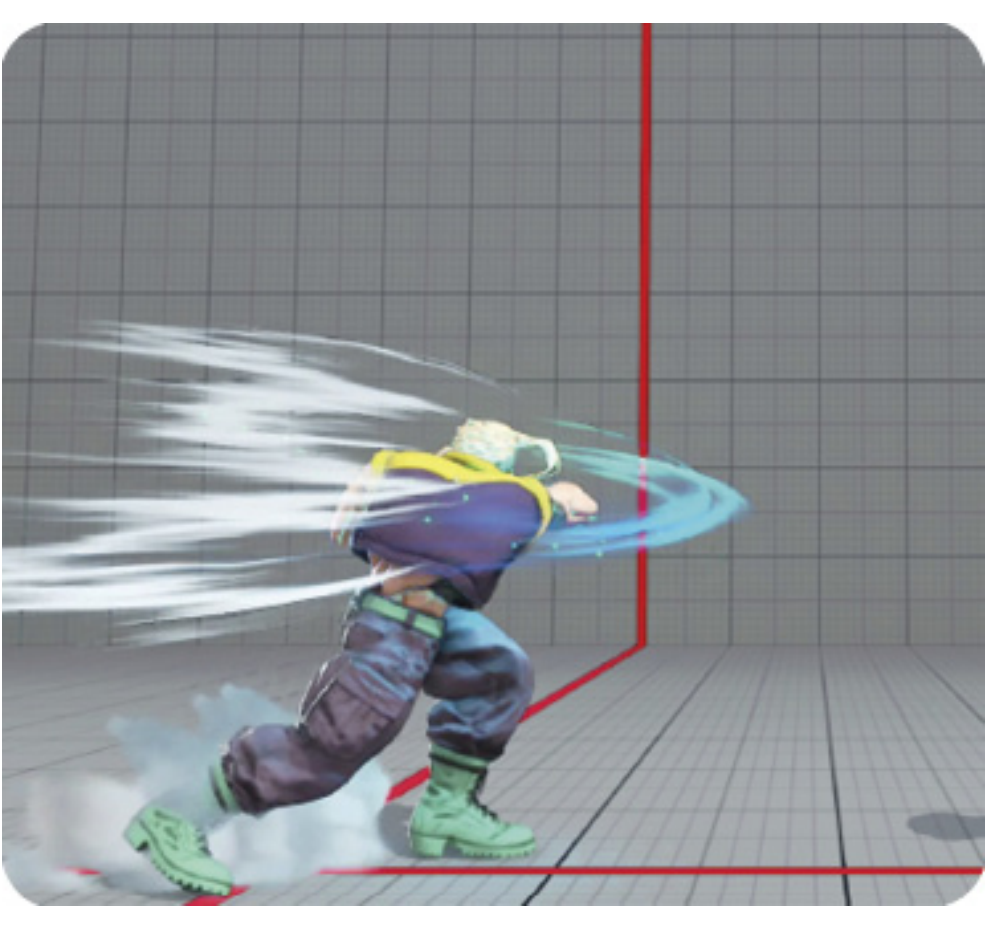


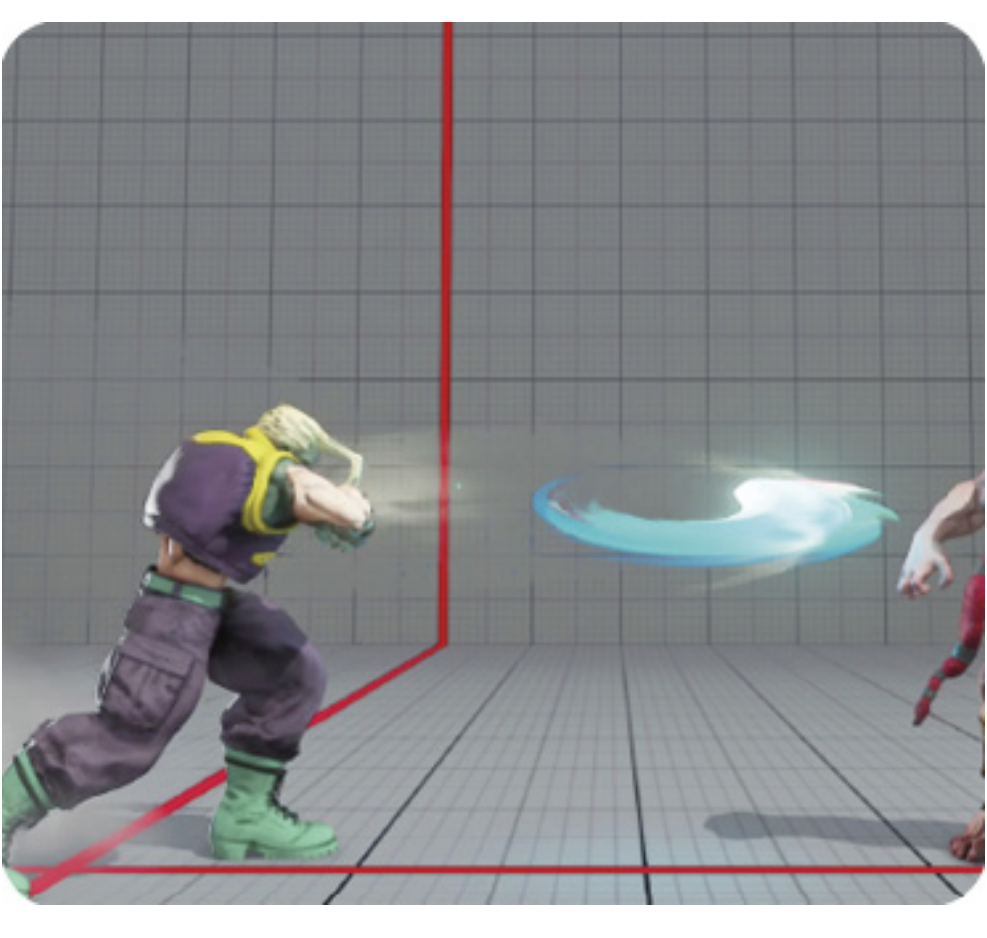
STARTUP	22
ACTIVE	—
RECOVERY	23
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-2
SM-HX HIT	14
SM-HX GUARD	10
CANCEL	CA, V
DAMAGE	50
STUN	100
METER GAIN	10/10/5

NOTES

66 frames duration on screen

EX SONIC BOOM + P P



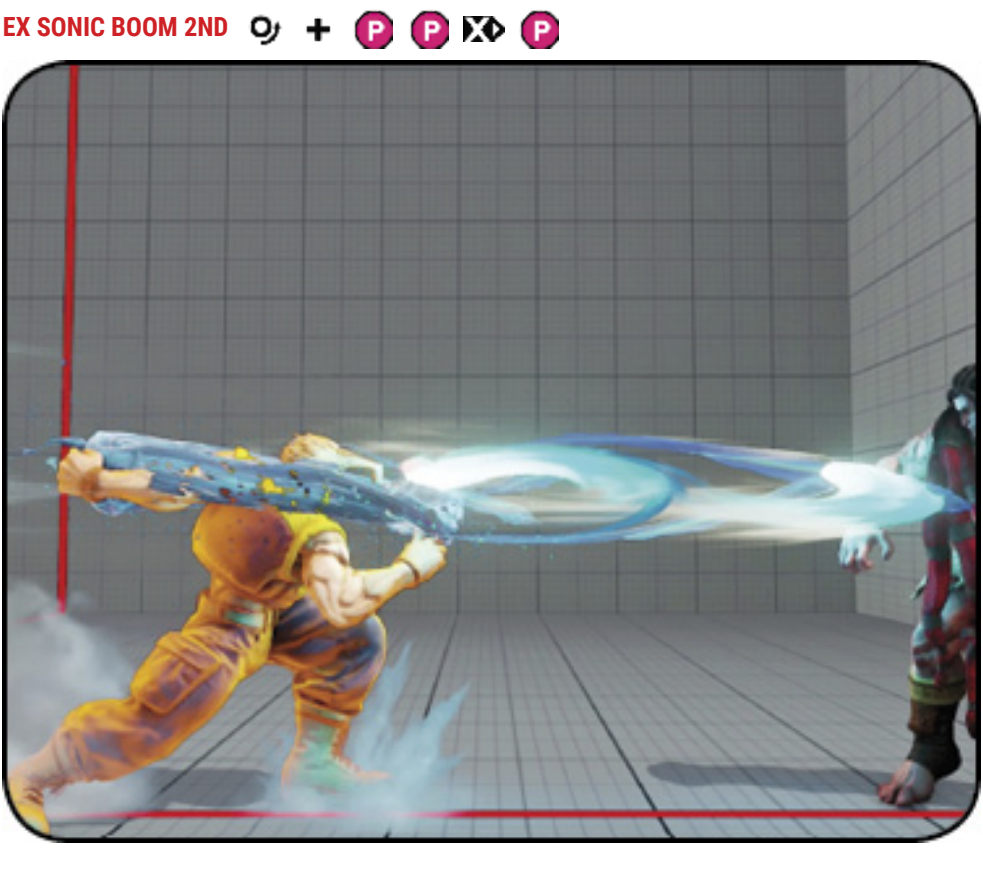


STARTUP	11
ACTIVE	—
RECOVERY	26
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
SM-HX HIT	18
SM-HX GUARD	16
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	-300

NOTES

First projectile 37 frames duration on screen; second projectile 38 frames druation on screen

EX SONIC BOOM 2ND + P P P



STARTUP	11
ACTIVE	—
RECOVERY	25
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
SM-HX HIT	17
SM-HX GUARD	15
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	0

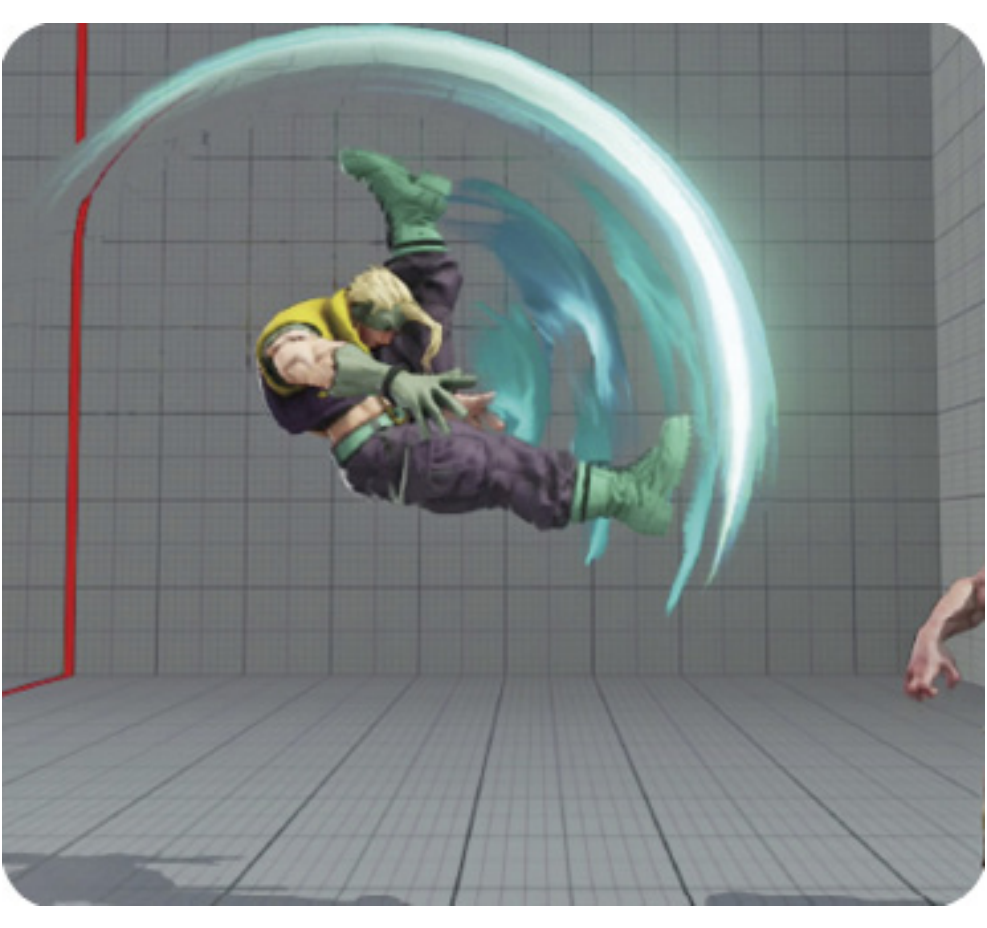
Sonic Boom: The classic Sonic Boom projectile is back in *SFV* and is now performed using a motion instead of with a charge. As a fireball motion, it's been rebalanced as such. Nash's Sonic Booms have unique properties compared to more conventional projectiles. LP Sonic Boom starts up the fastest at 15 frames (which is still quite slow relative to, say, Ryu's LP Hadoken at 13 and Ken's at 14). HP Sonic Boom starts up at 22 frames but has a distinctly slow travel speed with low recovery; it's clearly meant for setting up an offense from long range.

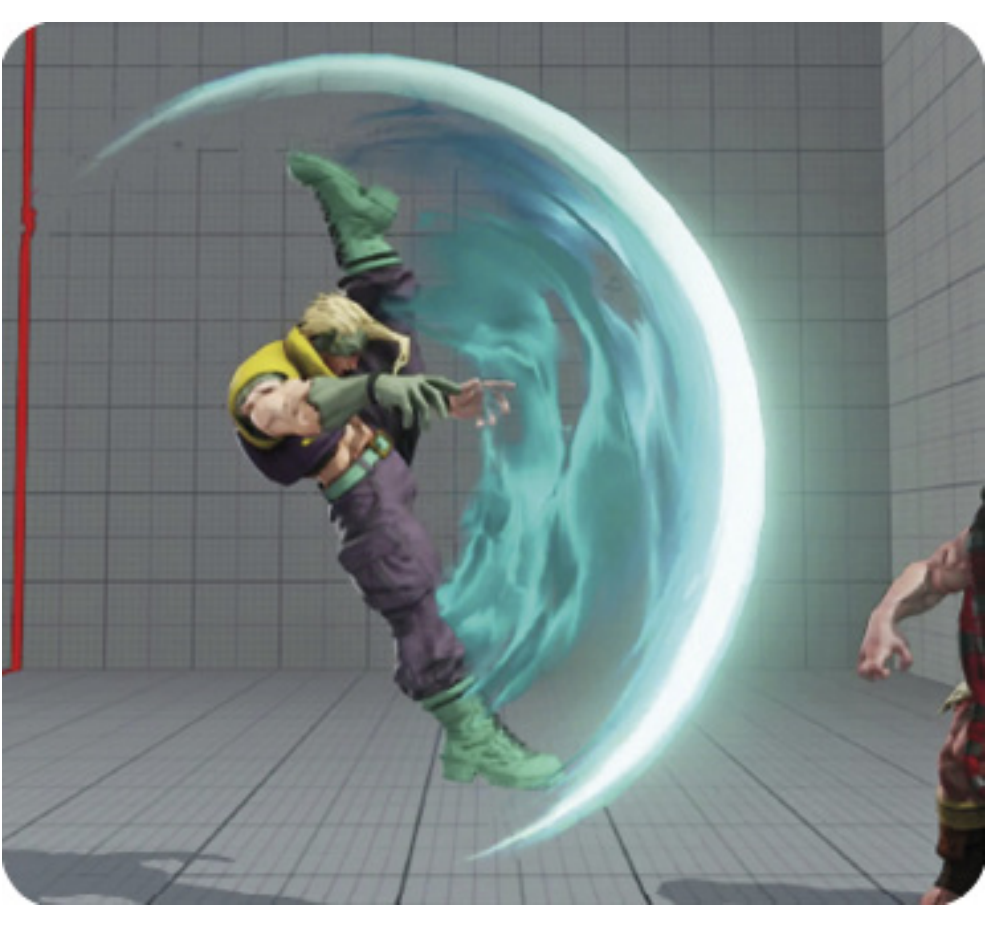
Generally, you won't be using Sonic Boom as a pure zoning tool. The slow startup on them (especially HP Sonic Boom), in conjunction with their slow travel speeds, makes it difficult to keep opponents guessing because they're easy to jump.

EX Sonic Boom is a quick-starting and fast-traveling projectile that can be canceled into a follow-up Sonic Boom. It starts at 11 frames and recovers much faster than LP Sonic Boom (26 frames versus 32). In the corner, you can apply heavy pressure canceling your attacks into EX Sonic Boom (+2 on block for the first projectile, +1 for the second). You can even link a standing or crouching LP if Nash is close enough after the first EX Sonic Boom hits.

Interestingly, Sonic Boom makes for a better mid-range attack than a long-range one because of its smaller hurtbox (especially around Nash's legs) compared to Ryu and Ken's Hadoken. Nash releases his Sonic Boom closer to his body and without lunging forward. This makes him much less vulnerable just before its release than Ryu and Ken are. Thus, when Nash is at footsie range with his enemy, you can be much more liberal with Sonic Boom pokes than the shotos can be, particularly when you have the opposing character cornered.

LK MOONSAULT SLASH + LK



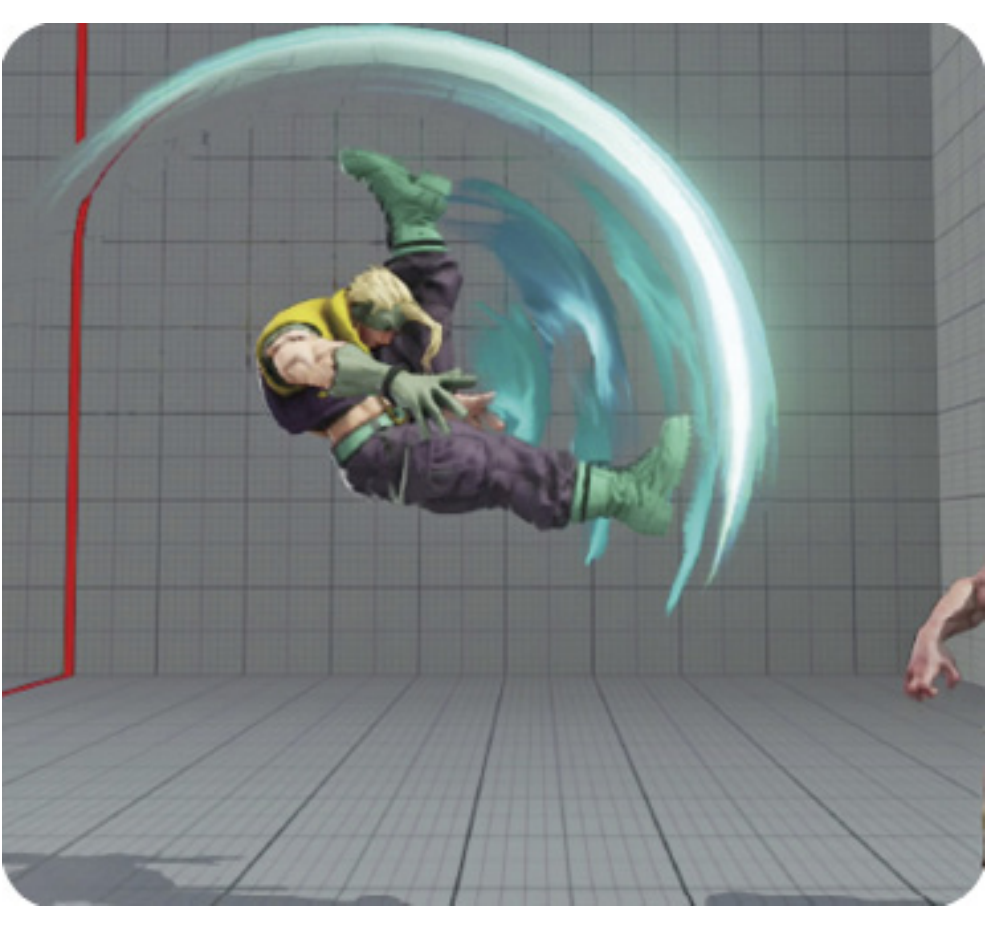


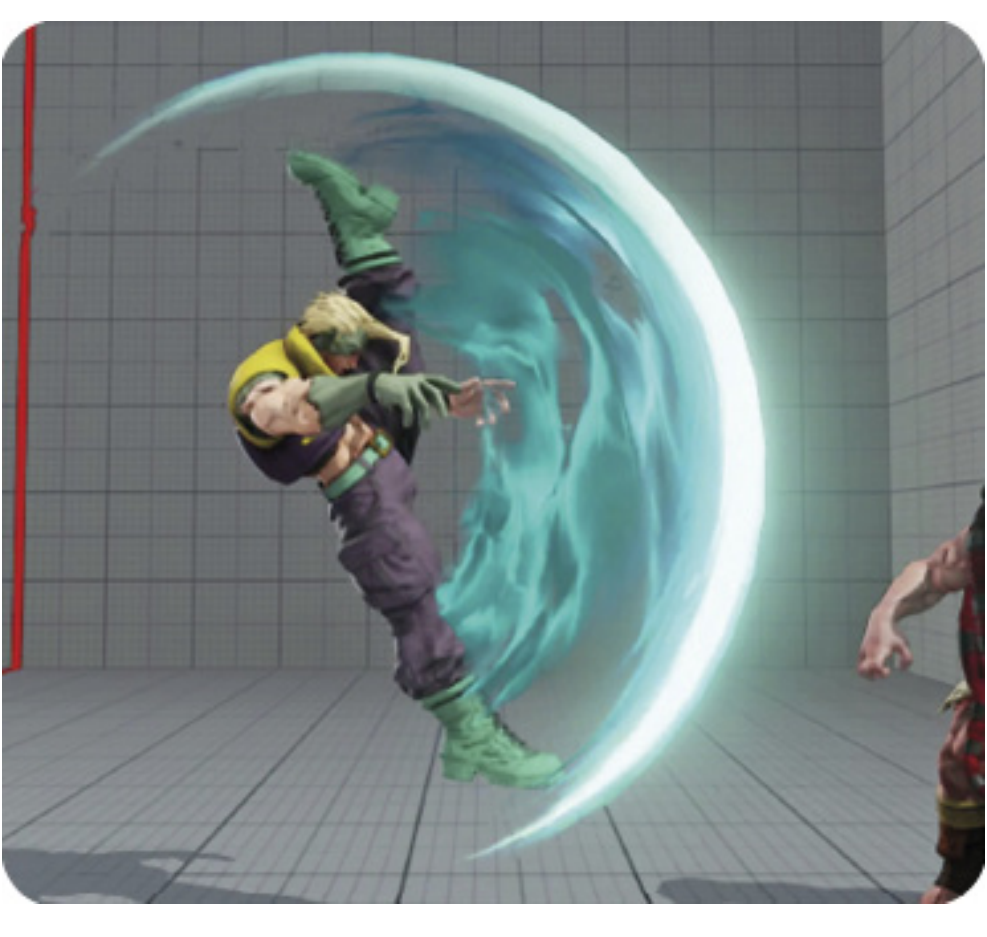
STARTUP	37
ACTIVE	3
RECOVERY	10
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	10/30/15

NOTES

Airborne on 11th frame

MK MOONSAULT SLASH + MK



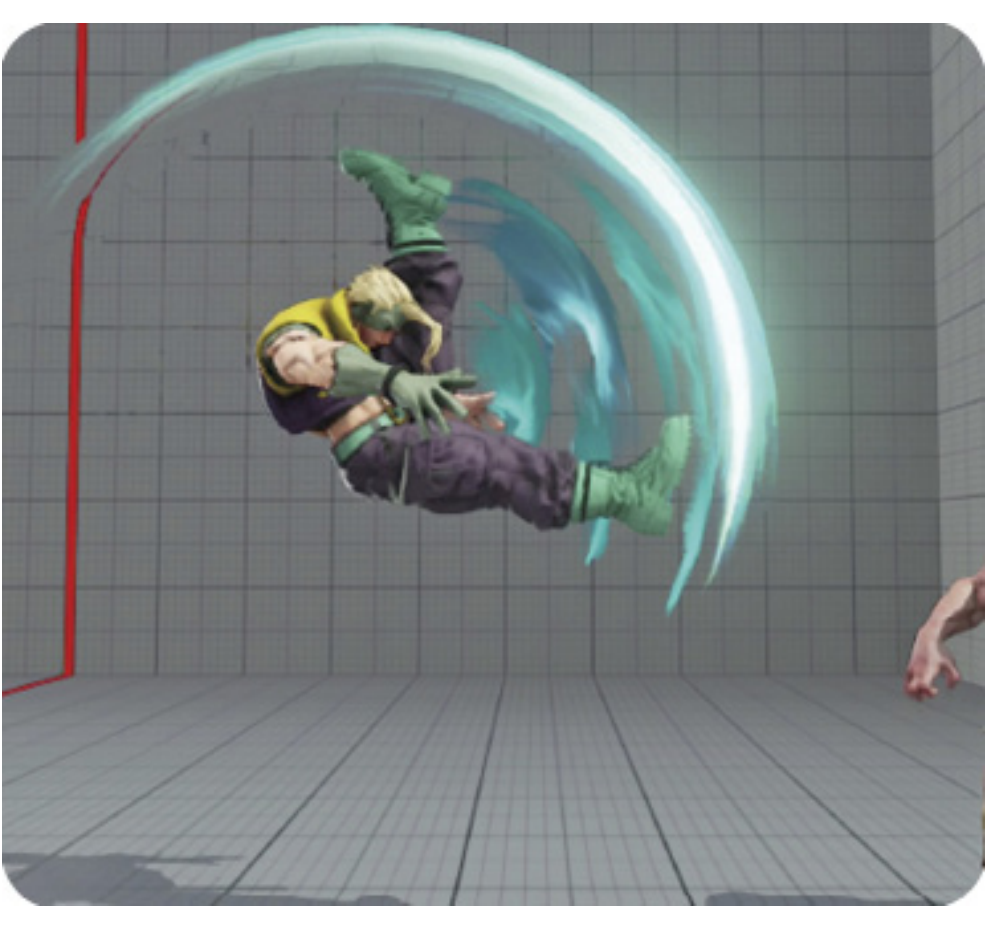


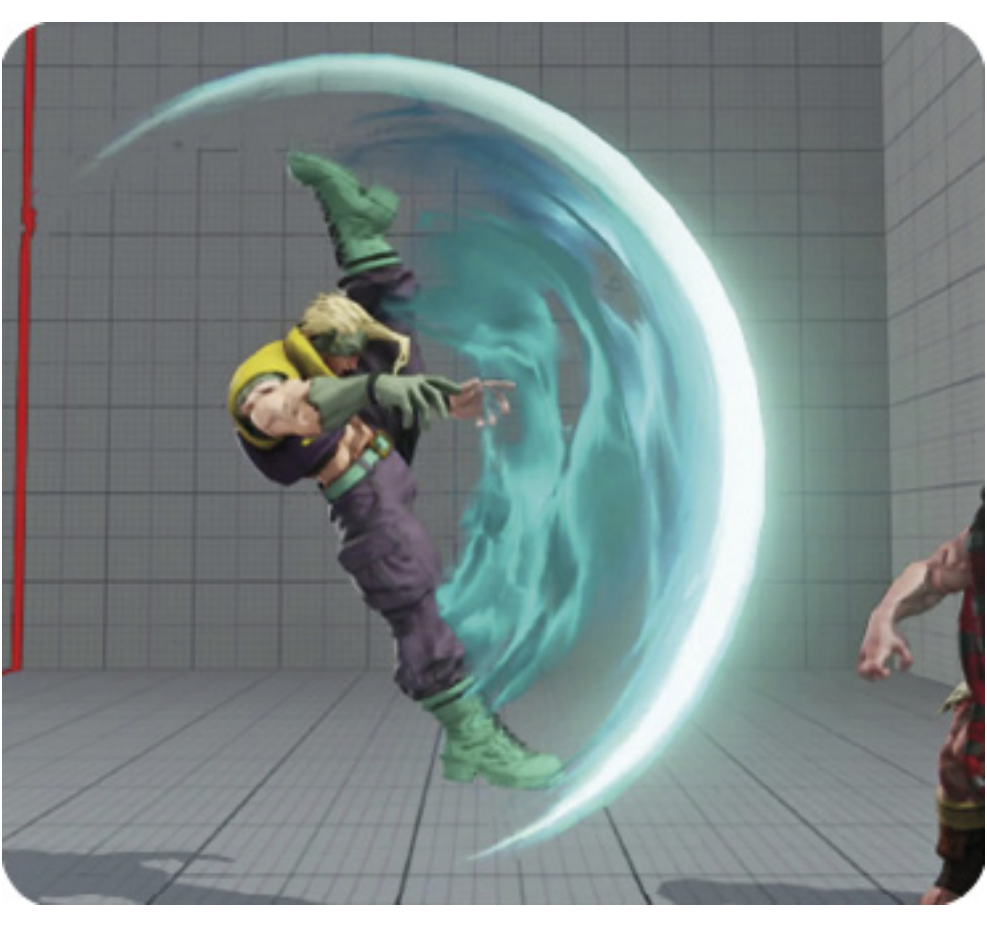
STARTUP	37
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	10/30/15

NOTES

Airborne on 10th frame

HK MOONSAULT SLASH + HK



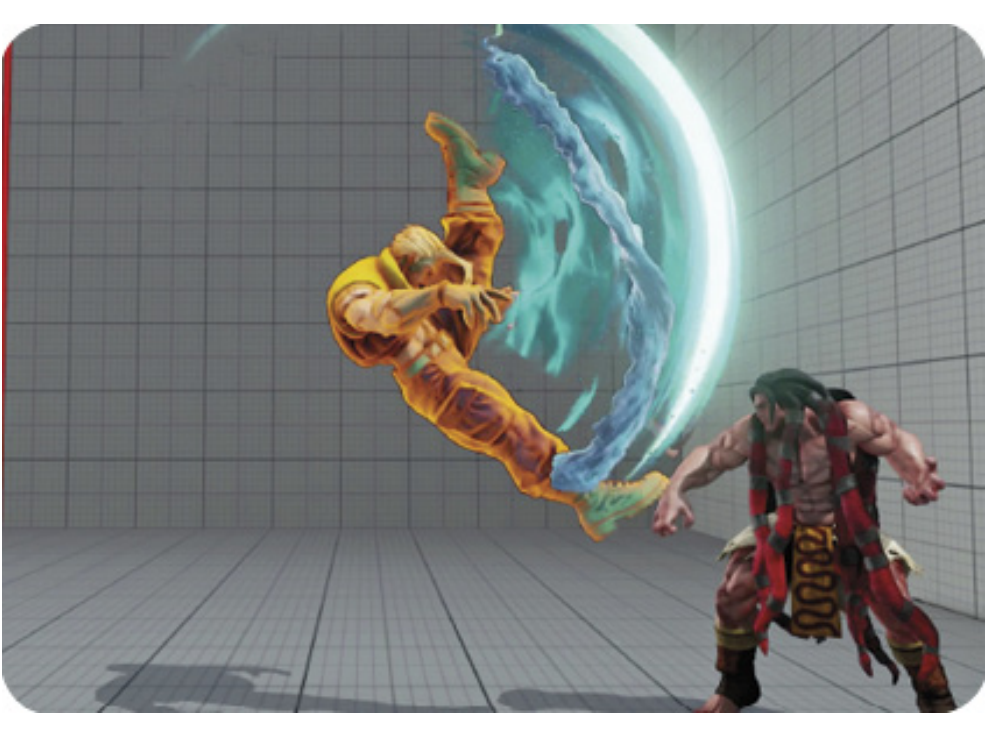


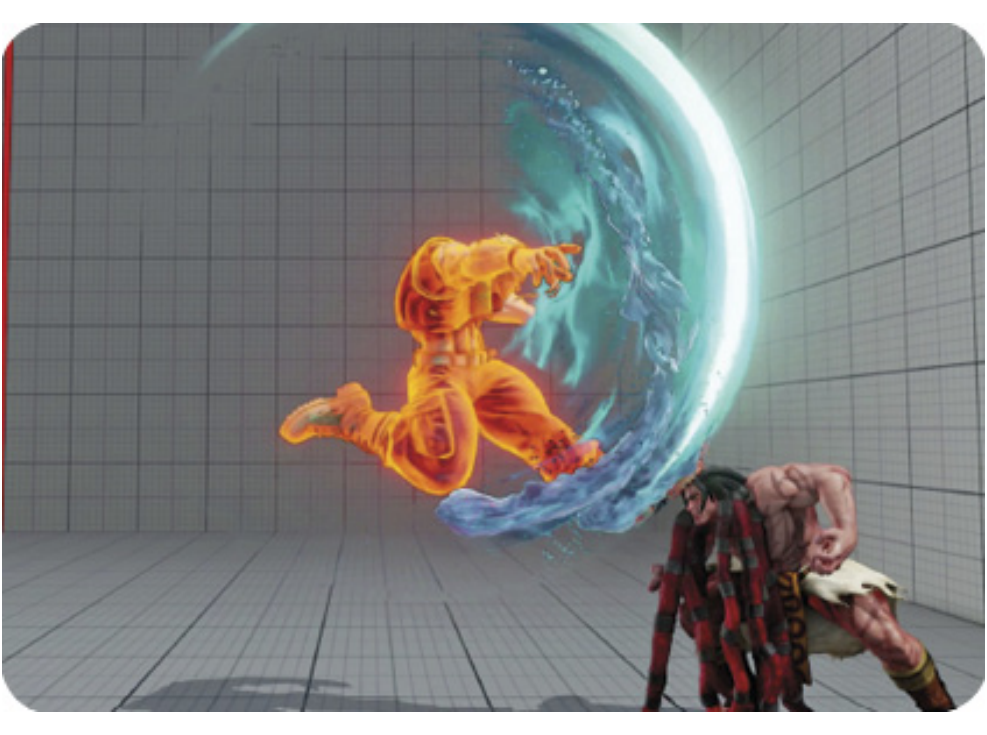
STARTUP	37
ACTIVE	3
RECOVERY	14
GUARD LEVEL	HL
ON HIT	4
ON GUARD	1
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	10/30/15

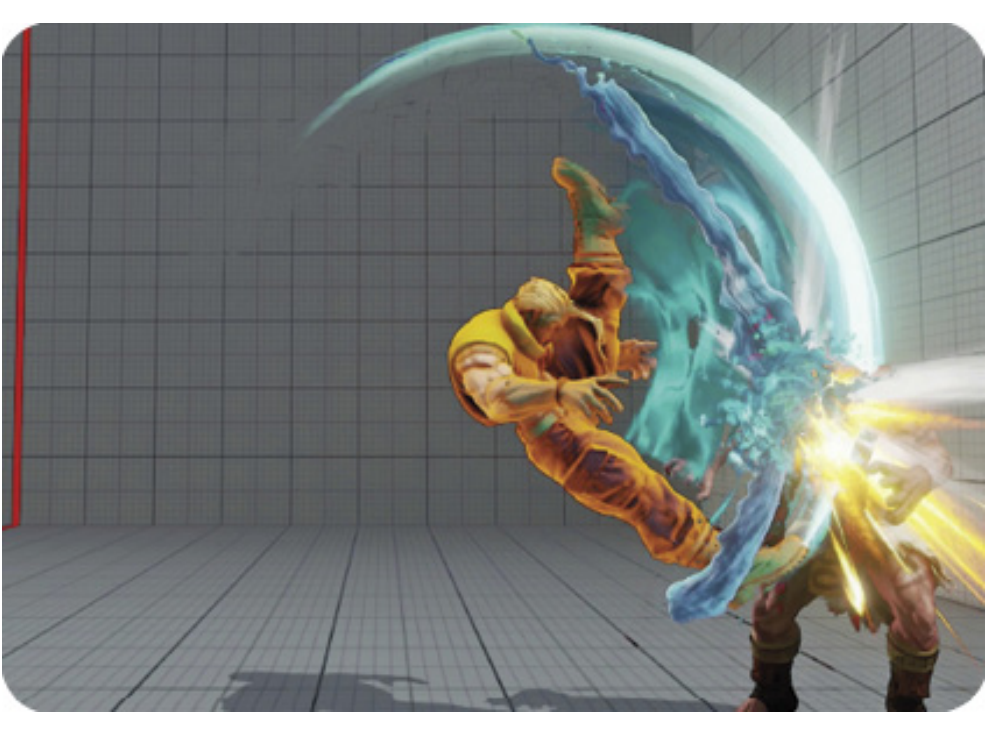
NOTES

Airborne on 10th frame

EX MOONSAULT SLASH + K K







STARTUP	30
ACTIVE	3(6)3(22)3
RECOVERY	11
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	130(40x2+50)
STUN	50x3(150)
METER GAIN	-300

NOTES

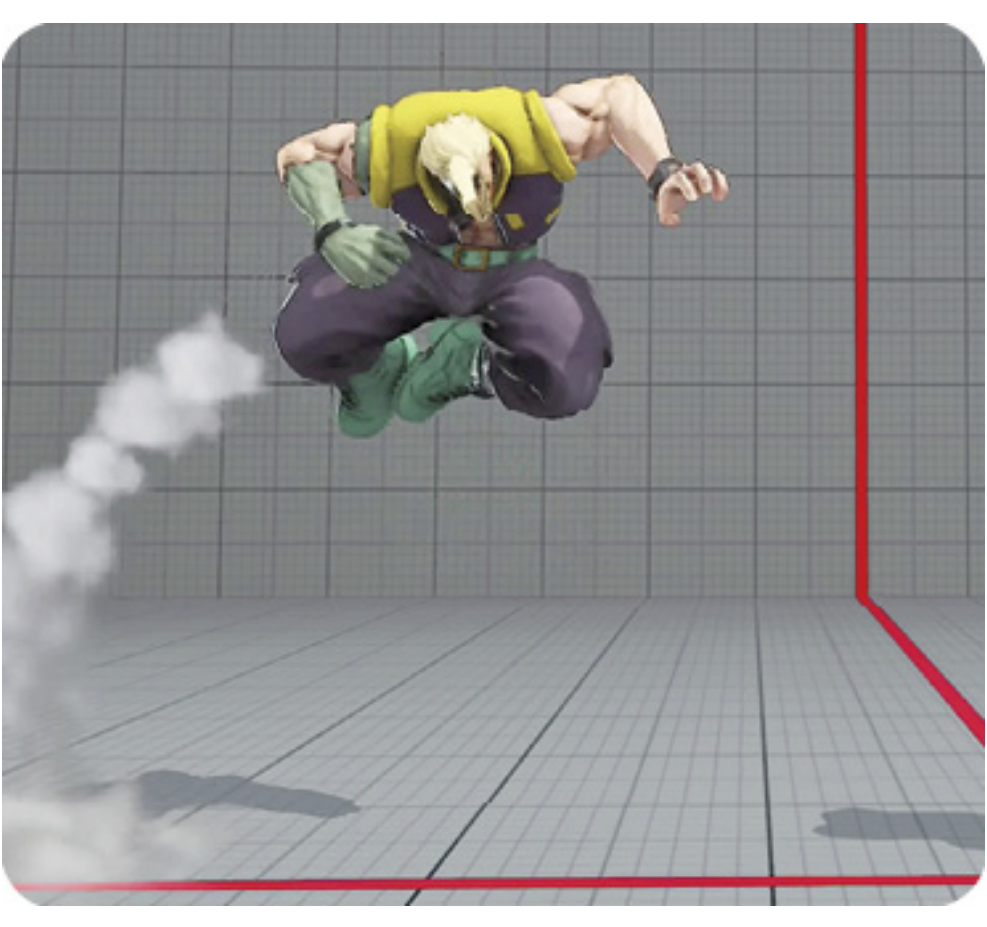
Tracks opponent up, but only up to certain distance; airborne on 11th frame

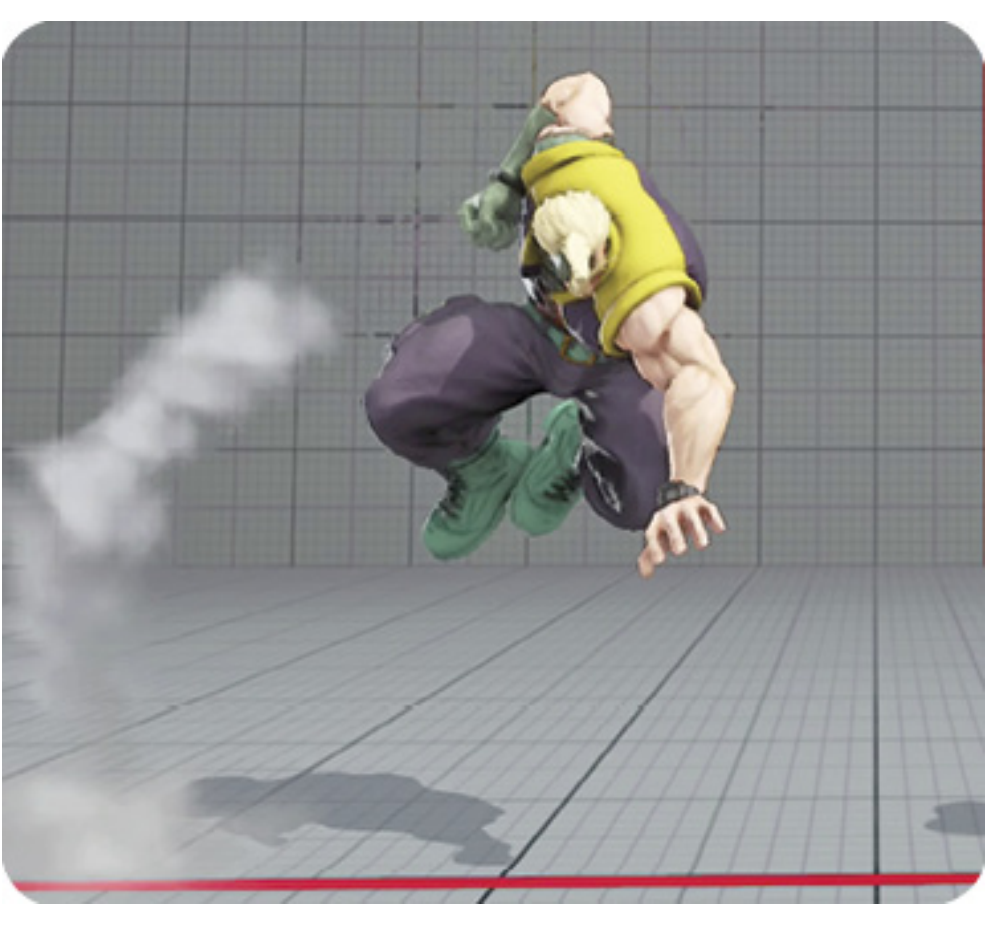
Moonsault Slash: Nash goes airborne at a steep angle and then descends with an inverted "flash kick." Moonsault Slash is a hyper-aggressive special attack with advantage on hit and block. While Sonic Boom is a vital part of Nash's gameplay, Nash's offense revolves more around proper use of Moonsault Slash.

The different versions of Moonsault Slash vary slightly in some aspects, mostly in terms of horizontal distance covered. LK Moonsault All versions are safe on block and +3 on hit, so you can only link into a follow-up attack on counter-hit.

EX Moonsault Slash is a tracking version (up to a certain distance), where Nash performs two rotations of crescent kicks before landing with frame advantage (+5 on hit, +1 on block). It tracks up to a certain point (but won't follow), and as long as you aren't interrupted, you're guaranteed a high-damage follow-up (see **Combo 8**) or pressure advantage.

LP TRAGEDY ASSAULT + LP



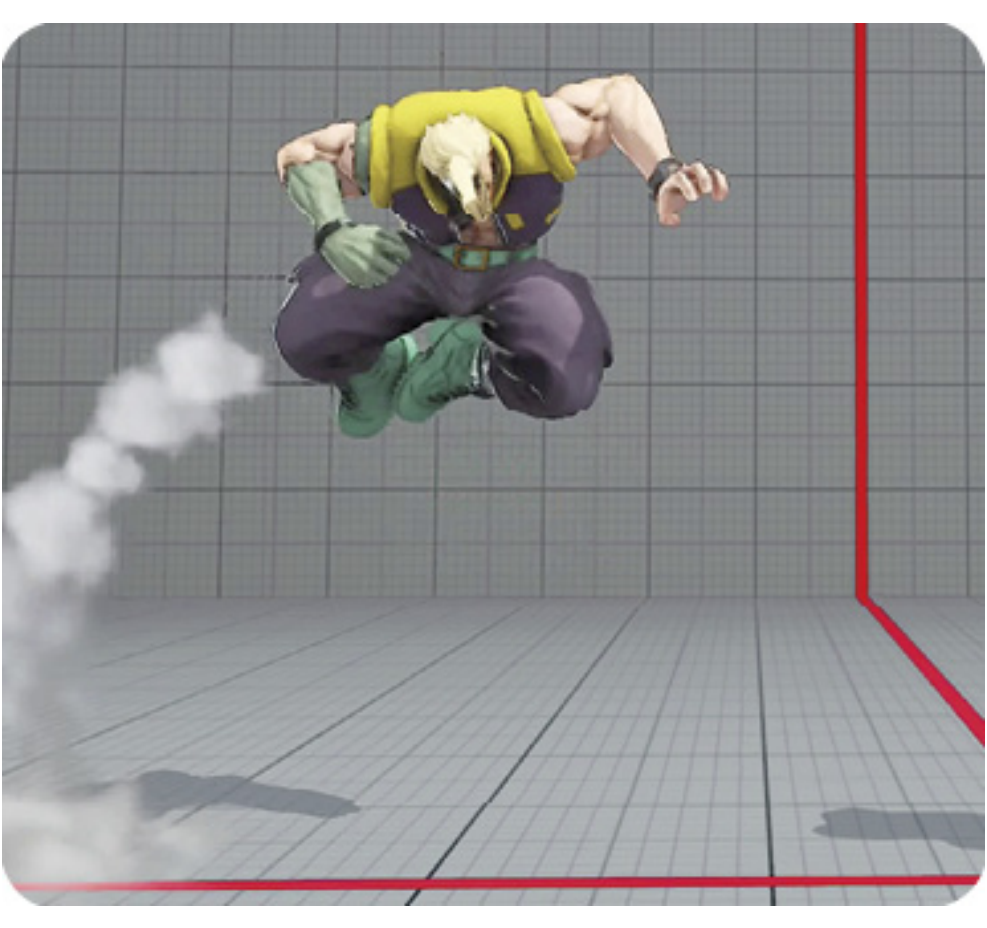


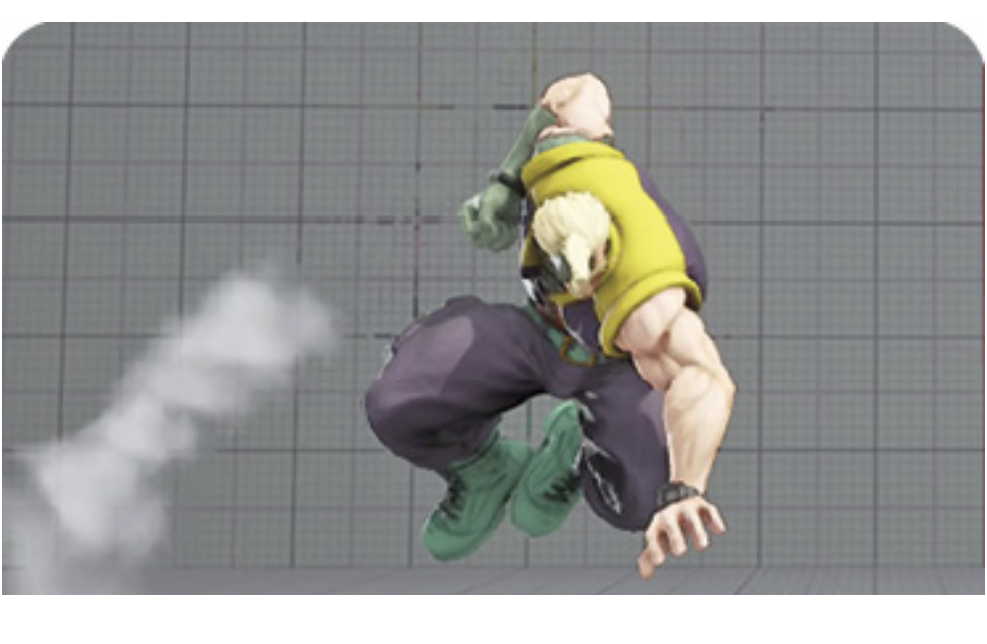
STARTUP	18
ACTIVE	2
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-5
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	100(70+30)
STUN	100
METER GAIN	10/0+50/15

NOTES

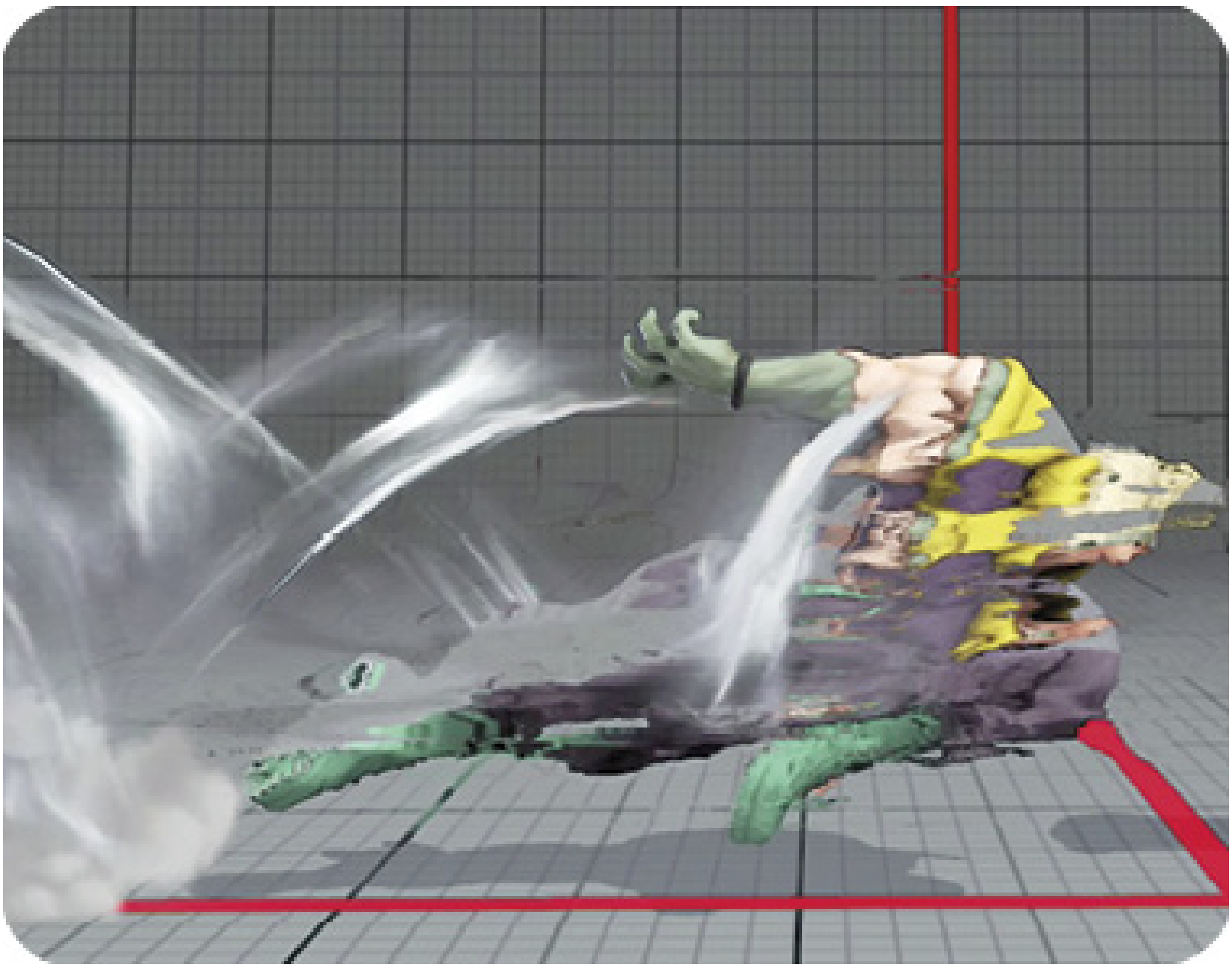
On hit: builds additional 50 EX Gauge and reduces enemy EX Gauge by 50; airborne on 9th frame

MP TRAGEDY ASSAULT + MP





JUDGEMENT SABER ↷ ↷ + P

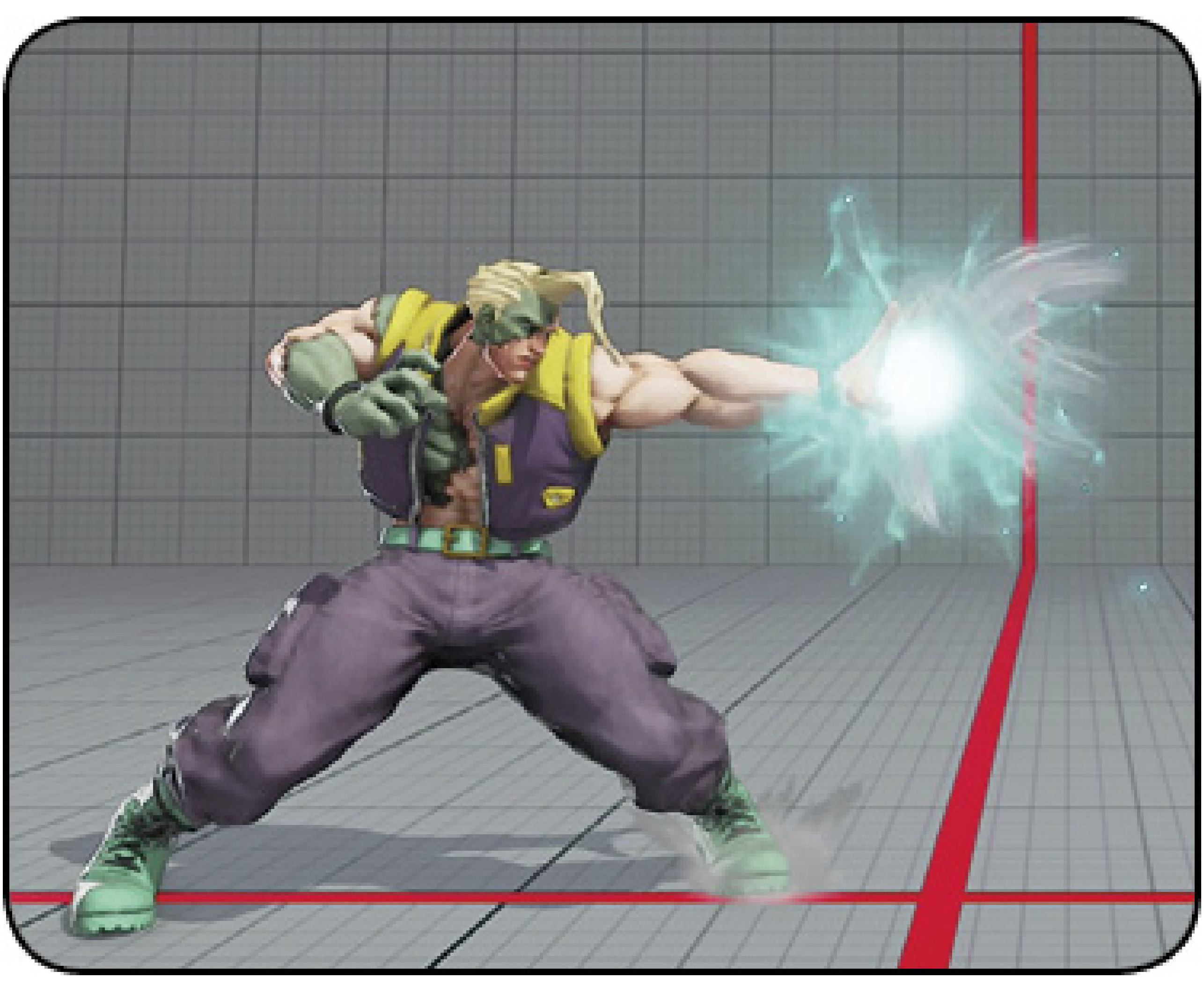


Nash

V-System

V-SKILL

BULLET CLEAR MP + MK



STARTUP	6
ACTIVE	8(4)
RECOVERY	19
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-5
SM-HX HIT	15
SM-HX GUARD	9
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	V: 60/30

NOTES

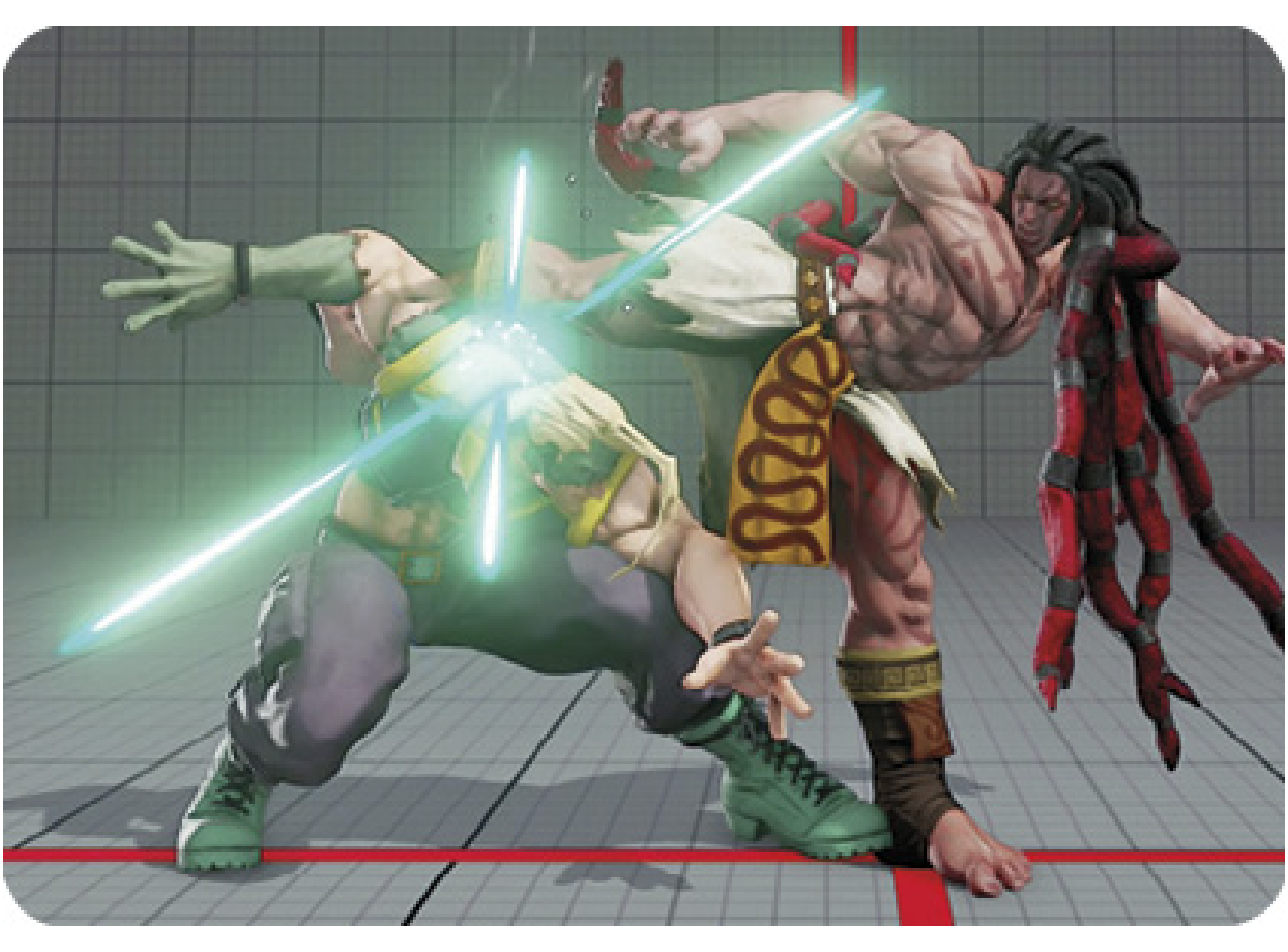
Frames 6-13 absorbs projectiles; frames 6-9 active hitbox; cancelable into V-Trigger

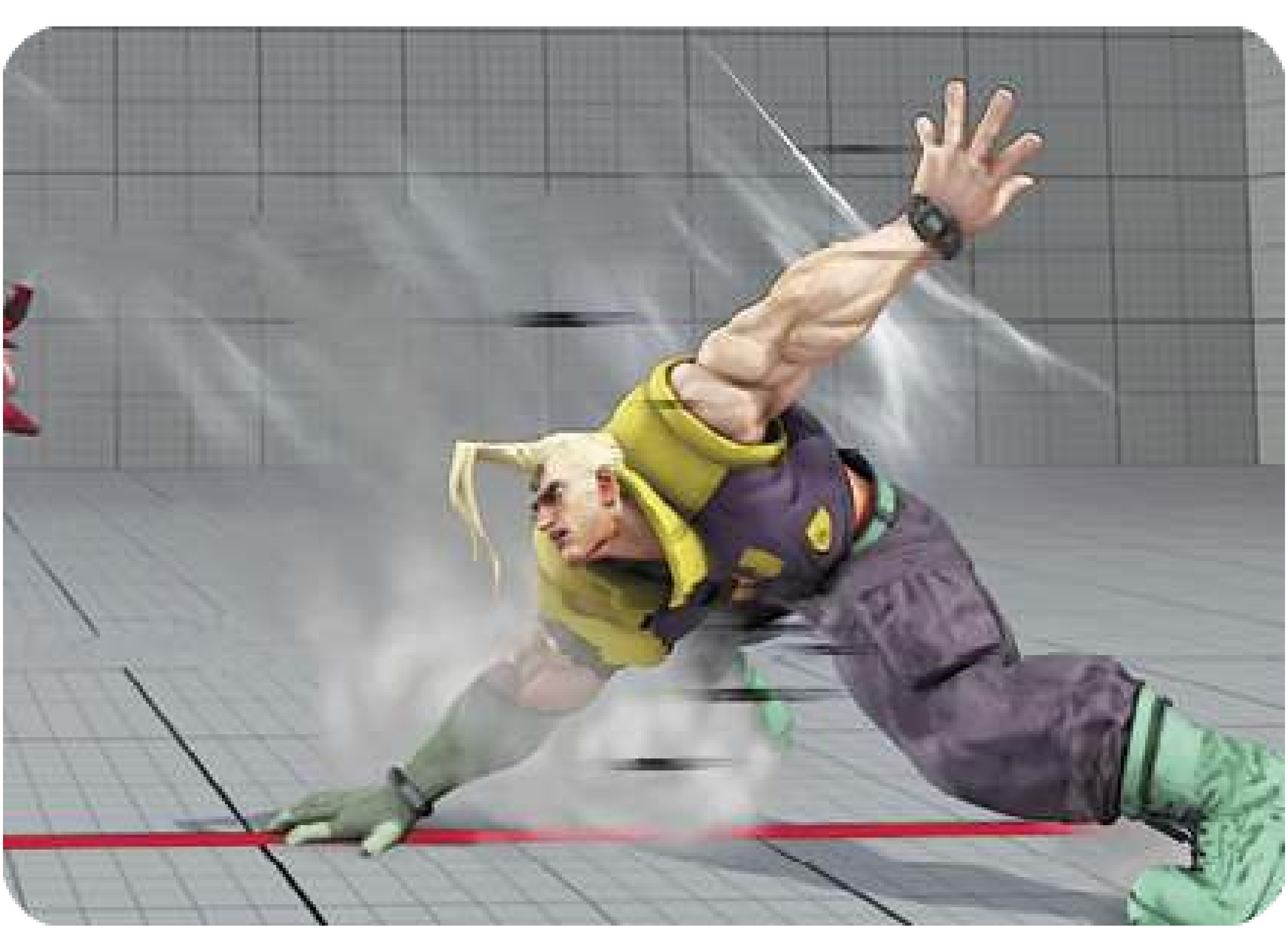
Bullet Clear: Bullet Clear is a projectile-absorbing poke attack that reaches slightly past Nash's standing MP range. Its main use is to build V-Gauge against projectiles. You can also use it as a physical attack, but it doesn't reward much in terms of damage and advantage (-5 on block). You still gain V-Gauge, however, if you manage to hit your opponent with it.

Otherwise, Bullet Clear is a lackluster V-Skill when compared to, say, M. Bison's Psycho Reflect. Its startup is reasonable, but it's essentially a dead move against non-projectile characters because you would rather use Nash's normal attacks in mid and close range.

V-REVERSAL

SONIC MOVE - AVOID → + P P P DURING GUARD





STARTUP	—
ACTIVE	—
RECOVERY	27
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

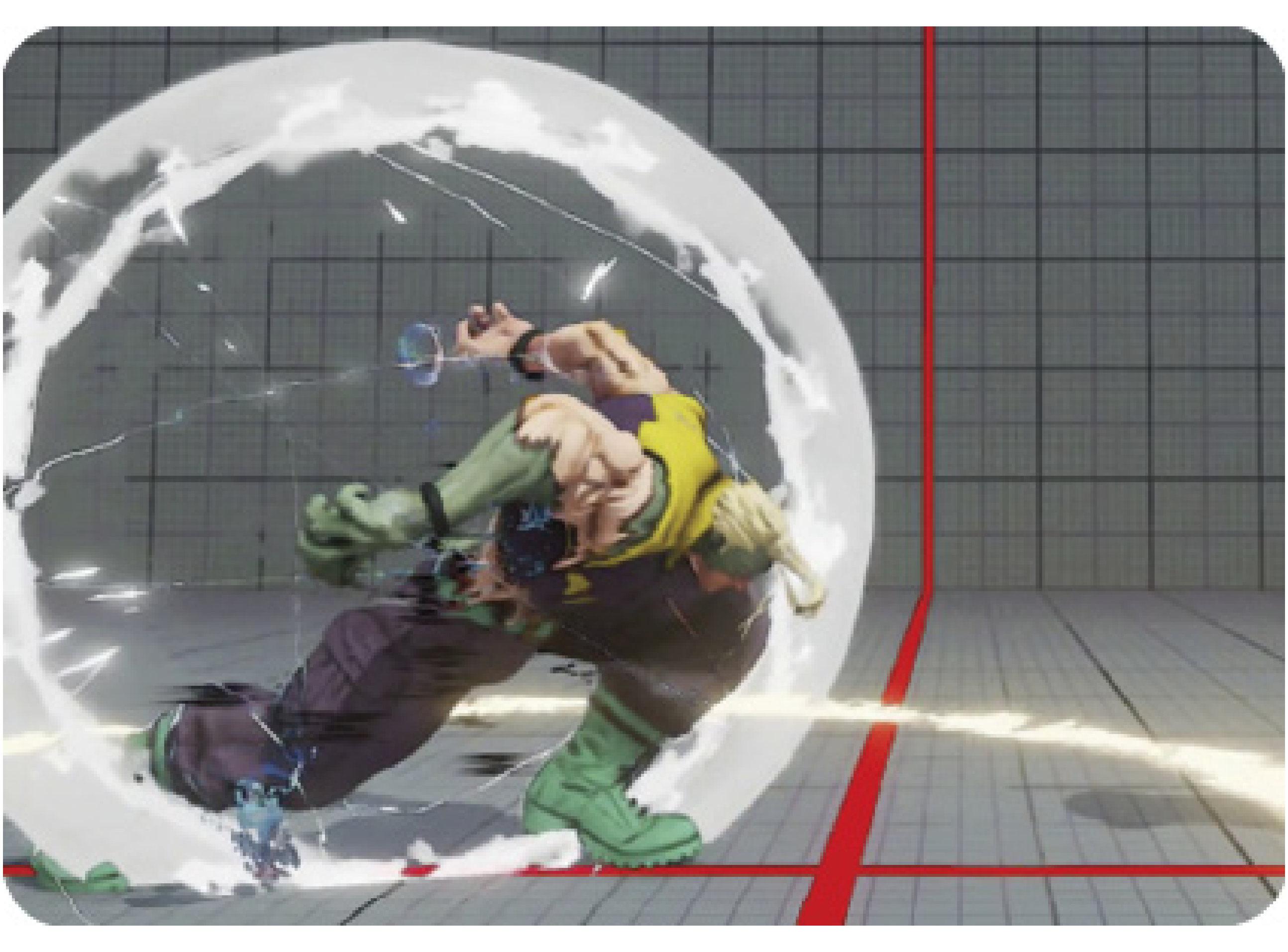
NOTES

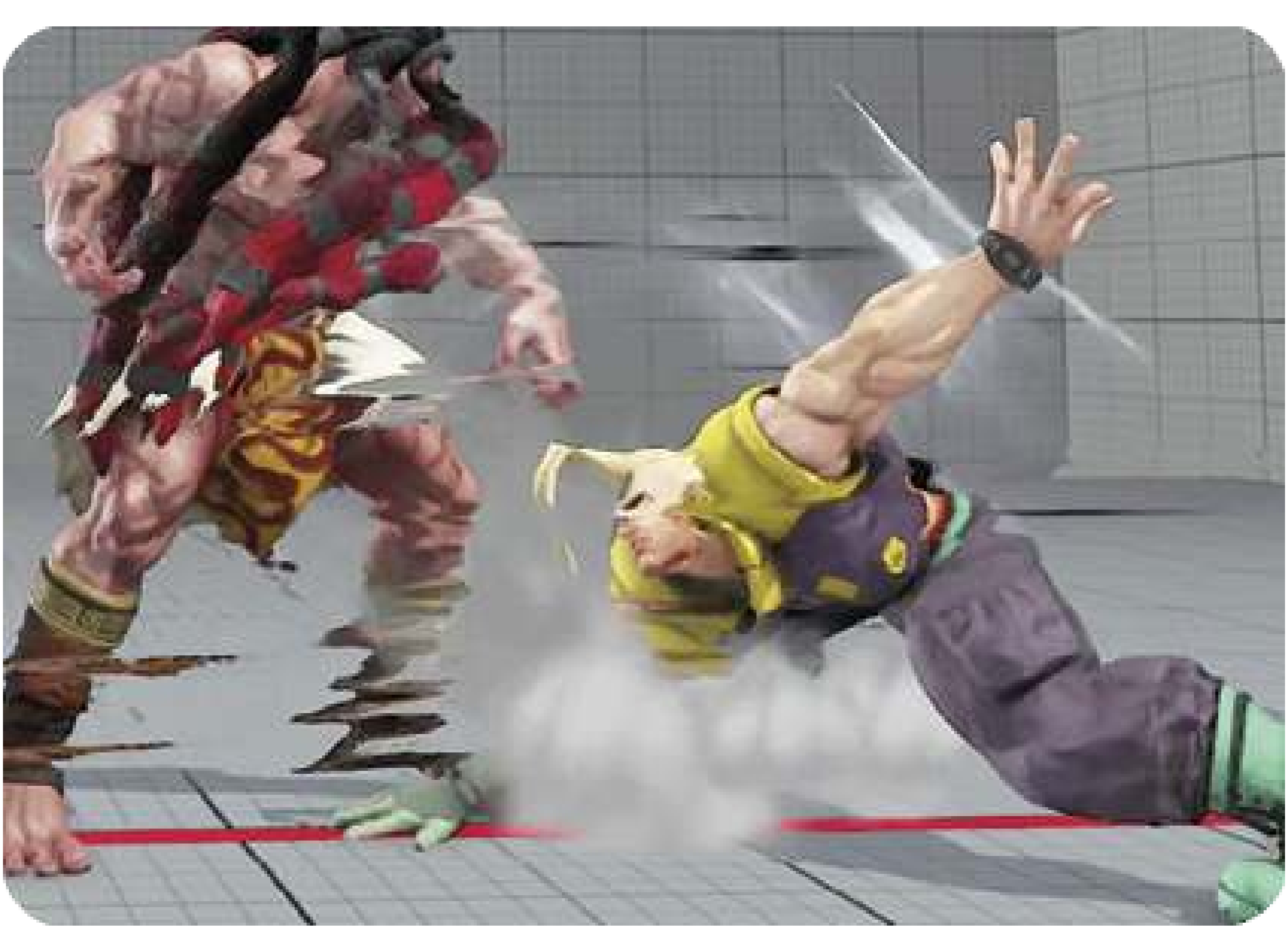
Character model disappears on 15th frame; frames 1-15 and 42-45 strike and projectile invincible; character model re-appears on 24th frame; recovers 200 of own stun

Sonic Move – Avoid: Nash's V-Reversal is basically a better version of Sonic Move – Hide (aside from being throwable during its initial frames). Nash becomes completely invincible when he disappears and retains his invincibility even on reappearance. Note that he can be thrown for two frames at the end of his V-Reversal, but he'll usually be too far for anyone to throw him. With Nash having poor defensive options, you might have to sacrifice a bar of your V-Gauge if he's in a sticky situation. Fortunately, Nash's V-Trigger only costs two stocks of V-Gauge, so you're likely to gain access to Sonic Move – Hide/Blitz Air/Steel Air if you still have enough stamina left (or if you can land Crush Counter attacks and Bullet Clears).

V-TRIGGER

SONIC MOVE - HIDE HP + HK





STARTUP	—
ACTIVE	—
RECOVERY	11
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

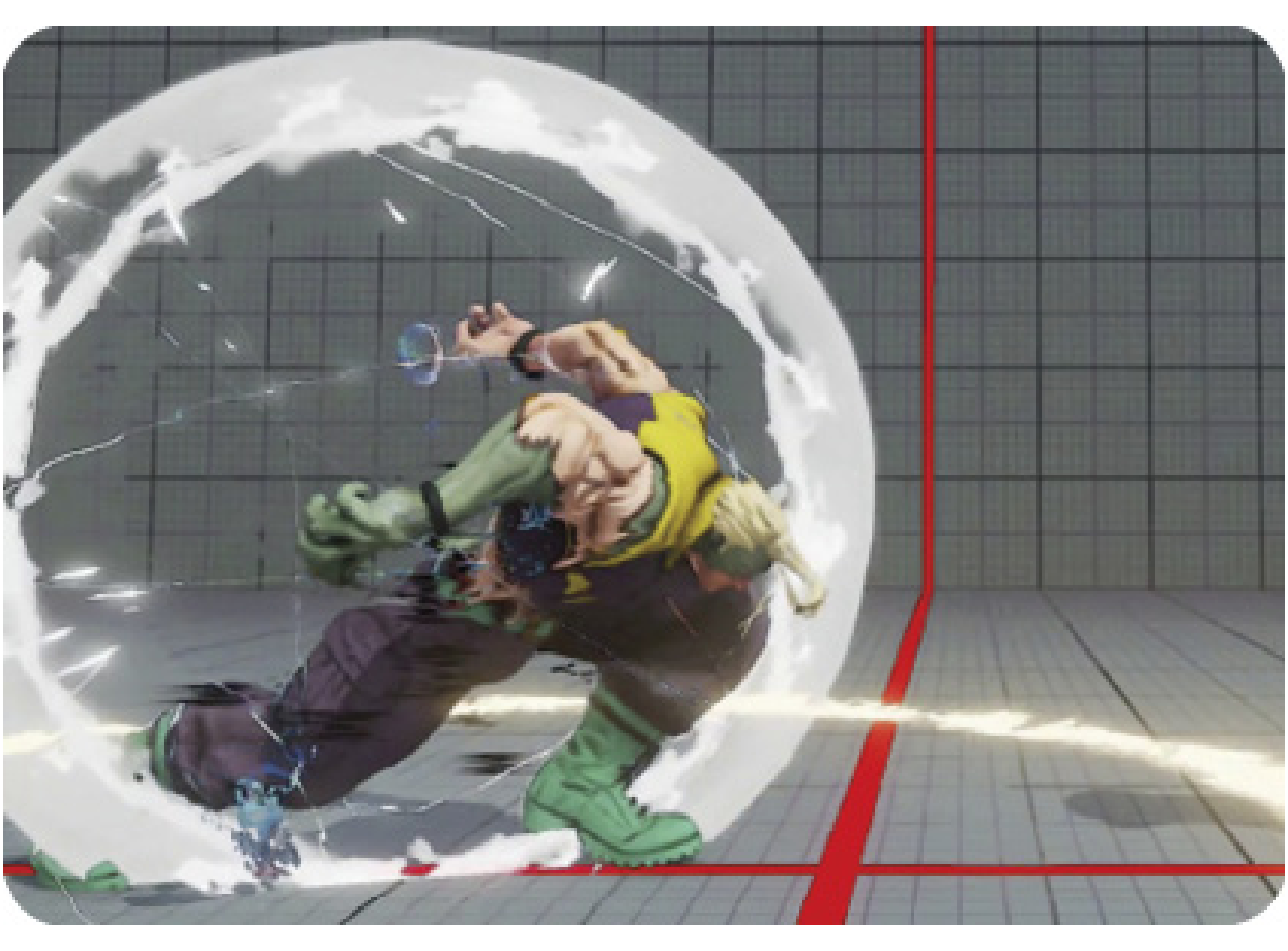
NOTES

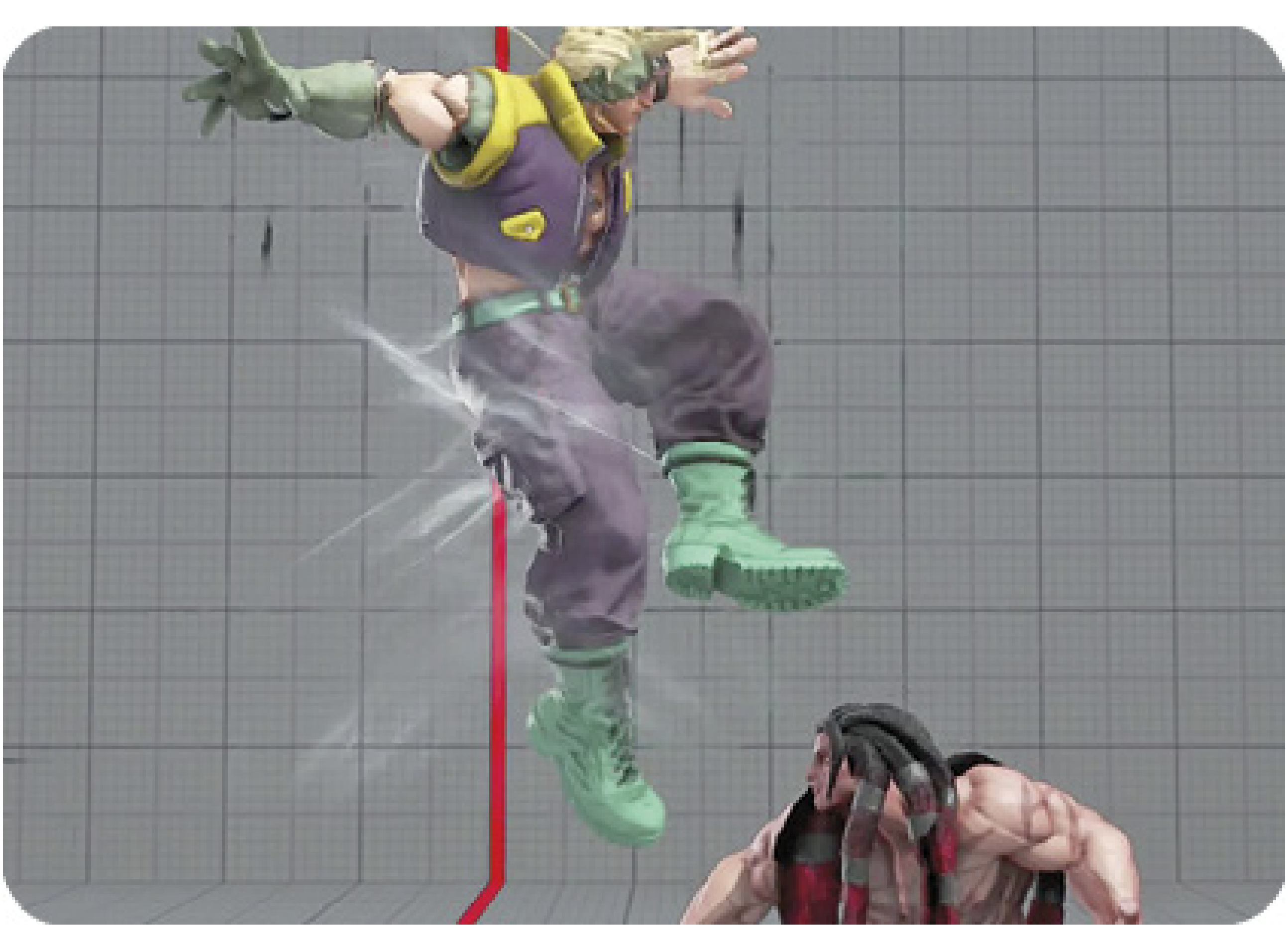
Frames 2-14 completely invincible; hurtbox re-appears on 24th frame

Sonic Move - Hide: Nash's two-bar V-Trigger is a teleport that's completely invincible on the second frame up until he reappears behind the enemy. You can cancel all grounded normal attacks, as well as certain unique attacks (see the data tables), affording you cross-up opportunities or making your attacks safe from punishment when they otherwise wouldn't be. With its high amount of invulnerable frames, it can also be used defensively. For instance, if Nash is cornered, you can go for Sonic Move to easily swap sides with the aggressor. While it's fast, it can be punished because Nash is vulnerable at the tail end during his reappearance (although not very easy to hit).

Offensively, Sonic Move – Hide is one of the best ways to punish ranged ground attacks. It's easy, for example, to use it on reaction to an opponent's long-range fireball toss, giving you a low-effort punish. This is also good for stuffing Dhalsim's long-range limbs and getting around Rashid's projectiles, which are usually difficult to jump past.

SONIC MOVE - BLITZ AIR ↶ + HP + HK





STARTUP	—
ACTIVE	—
RECOVERY	10
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
SM-HX HIT	—
SM-HX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Frames 2-14 completely invincible; character model disappears on 15th frame; hurtbox re-appears on 23rd frame; character model appears on the 27th frame; can perform neutral jumping attack on 34th frame

Nash

Overview

PROS

- Nash has the best forward dash in the game and only requires two dashes from full screen to get into close range.
- HP Sonic Boom complements his dash well because it travels so slowly, allowing him to trail it.
- Moonsault Slash gives him great mobility from a distance and allows him to easily mount an offense from the air.
- With Tragedy Assault, he's the only character who can reduce enemy EX Gauge.
- Target combos are particularly useful for knockdown advantage, only sacrificing small amounts of damage when used over link combos.

CONS

- Nash's walk speed is incredibly slow, so you must compensate for this deficiency by making good use of his dash and mobility specials.
- With an awful walk speed, his footsies game is non-existent, forcing you to commit to attacks like Jumping Sobat.
- Nash does not have an invincible reversal, so his fireball/anti-air game can be tricky to implement against aggressive opponents.
- His V-Trigger does not provide a power-up, nor is it a powerful attack on its own, so it can be difficult to use for beginners.

Nash is a balance-type character with tools for most situations. Even though he has a decent projectile, he isn't a conventional zoning character because of his lack of an invincible anti-air. You'll have to make proper use of all of his tools to be successful, particularly his mid-range attacks and Sonic Boom traps. Nash is recommended for highly experienced fighting game players who don't mind a challenge.

Your objective is to establish mid and close range, where his unique attacks, Sonic Booms, and LK/MK Moonsault Slash attacks shine the most. Achieve this by:

- Threatening with HP Sonic Boom from range and closing distance with far-reaching dashes
- Spotting hesitation points in the opponent's long-range and mid-range patterns, and getting in with safe Moonsault Slash attacks
- Engaging into mid and close range with well-timed Knee Bazookas
- Advancing with safe-on-block EX Sonic Booms (with EX Gauge) since they move Nash forward and leave him at advantage

Nash

Strategy

LONG RANGE

Nash's Sonic Boom is the cornerstone of his overall gameplay, not because of its chip damage threat, but because of its ability to let Nash attack on his own terms. Against most characters at long range, you'll want to use HP Sonic Boom for a slow-traveling, way-paving projectile that allows you to trail it with your forward dash or Moonsault Slash. For instance, if you're up against an immobile character like Zangief near full screen, you can freely throw HP Sonic Boom. As soon as Nash releases it and has recovered, dash forward. At this point, you can react to most answers. If your adversary jumps at you, you can anti-air with standing HK , air throw, or EX Sonic Scythe. If he blocks, you can engage into mid or close range, or even go for a frame trap/throw setup.

To mix it up, you can start using LP Sonic Boom since its travel speed is faster. However, it's not that hard to deal with because of the fact that Nash releases his projectiles near his body (as opposed to how Ryu lunges forward before firing off Hadoken). This gives the opponent much more time to deal with the projectile, making Nash's zoning much weaker than Ryu and Ken's. This is the reason it's much better to be aggressive as Nash (or at least around mid range) rather than staying at full screen chucking Sonic Booms. Additionally, you'll have a hard time holding ground due to Nash's lack of invincible anti-air (also, his anti-air normal attacks do not knock down).

If you do choose to apply a zoning game, you can bait out badly timed forward jumps from the opponent by changing up your Sonic Boom timing or by using different Sonic Boom versions. For instance, if you've been pelting your foe with LP Sonic Boom, you can fake them out with HP Sonic Boom, potentially getting them to jump onto it and then leading into a possible juggle with MK Sonic Scythe, MP Tragedy Assault, or Knee Bazooka (within range). Otherwise, you can use a crouch/stand animation fake-out to trick adversaries into jumping into your air throw. Since Sonic Boom is performed with a ↓ ↘ → motion, you have to make Nash crouch before throwing it. You can exploit this by tapping ↓ , then go back to neutral state, followed by a whiffed jab. This can signal to your opponent that a Sonic Boom

is coming and cause them to instinctively jump at Nash, handing over a free anti-air punish for you.

Against other zoning characters, Nash has a leg up at long range with his Bullet Clear V-Skill. When you absorb projectiles, you gain 100 V-Gauge, getting you closer to a free escape in your V-Reversal or for your valuable Sonic Move V-Trigger mix-ups. The downside is that you have to wait until the opposing projectile is close to Nash, meaning you're giving up advantage to your enemy if they choose to advance. Instead, you can opt to just trade projectiles to build meter in these situations. If you can gain a projectile advantage and force an opponent to trade with your HP Sonic Boom, you can react to a late fireball trade and punish their limbs with MK Sonic Scythe or → + HP . For instance, throw out HP Sonic Boom against Ryu; if he decides to trade with Hadoken while it's near him, you're free to act, and you can nail his hands with your MK Sonic Scythe.

Alternatively, if you're in a fireball war, you can try for MK/HK/EX Moonsault Slash to punish a well-read projectile. If your opponent is predictable with their fireball patterns, feel free to go for a Moonsault Slash to hit them during their projectile recovery. If you've conditioned your adversary to look for Moonsault Slash, you can use LK Moonsault Slash to bait out a punishable anti-air. For example, throw out LK Moonsault Slash from full screen against a Ryu player looking to nail you with MP Shoryuken; he'll miss Nash because he's too far, potentially rewarding you with a reversal punish counter-hit combo.

Just past mid range (about half-screen distance), you can use Spinning Back Knuckle to deter opponents from walking in or throwing projectiles. If you manage to land a counter-hit Spinning Back Knuckle at max range, you can catch the crumpling enemy with HP Tragedy Assault, siphoning half a stock of EX Gauge. Otherwise, you can go for forward jumping HK from around this range for a long-distance jump-in attempt into **Combo 6c**.

MID RANGE

Almost all of Nash's unique attacks involving a → input are effective at mid range (with → + MP being the exception). While crouching MK isn't special-cancelable, it's one of the most annoying mid-range attacks for opponents to deal with thanks to its range. The downside is that since Nash's walk speed is abysmal, it's difficult to implement a whiff-punishing footsie strategy. To complement your crouching MK , you can start using Step Kick once you've pushed your enemy outside of crouching MK range. It has a decent hitbox-to-hurtbox ratio because Nash lifts his front leg up, potentially avoiding crouching kick attacks while extending a midsection kick to the croucher's face.

Alternatively, past your crouching MK range, you can go for your low-crushing Jumping Sobat attack. This inches Nash forward while being invulnerable to lows. On counter-hit, you can go into **Combo 14**. This is the safest mid-range attack to stick out in most cases, as it's -3 on block and Nash is normally too far to be hit with three-frame jabs at mid range. If you want to start mounting a close-range offense, you can instead use Knee Bazooka (→ + LK) as a quick and unexpected gap-closing attack.

If you want to take your attacks into the air from mid range, use LK Moonsault Slash. From within half a screen's distance away, LK Moonsault Slash makes for one of the better aggressive options. It's ±0 on guard and deals almost 20 points of chip. Plus, it's difficult to react to, as it doesn't necessarily look like a jumping attack. Your opponent must be specifically looking out for it in order to punish with an anti-air attack. Abuse this move as much as possible until your foe starts to interrupt Nash out of it. Even if they do, Nash is only hit out of the air and not in

danger of a full grounded combo. From farther out, you can use MK Moonsault Slash for its increased range and additional guardstun (+1 on block).

From about Spinning Back Knuckle range, you can safely chip your opponent with MK Sonic Scythe. It's -8 on block, but if you can manage to space it correctly, you're even safe from Ryu's Shinku Hadoken reversal punish. Also from → + HP range, Nash's forward dash will cover enough distance to get in range for a throw attempt. This can be a powerful technique if you sense hesitation from your foe, or if you can find a hole in their footsie game. It's an extremely aggressive maneuver, but you're sure to surprise many players with this line of play.

For a safer chip damage alternative, you can use Sonic Boom from mid range as an extension of Nash's limbs without sticking out vulnerable hurtboxes. Mix up chipping the opponent with LP, MP, and HP Sonic Booms, as they have varying startup times that make them difficult to read. Of course, you'll have to worry about your enemy guess-jumping over and punishing you heavily, so keep that threat in mind and gauge how your adversary reacts. If you can bait out a forward jump, go for an air throw, standing HK , or EX Sonic Scythe anti-air punish.

If Nash is within range, you can try for forward jump cross-up MK to keep the enemy on their toes. On hit, you can go into **Combo 4** or **Combo 5**. For instance, after a close-up blocked sequence, go for a forward jump cross-up MK for another close-range engagement.

CLOSE RANGE

While Nash is strongest at mid range, his close-quarters combat is serviceable, especially with his standing HP XX HP Sonic Boom frame traps and re-engages with standing MP XX LK Moonsault Slash. His throws are uninspiring, but his forward dash from far out allows him to get into range for them easily.

For a low-check combo, his **Combo 1** is easy to execute. For example, after a dash-in from mid range, go for crouching LK XX standing LP , and upon hit-confirming, cancel into LK Sonic Scythe. On block, you're at +2, leaving you a window to stick out another attack. You can immediately input crouching MK in an attempt to out-poke your opponent. Now that Nash is at mid range, you can then engage again with LK Moonsault Slash, Jumping Sobat, or Knee Bazooka (or just start chucking Sonic Booms).

As for frame trap setups, you have a couple of options available. Off of a blocked forward jumping HK , for instance, you can walk all the way up flush to your foe and go for a delayed crouching MP . It's +2 on block and +6 on hit, so you can readily link into another standing MP for **Combo 3**. Another frame trap sequence you can apply at close range is standing HP XX ↓↘→ + HP . On a successful counter-hit, you can potentially land a fat Crush Counter combo (see **Combo 12a**). HP Sonic Boom is only -1 on block, so this blockstring is rather safe to use. Alternatively, you can substitute the HP Sonic Boom with EX Moonsault Slash. This will also link on a Crush Counter standing HP , as seen in **Combo 13**.

Standing MK is a unique attack in *SFV*—on block, it causes virtually no pushback (its pushback on hit is normal). This gives you a medium attack tick into a possible throw or frame trap as you're still in range. Additionally, you're left at ±0 on block. The downside is that standing MK doesn't naturally link into other attacks, unless you score a counter-hit with it (see **Combo 10**). What you can do, however, is use a two-level hit-check with standing MK , such as a preceding cross-up forward jumping MK , affording you time to confirm into Raptor Combination. For details, see **Combo 5**.

If you gauge your opponent's playstyle as overly defensive at close range, you can start going for your Chopping Assault overhead. It's not particularly fast, but it does crush most crouching low kicks and must be blocked high. It rewards you with 60 points of damage against unsuspecting foes while instilling the fear of an overhead when Nash is within range (potentially opening up crouching MK pokes). This move is exceptionally useful to K.O. a low-stamina enemy.

One of Nash's primary weaknesses is his lack of invincible reversals. To further exacerbate the issue, he doesn't have a three-frame jab (his light attacks all have a four-frame startup). If you're under heavy pressure and in blockstun, you may just have to use a stock of V-Gauge to teleport out of trouble with Sonic Move – Avoid. With a two-stock V-Gauge, you're likely to gain back enough for Sonic Move – Hide/Blitz Air/Steel Air as long as you have enough stamina left (or if you can connect with a Crush Counter).

Since Nash doesn't have a great meterless anti-air for the area directly above his head, you might have trouble defending against air attacks from the ground. With preparation, you can use Air Jack against close jumping attacks, such as a cross-up attempt. If you don't have time to meet your enemy in the air with Air Jack, you'll have to either block or dash forward under the airborne opponent.

SONIC MOVE SETUPS

Nash's V-Trigger is one of the most difficult to master and use efficiently. It doesn't power him up, nor does it actually trigger an attack. The positive aspect is that it's extremely versatile in what it can do to swing matches back into your favor.

Offensively, you can use it for left/right mix-ups when combined with a slow-traveling HP Sonic Boom (or with EX Sonic Boom whiff-cancels).

Here is an example setup using an MK Sonic Scythe finisher: Crouching MP ▷ ← + MK XX ↓↙← + MK , immediately follow up with ↓↙← + HP , then immediately execute HP + HK for a cross-up Sonic Boom hit into **Combo 6b**.

The alternative is to go for → OR ← + HP + HK . With the → + HP + HK mix-up, you get a cross-up Sonic Boom, as well as a full-on jumping combo as the enemy reels into Nash off of the Sonic Boom hit. If you opt for a same-side mix-up with ← + HP + HK , you generally won't be able to combo from the Sonic Boom hitstun, unless your opponent is cornered. In that case, you can go for a falling jumping MK to connect with for a medium-damage combo.

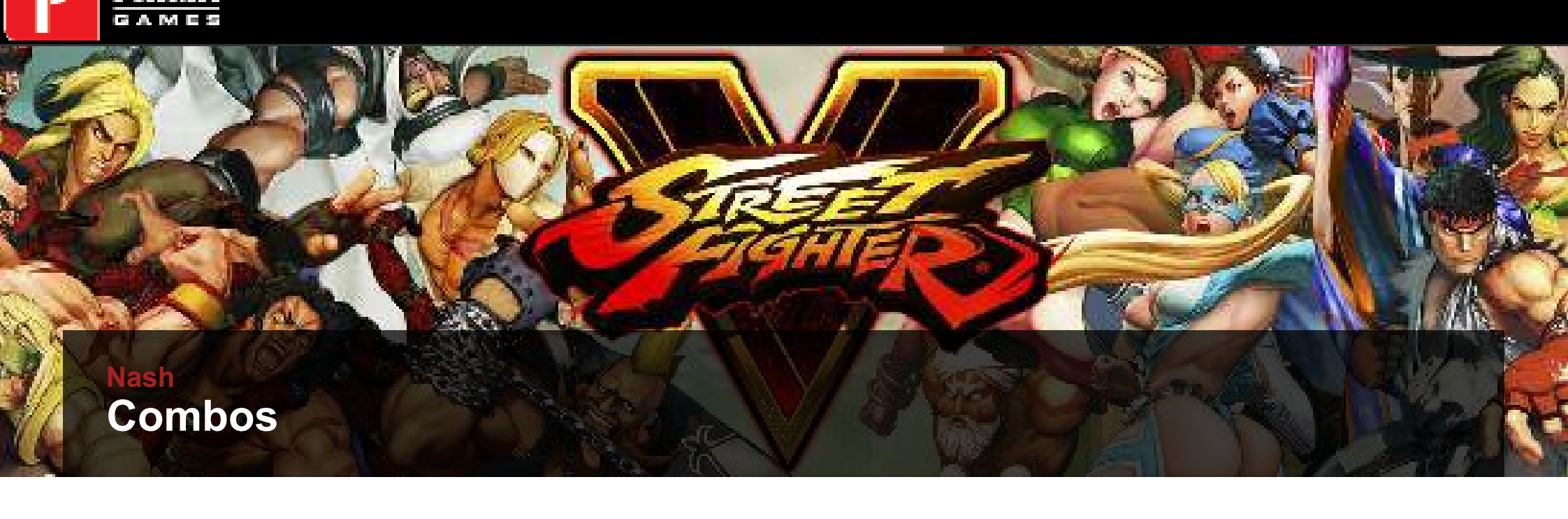
Additionally, you can do these with other combo enders, like Nash's knockdown target combos (which are great since they leave you at such a high knockdown advantage) and HK Sonic Scythe (albeit not as effective since the enemy has much more time to react and jump out of it).

One of the best ways that foes can avoid Nash's Sonic Boom/Sonic Move setups is to forward jump as soon as they see the screen freeze from his V-Trigger. This can nullify your entire V-Gauge. To combat this (if you know that your opponent knows about this escape), you can go for a ← + HP + HK frontal Sonic Move into a neutral jumping HK juggle. You'll hit your adversary out of the air with a potential juggle follow-up combo.

The other method for an enemy dealing with these cross-up setups is to simply hold forward when they see the screen freeze. Of course, this is just purely guessing, but it does limit the amount of damage Nash can do, as the frontal mix-up doesn't afford him as much combo opportunity (unless he's cornered). If you (as Nash), think the opponent will block your Sonic Boom after you've used → + HP + HK (Sonic Move – Steel Air), you can go for an "empty jump" crouching LK . Instead of attacking in the air, simply fall, and then immediately go into a crouching LK XX standing LP hit-check combo. This can be extremely difficult to block since your natural inclination against an airborne opponent is to guard the first attack standing.

Another less convoluted setup is to just force a Spinning Back Knuckle block, canceled into any one of your Sonic Moves. For example, the sequence of → + HP XX → + HP + HK , falling jumping MK cannot be jumped out of. Your opponent must either use an invincible reversal special or guard the correct way. You might not get a powerful combo using a frontal mix-up, but against certain players, it might be more effective because astute challengers will likely hold forward after a Sonic Boom into screen freeze sequence.

Although Nash's V-Trigger has excellent offensive functionality, its defensive and reactive uses should not be underestimated. It's invincible on the second frame and puts Nash behind the opponent by the 12th frame. This means that if you can react to a normal attack, you can most likely punish its recovery from anywhere on the screen. This has major implications in many matches, especially other zoning characters (like Dhalsim, F.A.N.G, Ken, Rashid, Ryu, etc.). For example, if you're fast enough, you can Sonic Move – Hide past Dhalsim's standing MP poke and punish with a jab into LK Sonic Scythe (using sharp reactions and good anticipation). Otherwise, you can whiff-punish with crouching HP or standing HK and cancel into Sonic Move – Hide for a follow-up standing HP XX HK Sonic Scythe combo.



Nash

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK ✖ STANDING LP , THEN FINISH WITH EITHER:

↺ + K K
163 damage, 293 stun (requires one stock of EX Gauge)

↺ + LK
111 damage, 213 stun

This should be your standard low hit-check combo at close range. For punishing attacks that are -4 on block, you can skip the crouching LK and go straight into crouching LP ✖ ↺ + LK .

NORMAL HIT-CHECKS

COMBO 2

STANDING LK ✖ MK ▷ STANDING LP , THEN CANCEL INTO EITHER:

↺ + K K
210 damage, 338 stun (requires one stock of EX Gauge)

↺ + LK
164 damage, 268 stun

Another close-range hit-check combo, but easier to confirm on hit; you get the whole standing LK ✖ MK target combo to assess whether your opponent has blocked.

COMBO 3

CROUCHING MP ▷ CROUCHING MP OR ← + MK , THEN CANCEL INTO EITHER:

↯ + LP
194 damage, 270 stun, drains 50 EX Gauge from opponent

↺ + K K
230 damage, 350 stun (requires one stock of EX Gauge)

↺ + HK
210 damage, 350 stun

A hit-confirm off of crouching MP . You can link either ← + MK (forces standing), crouching MP , or standing MP after the initial crouching MP .

JUMP-INS

COMBO 4A

FORWARD JUMP CROSS-UP MK , CROUCHING MP ▷ STANDING MP , THEN CANCEL INTO:

↺ + HK
246 damage, 410 stun

COMBO 4B

FORWARD JUMP CROSS-UP MK , CROUCHING MP ▷ STANDING MP ✖ LK ✖ HP

226 damage, 353 stun

COMBO 4C

FORWARD JUMP CROSS-UP MK , CROUCHING MP ▷ CROUCHING MP ✖ ↯ + LP

232 damage, 340 stun, drains 50 EX Gauge from opponent

You'll be using Nash's cross-up jumping MK frequently as a hit-check, so follow up with this moderately damaging combo on hit.

Combo 4a deals slightly more damage than Combo 4b, but Combo 4b provides more advantage and pressure because Nash is much closer to the downed opponent. A useful follow-up to Combo 4b is to dash forward and either go for a meaty crouching HP or a throw.

Combo 4c is an alternative to 4a, sacrificing tempo and some damage for a significant EX Gauge boost.

COMBO 5

FORWARD JUMP CROSS-UP MK , STANDING MK ✖ HK ✖ MK

219 damage, 324 stun

A two-level hit-check combo leading into a Raptor Combination target combo. After your cross-up jumping MK , press standing MK —by this point, you should have enough time to decide whether you'll cancel into HK ✖ MK . This meterless combo isn't optimal damage-wise, but its knockdown advantage is huge, giving Nash more than enough time to dash in for a meaty, a frame trap, or a throw mix-up. Additionally, if your standing MK is blocked, you're at -1 with virtually no pushback, so you can then follow up with either a throw or standing/crouching LP .

COMBO 6A

FORWARD JUMP HK , CROUCHING HP ▷ STANDING MP , THEN CANCEL INTO EITHER:

↺ + MK ✖ ↺ ↺ + P
478 damage, 435 stun (requires full EX Gauge)

↺ + HK
294 damage, 505 stun

COMBO 6B

FORWARD JUMP HK , STANDING HP ✖ ⤴ + LP ✖ → + HP + HK , JUMPING HP WHILE FALLING, CROUCHING HP ▷ ← + MK ✖ ↯ + LP

350 damage, 600 stun, drains 50 EX Gauge from opponent (requires full V-Gauge)

COMBO 6C

FORWARD JUMP HK , STANDING HP ✖ ⤴ + P P ✖ P ✖ → + HP + HK , JUMPING HP WHILE FALLING, STANDING HP ✖ ↯ + MP

365 damage, 600 stun, drains 100 EX Gauge from opponent (requires full V-Gauge and one stock of EX Gauge)

Combos 6a and 6b should be your bread-and-butter combos for clean jump-ins. Combo 6b requires having V-Gauge, but it also drains EX Gauge from the enemy. Combo 6c uses up one EX Gauge for EX Sonic Boom, though it refunds some with MP Tragedy Assault.

COMBO 7A

(MIDSCREEN) FORWARD JUMP HK , CROUCHING HP ▷ STANDING MP ✖ ↯ + P P , → + HP + HK , JUMPING HK WHILE FALLING, THEN FINISH BY JUGGLING WITH EITHER:

↺ + K K
397 damage, 590 stun (requires full V-Gauge and two stocks of EX Gauge)

↺ + MK
379 damage, 550 stun (requires full V-Gauge and one stock of EX Gauge)

STANDING HP ✖ ↺ + HP (DOES NOT COMBO, BUT SETS UP FOR BLOCK STRING PRESSURE)
371 damage, 570 stun (requires full V-Gauge and one stock of EX Gauge)

→ + LK
363 damage, 538 stun (requires full V-Gauge and one stock of EX Gauge)

COMBO 7B

(CORNERED OPPONENT) FORWARD JUMP HK , CROUCHING HP ▷ STANDING MP ✖ ↯ + P P , ← + HP + HK , JUMPING HK WHILE FALLING, THEN FINISH BY JUGGLING WITH EITHER:

↺ + K K
397 damage, 590 stun

↺ + MK
379 damage, 550 stun

STANDING HP ✖ ↺ + HP (DOES NOT COMBO, BUT SETS UP FOR BLOCK STRING PRESSURE)
371 damage, 570 stun (requires full V-Gauge and one stock of EX Gauge)

A high-damage and stylish combo that drains your V-Gauge and a stock of EX Gauge. You can devastate an opponent if you earn a clean jumping attack over a projectile or attack whiff. The corner variant (Combo 7b) requires using ← + HP + HK instead of → + HP + HK . If using the standing HP ✖ HP Sonic Boom ender in the corner, you're +5 advantage on block for guaranteed tempo.

The midscreen version with the Bazooka Knee finisher leaves you with plenty advantage to go for a meaty or overhead setup because Nash ends up directly next to the opponent.

COMBO 8A

⤴ + K K ▷ ← + MK , THEN CANCEL INTO EITHER:

↺ + HK
280 damage, 400 stun (requires one stock of EX Gauge)

↺ + K K
300 damage, 400 stun (requires two stocks of EX Gauge)

COMBO 8B

⤴ + K K ▷ STANDING OR CROUCHING LP , THEN CANCEL INTO EITHER:

↺ + LK
221 damage, 293 stun (requires one stock of EX Gauge)

↺ + K K
273 damage, 373 stun (requires two stocks of EX Gauge)

These are your possible links from hitting with EX Moonsault Slash. Use Combo 8a if you connect with EX Moonsault Slash from close range and Combo 8b if you hit it from farther out (e.g., as a projectile punish).

GROUNDED COUNTER-HITS

COMBO 9

COUNTER-HIT STANDING OR CROUCHING LP ▷ ← + MK , THEN CANCEL INTO EITHER:

↺ + HK
186 damage, 334 stun

↯ + LP
170 damage, 254 stun, drains 50 EX Gauge from opponent)

Off of a counter-hit jab, you can link into ← + MK , crouching MP , or standing MP . This is a two-level hit-check, where you'll input LP and ← + MK , and then confirm to commit to canceling into your special attack combo ender.

COMBO 10

COUNTER-HIT STANDING MK ▷ STANDING OR CROUCHING LP , THEN CANCEL INTO EITHER:

↺ + K K
215 damage, 343 stun (requires one stock of EX Gauge)

↺ + LK
163 damage, 263 stun

A counter-hit check using standing MK into standing or crouching LP . Input standing MK , then watch for the "Counter" system message. On confirmation, hit either standing LP or crouching LP canceled into LK or EX Sonic Scythe.

COMBO 11

FROM PAST YOUR CROUCHING MK RANGE, COUNTER-HIT → + LK ▷ STANDING OR CROUCHING LP , THEN CANCEL INTO EITHER:

↺ + LK
163 damage, 227 stun

↺ + K K
215 damage, 307 stun (requires one stock of EX Gauge)

Off of a counter-hit Knee Bazooka from range, you can link into a jab. The sweet spot is just past your crouching forward's reach. Input the → + LK command and watch for the "Counter" system message. On confirmation, link into either standing or crouching LP and cancel into LK or EX Sonic Scythe.

COMBO 12A

COUNTER-HIT STANDING HP ✖ ⤴ + HP , → + HP ✖ → + HP + HK , JUMPING HP WHILE FALLING, CROUCHING HP ▷ STANDING MP ✖ ↺ + MK ✖ ↺ ↺ + P

531 damage, 625 stun (requires full V-Gauge and EX Gauge)

COMBO 12B

(CORNERED OPPONENT) COUNTER-HIT STANDING HP ✖ ⤴ + HP , → + HP ✖ → + HP + HK , JUMPING MK WHILE FALLING, CROUCHING HP ▷ STANDING MP ✖ ↺ + HK

349 damage, 625 stun (requires full V-Gauge)

A high-damage combo that requires specific spacing. A good setup to distance Nash properly is by starting with a point-blank crouching MP , then going for standing HP ✖ HP Sonic Boom. Cancel into Sonic Move – Steel Air on hit to finish the sequence. This variation will not work if the enemy is cornered because jumping HP while falling will whiff (use Combo 12b instead). You can also set this up by baiting out a counter-hittable reversal, such as Ryu's HP Shoryuken. Block or have the reversal whiff, then position Nash appropriately and connect with counter-hit standing HP .

COMBO 13

COUNTER-HIT STANDING HP ✖ ⤴ + K K ▷ ← + MK , THEN EITHER:

⤴ + LP ✖ → + HP + HK , JUMPING HP WHILE FALLING, CROUCHING HP ▷ STANDING MP ✖ ↺ + HK
415 damage, 670 stun (requires full V-Gauge and one stock of EX Gauge)

↺ + HK
345 damage, 535 stun

Standing HP ✖ ⤴ + K K is a relatively safe pressure string (it can be interrupted in between the two moves, however), and it can be used as a counter-hit fishing sequence. On a successful counter-hit, you can link EX Moonsault Slash into ← + MK for major damage. You can also use this combo without the counter-hit standing HP (for instance, if you blow through a projectile with the invincibility properties of EX Moonsault Slash).

COMBO 14

COUNTER-HIT → + MK ▷ CROUCHING LP ✖ ↺ + LK

163 damage, 263 stun

A decent mid-range poke that both crushes lows and links into crouching LP on counter-hit.

COMBO 15

COUNTER-HIT → + HP , THEN FINISH WITH:

⤴ + MP , ↺ + MK , ↺ ↺ + P
469 damage, 350 stun (requires full EX Gauge)

↯ + HP
243 damage, 270 stun, drains 150 EX Gauge

→ →, ↺ + HK
216 damage, 360 stun

These are a number of possible combos from landing a counter-hit Spinning Back Knuckle. HK Sonic Scythe ender leads into better follow-up pressure games, as you have enough advantage to dash toward the downed opponent, while HP Tragedy Assault drains and builds more EX Gauge.

Alternatively, you can juggle with MP Sonic Boom as the crumpled foe falls into the projectile, and then finish with MK Sonic Scythe canceled into Judgement Saber.

COMBO 16

COUNTER-HIT → + HK ▷ STANDING LP , THEN FINISH WITH EITHER:

↺ + K K
251 damage, 403 stun (requires one stock of EX Gauge)

↺ + LK
199 damage, 323 stun

A possible link off of a close Step Kick. Usually, you'll want to use standing HP ✖ Sonic Boom for your frame traps, but you can mix it up with a slightly slower attack to throw off your opponent's timing. On counter-hit, you're at +4 advantage, allowing a link into standing or crouching LP . If you score a counter-hit → + HK up close on a crouching adversary, you can tack on a standing LP ✖ MP target combo for a bit more damage.

ANTI-AIRS

COMBO 17

ANTI-AIR NEUTRAL JUMPING HK , THEN JUGGLE WITH:

↺ ↺ + P
392 damage, 150 stun (requires full EX Gauge)

→ + LK
144 damage, 213 stun

CROUCHING HK
171 damage, 285 stun

↺ + MK
180 damage, 240 stun

↺ + LK
162 damage, 240 stun

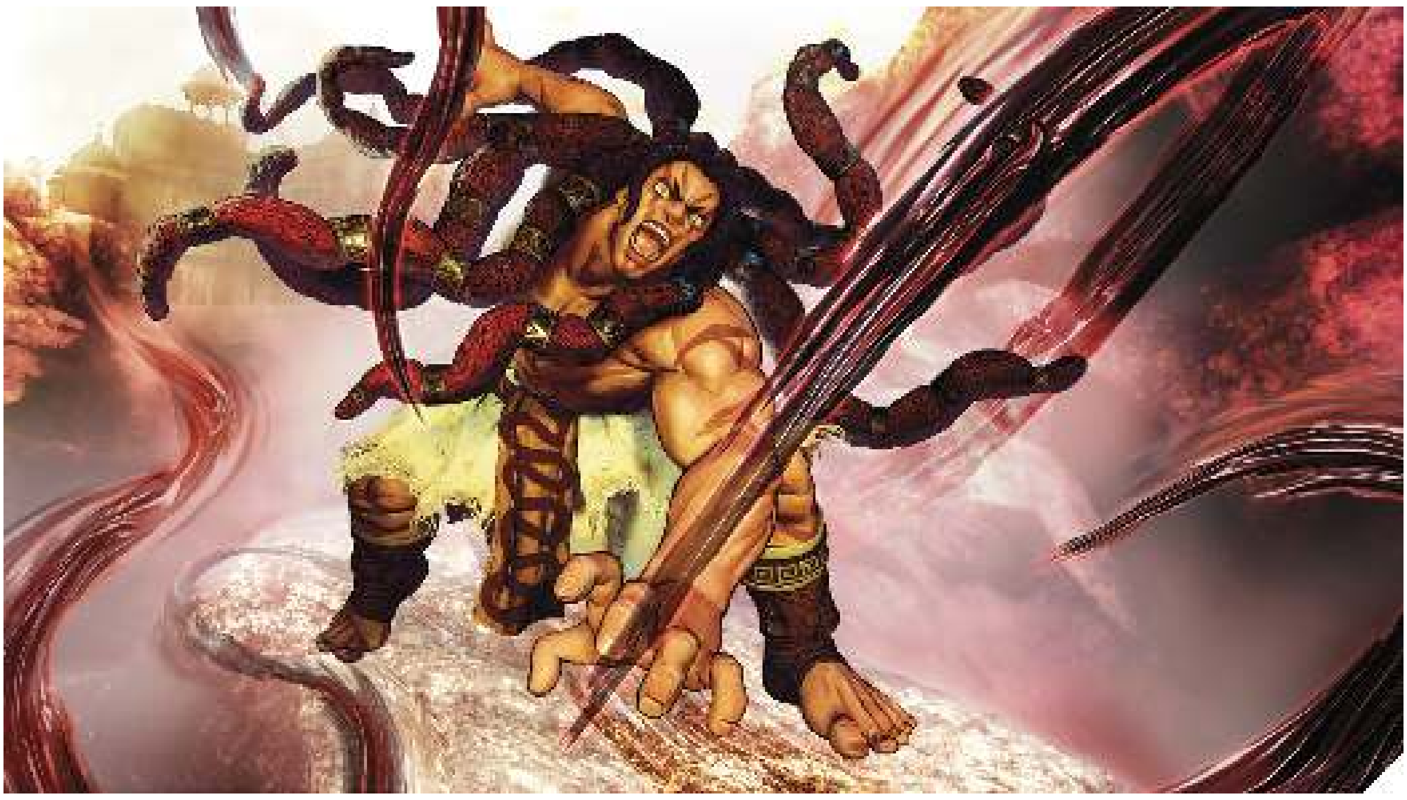
If you manage to sniff out an opponent's forward jump, and you connect with a descending neutral jumping HK , you can follow up with these potential juggle combos. This tactic is more effective when you have your enemy cornered.

STREET FIGHTER V

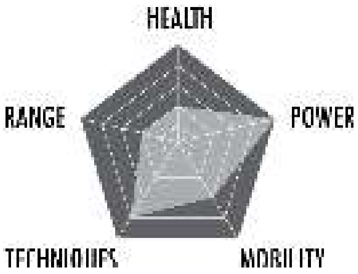
Necalli

Bio

SOUL-CONSUMING DARKNESS



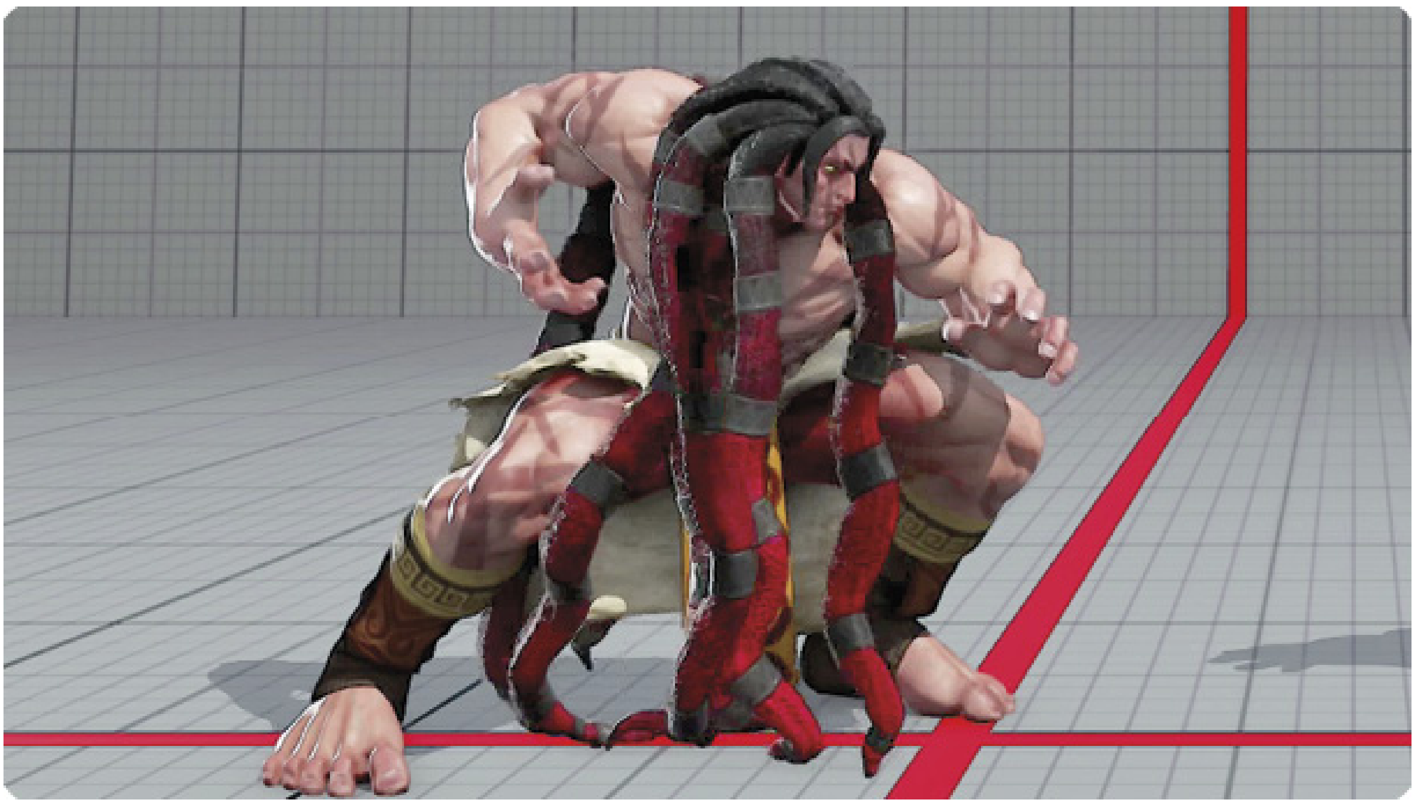
CHARACTER ATTRIBUTES

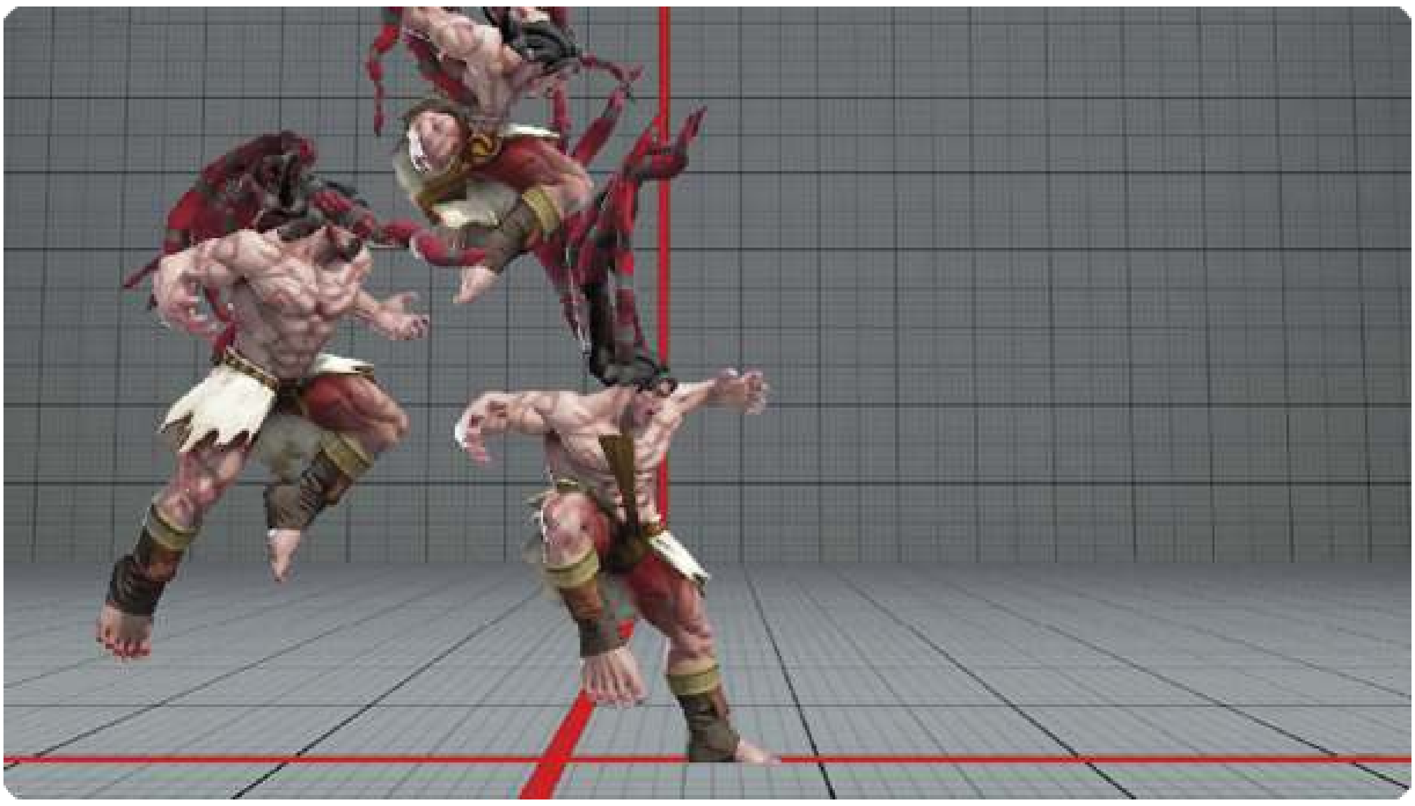


APPEARANCES
Street Fighter V (2016)

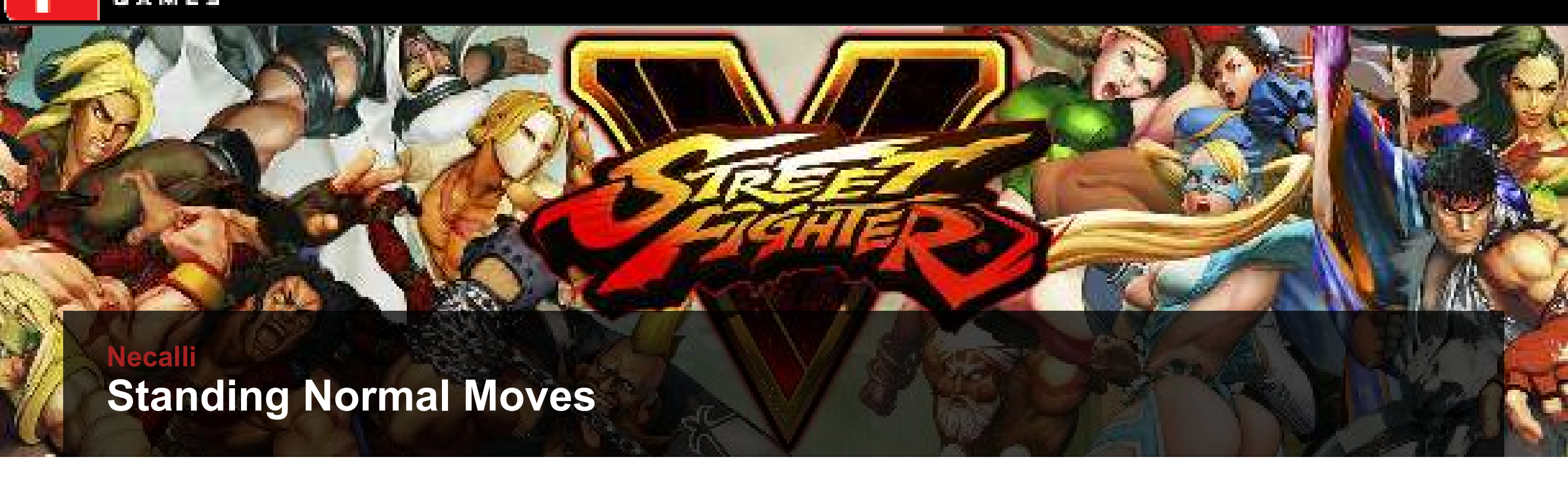
COSTUMES

Data





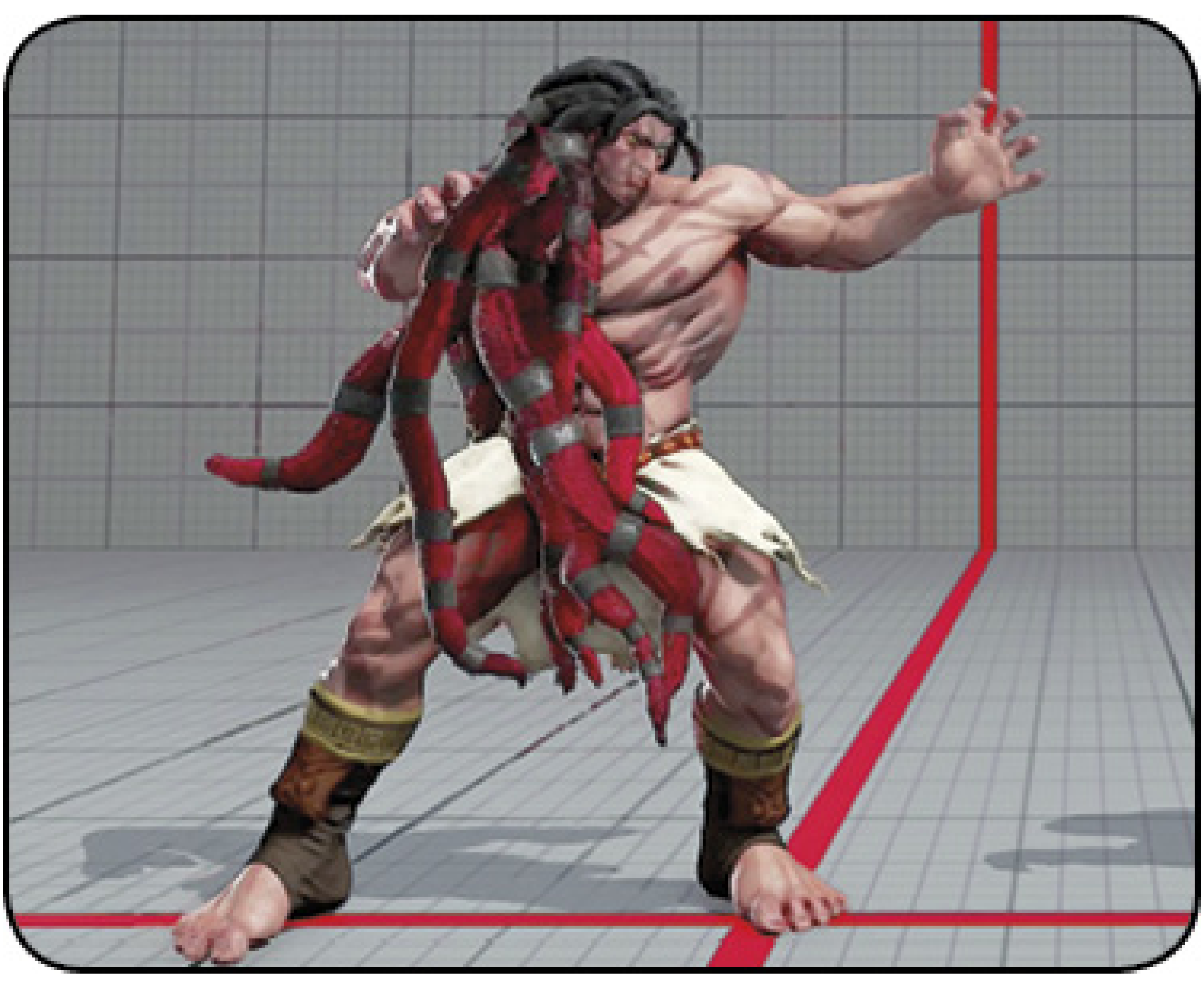
VITALS



Necalli

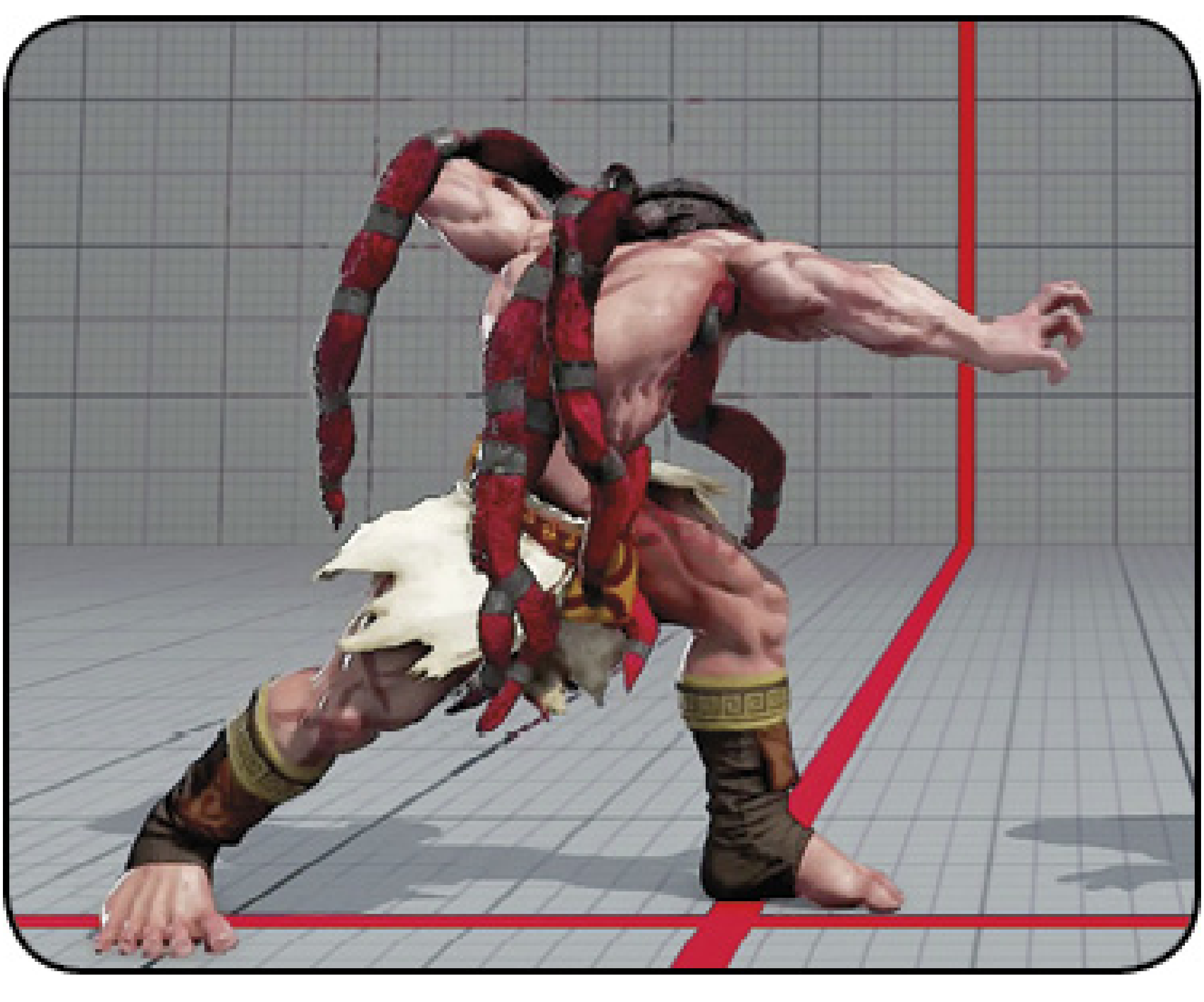
Standing Normal Moves

STANDING JAB LP



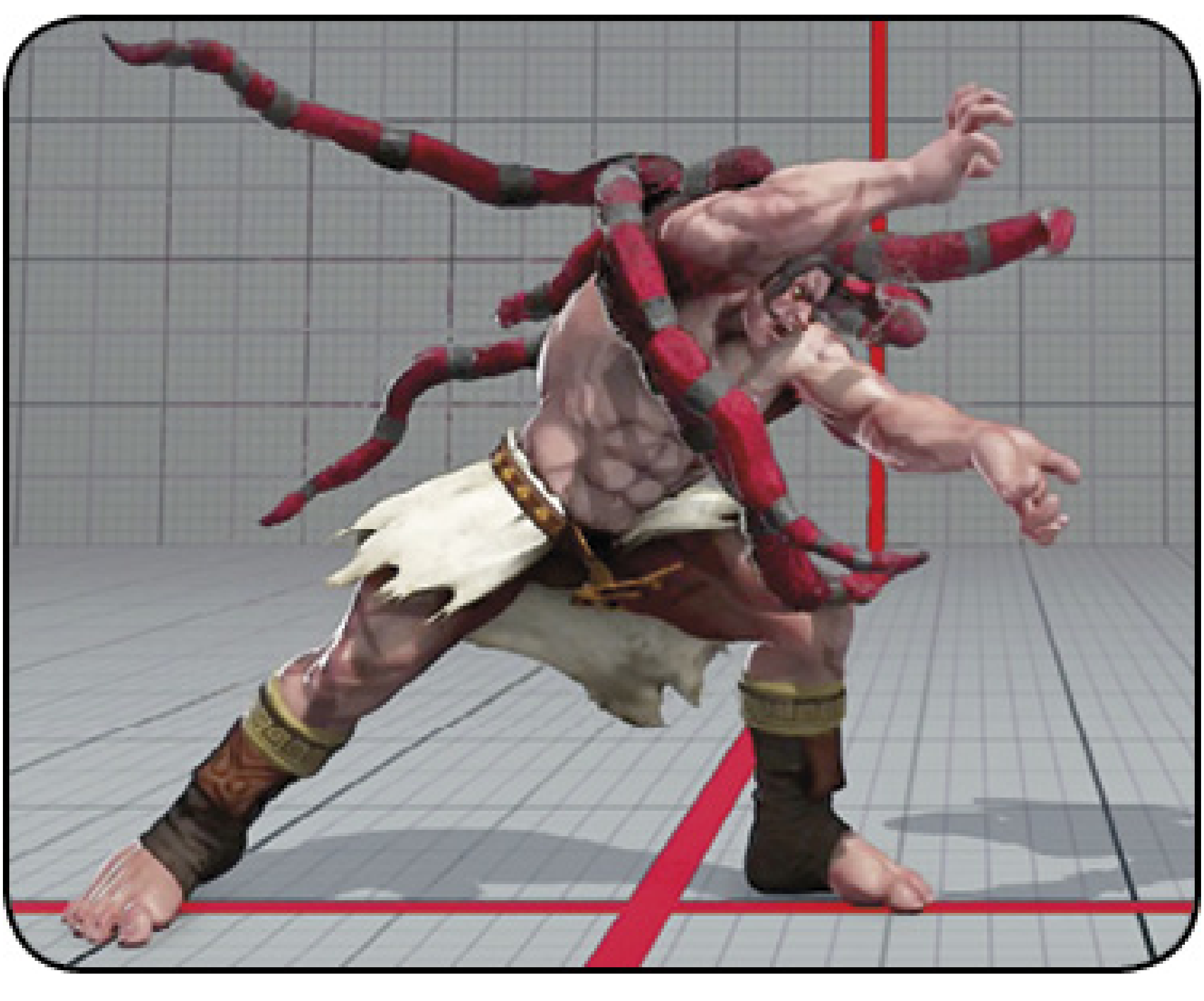
STARTUP	3
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
VTX HIT	5
VTX GUARD	3
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	6
ACTIVE	2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
VTX HIT	12
VTX GUARD	9
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

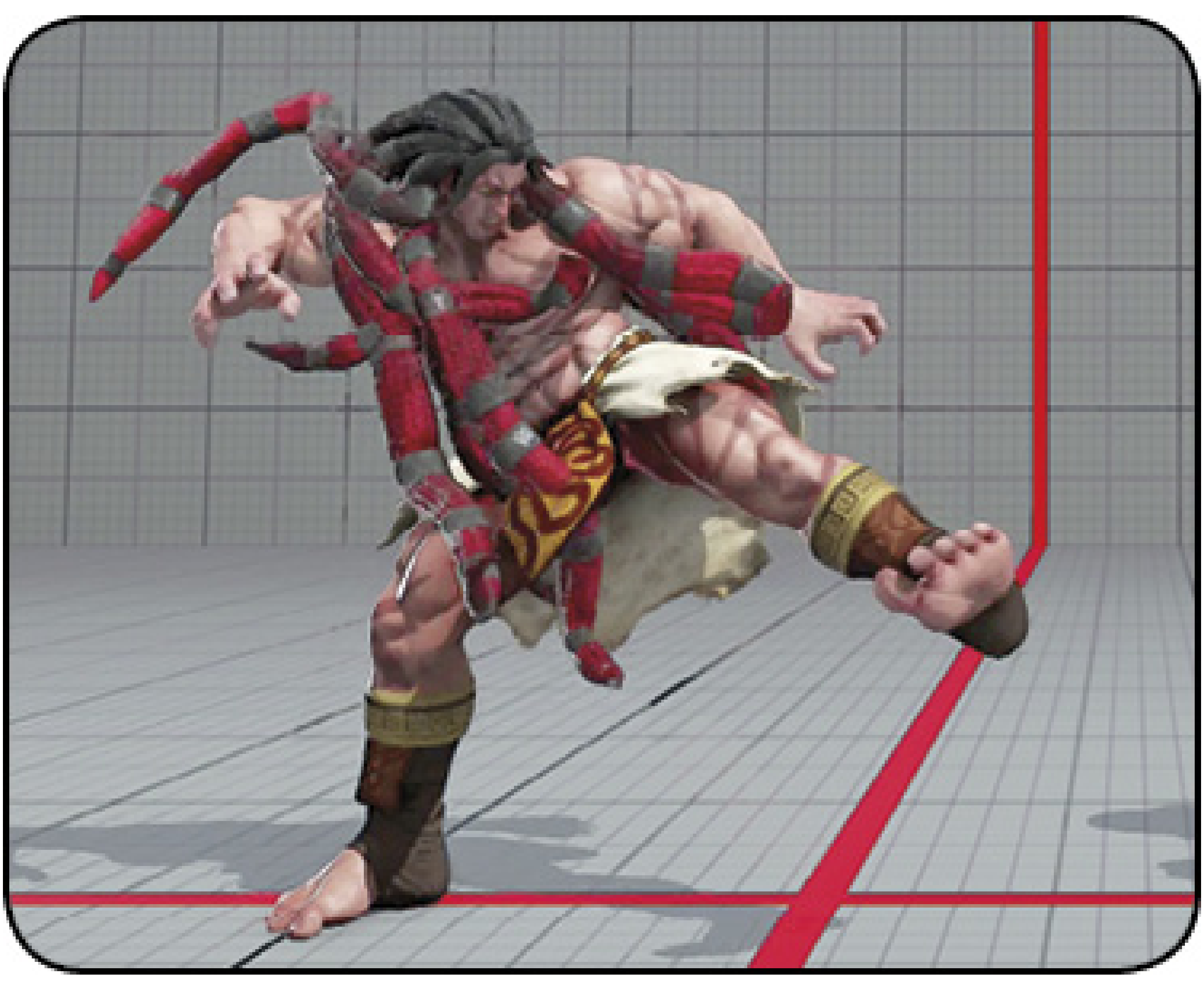


STARTUP	9
ACTIVE	4
RECOVERY	19
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
VTX HIT	11
VTX GUARD	8
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

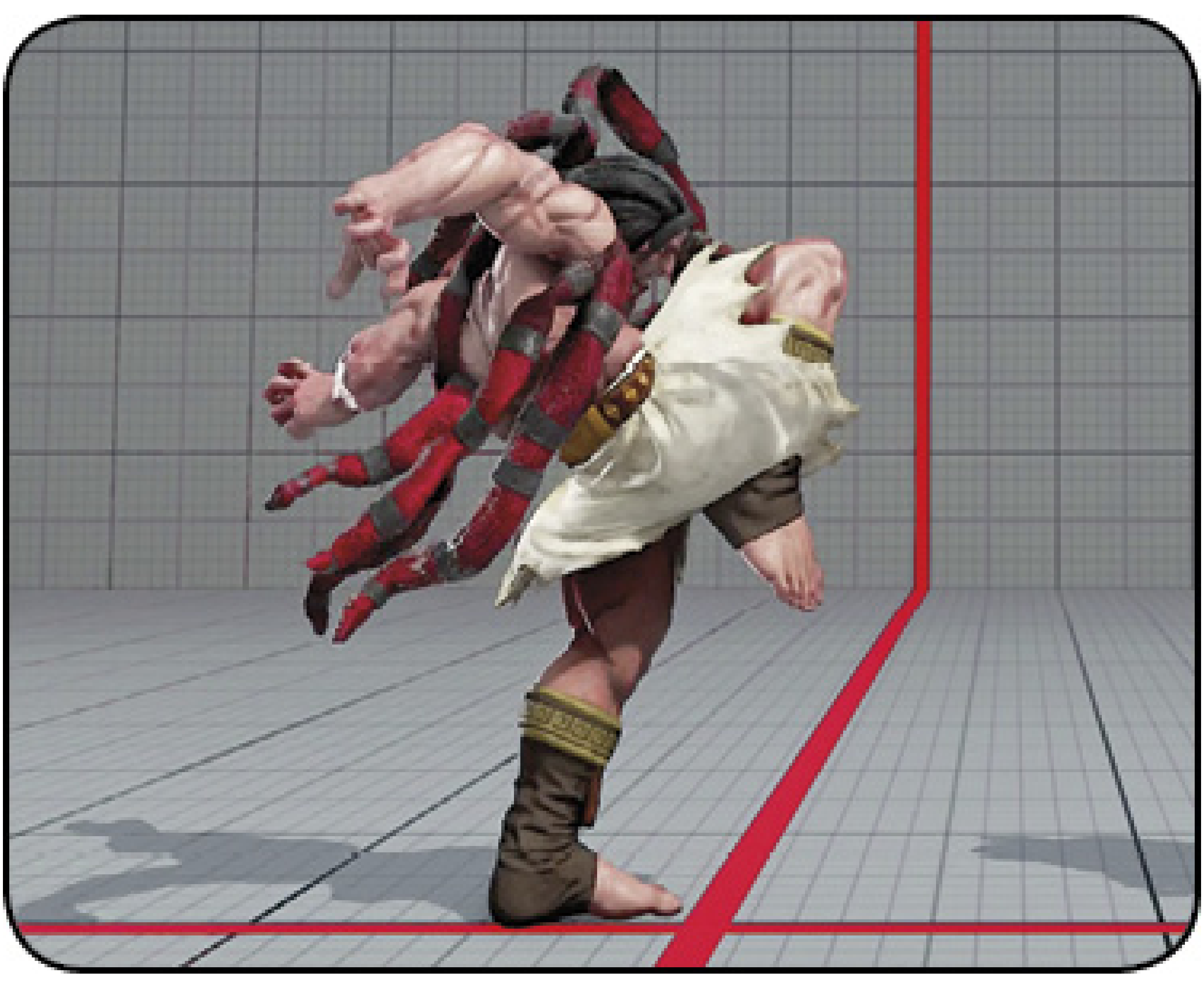
On counter-hit: Crush Counter (spinning knockdown) and +150 V-Gauge

STANDING SHORT LK



STARTUP	4
ACTIVE	4
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	5
VTX GUARD	3
CANCEL	V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

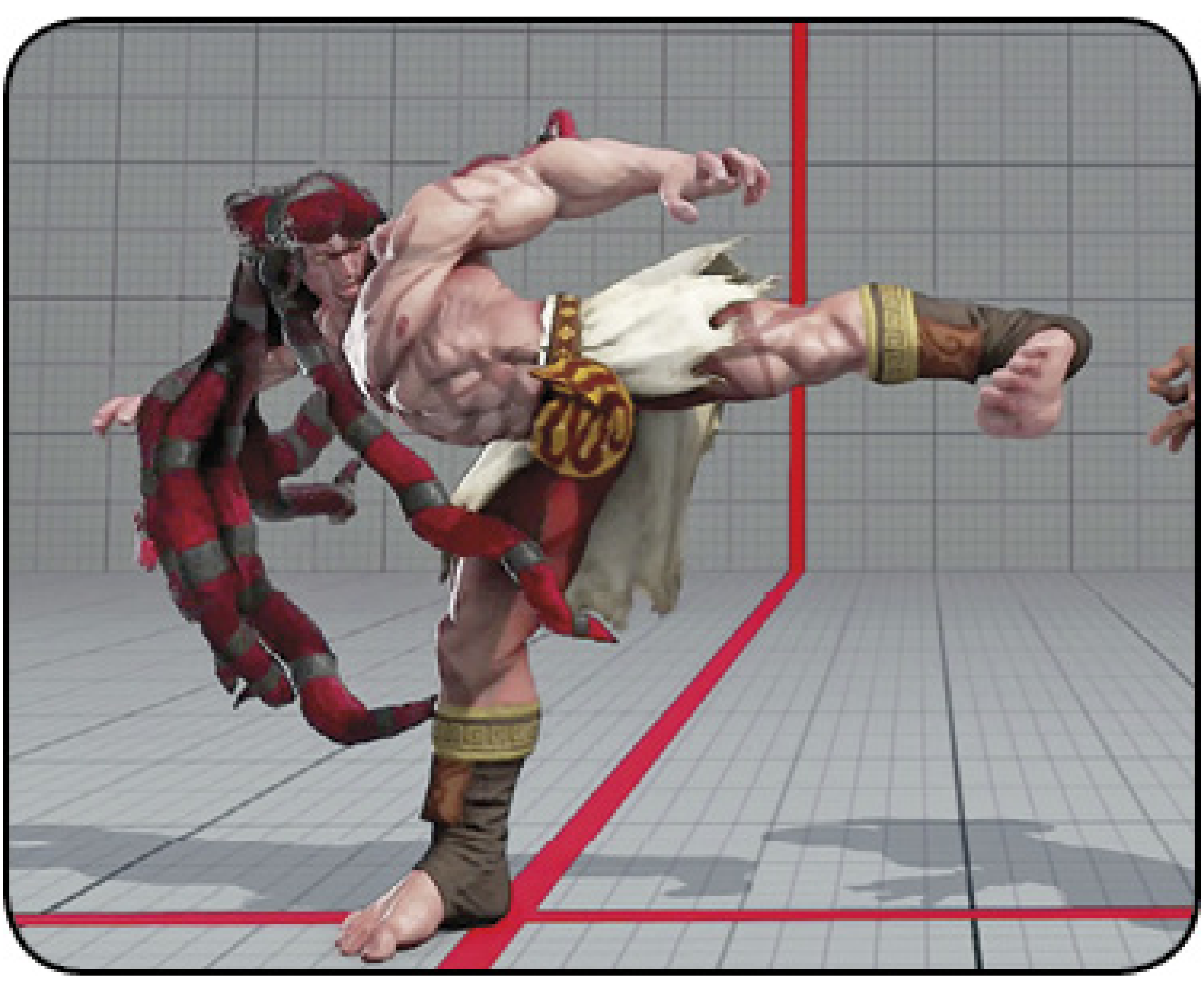


STARTUP	5
ACTIVE	2
RECOVERY	13
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
VTX HIT	9
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Force standing on hit

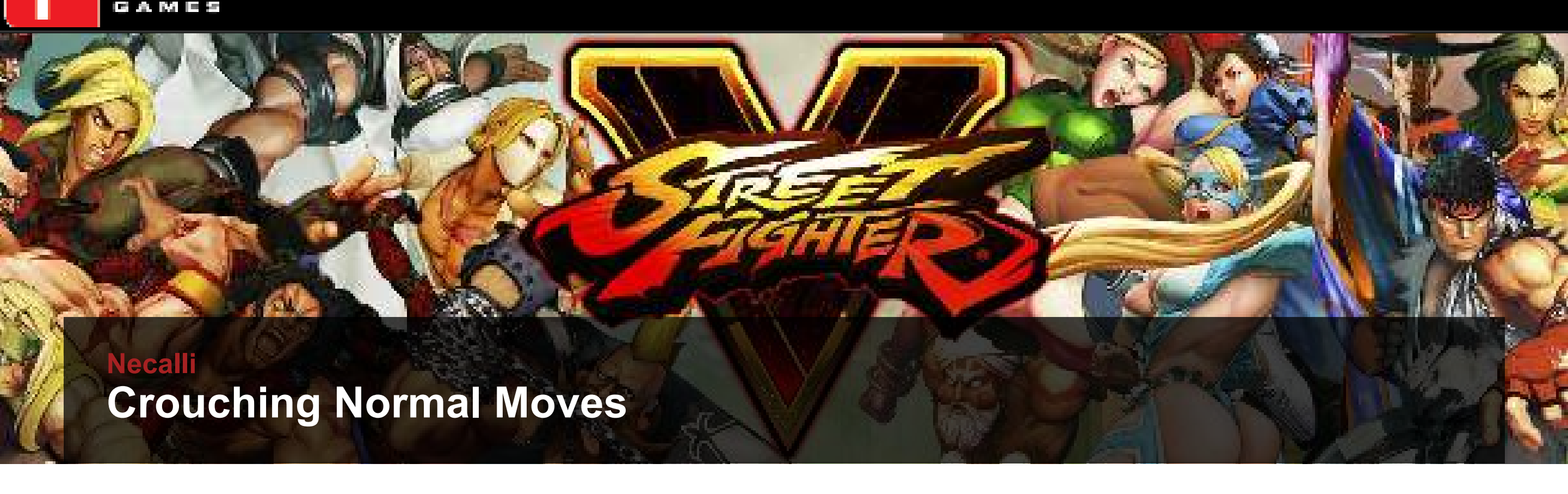
STANDING ROUNDHOUSE HK



STARTUP	12
ACTIVE	4
RECOVERY	21
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-4
VTX HIT	15
VTX GUARD	8
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

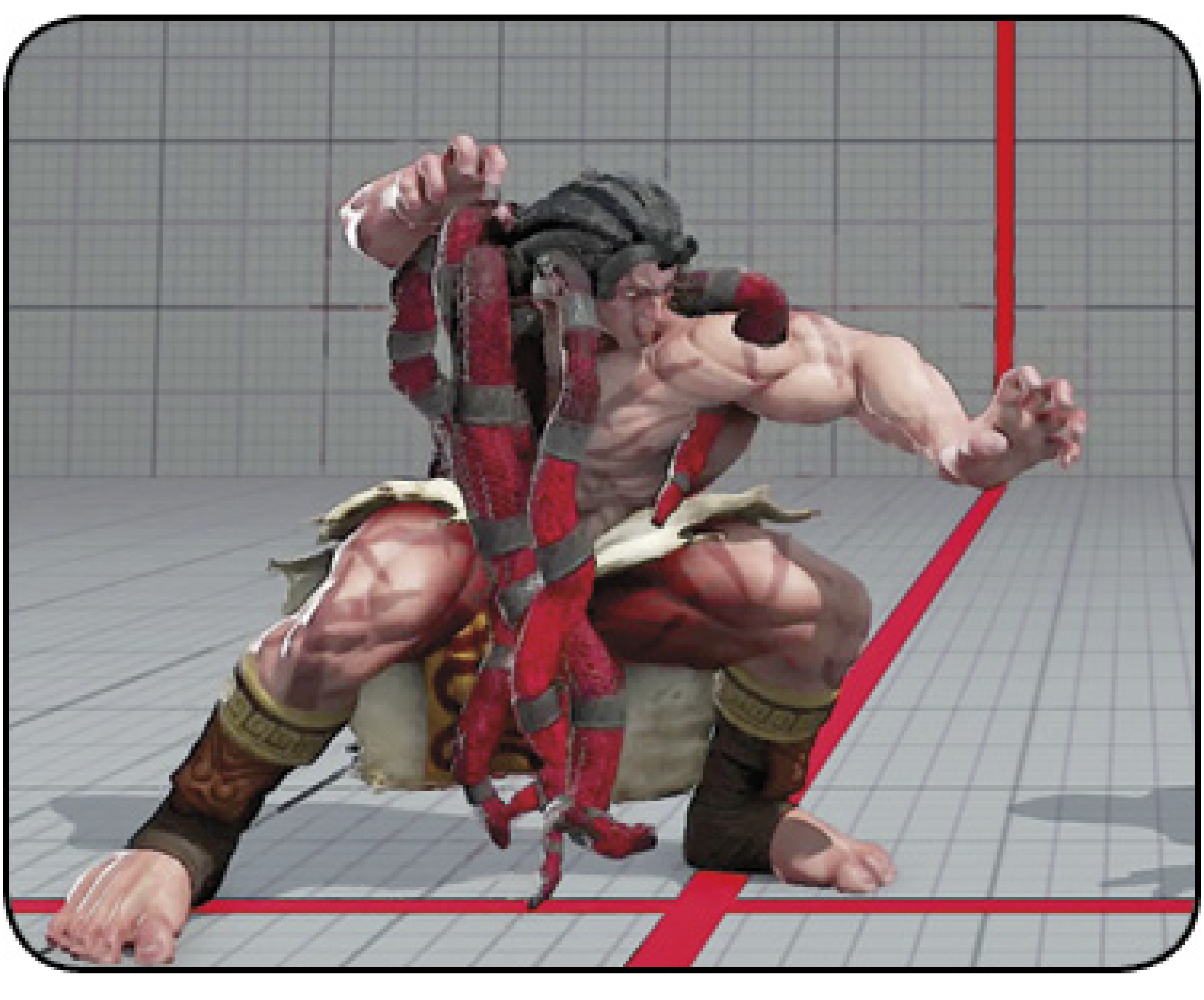
On counter-hit: Crush Counter (stagger), +19 frame advantage, +150 V-Gauge



Necalli

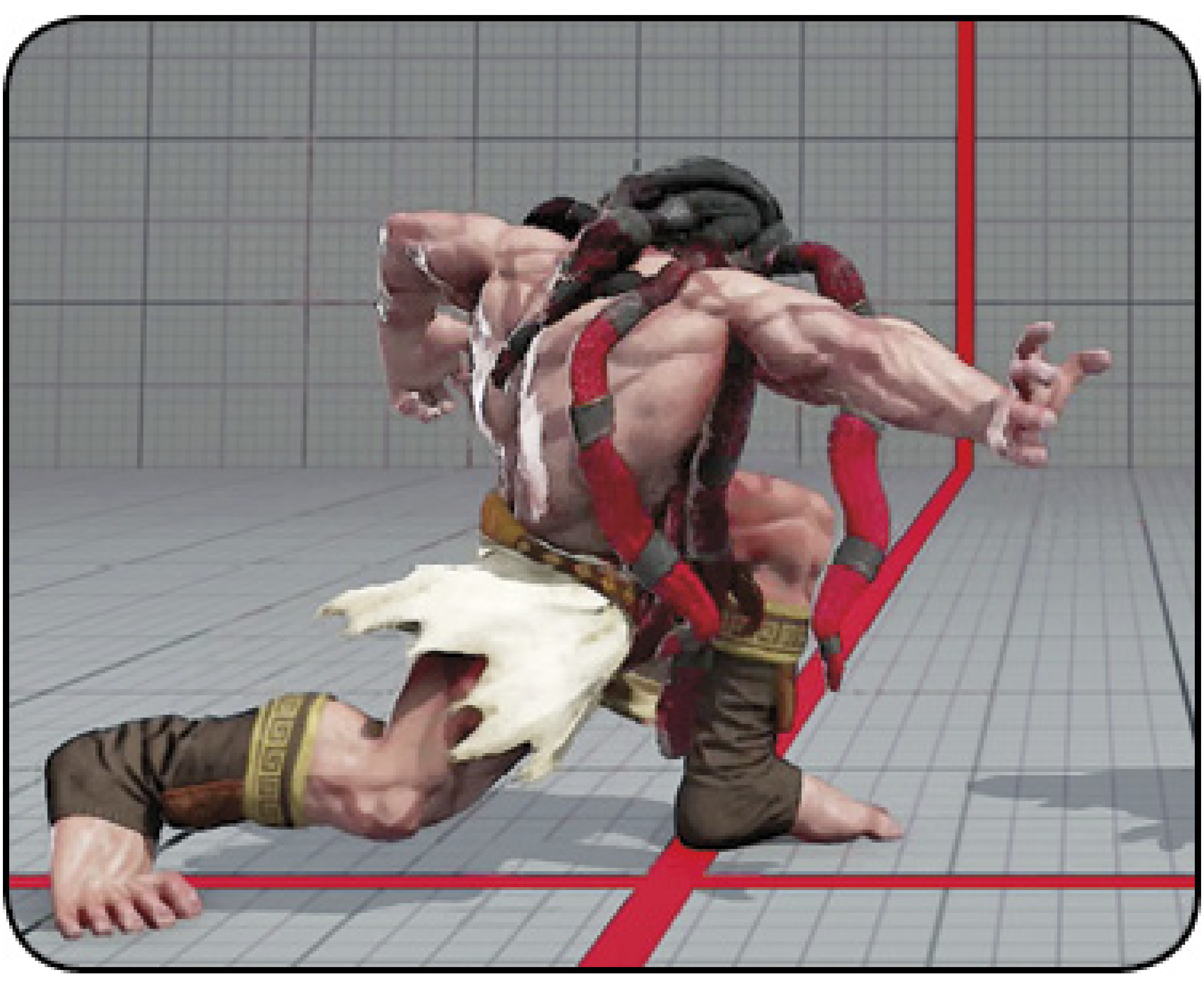
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



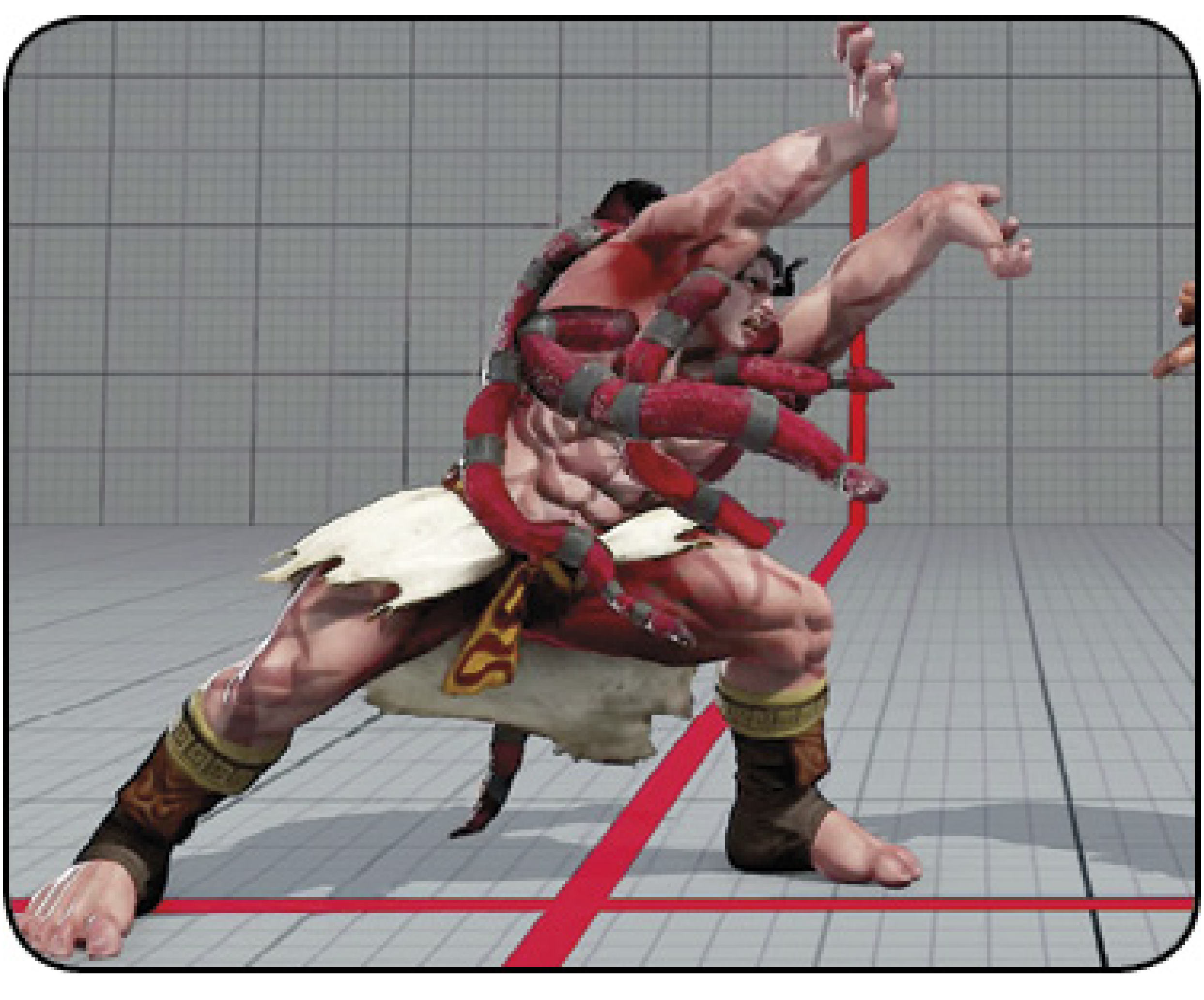
STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
VTX HIT	4
VTX GUARD	2
CANCEL	CH, SP, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	2
RECOVERY	13
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	10
VTX GUARD	8
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING

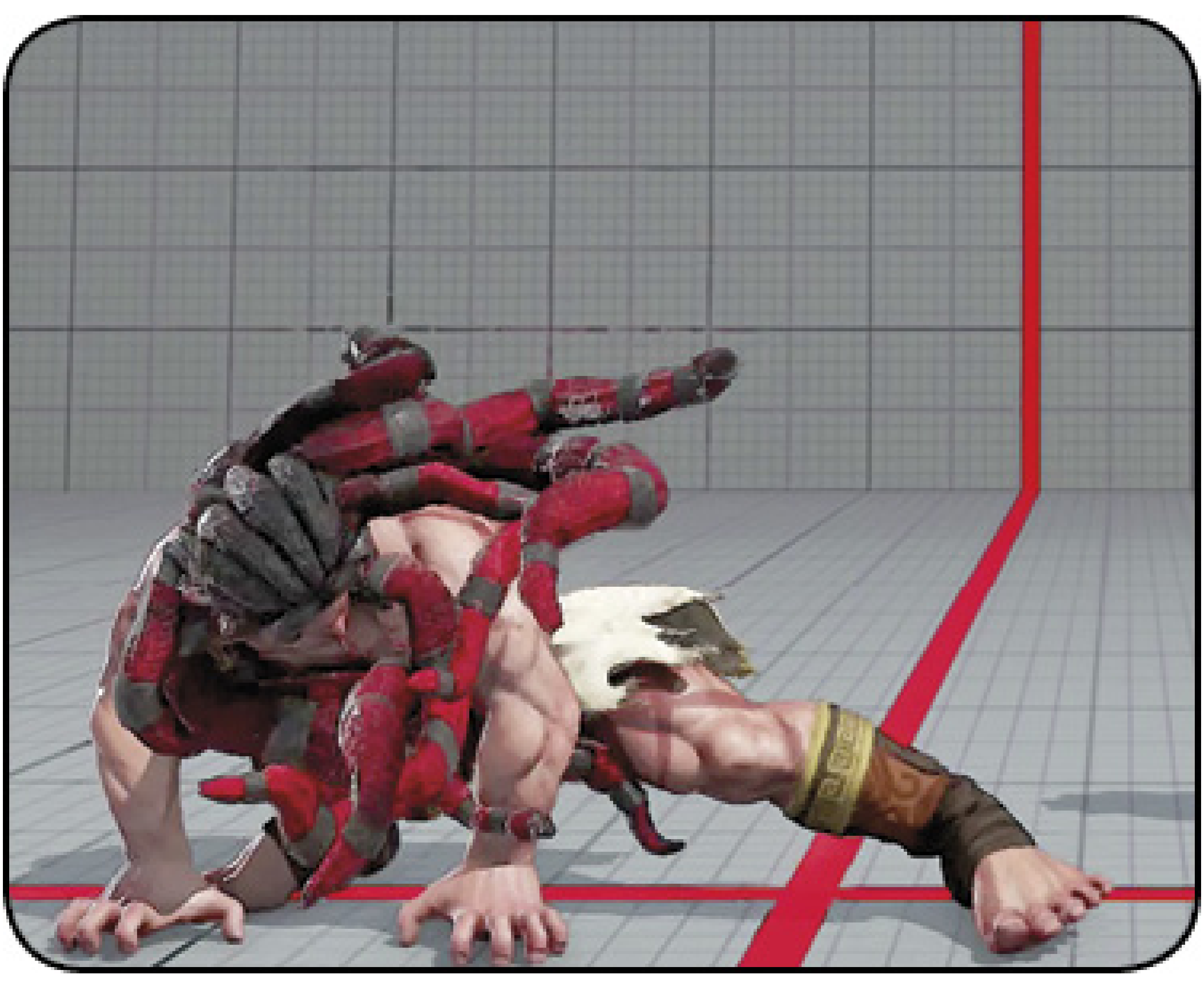


STARTUP	9
ACTIVE	3
RECOVERY	21
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
VTX HIT	13
VTX GUARD	8
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

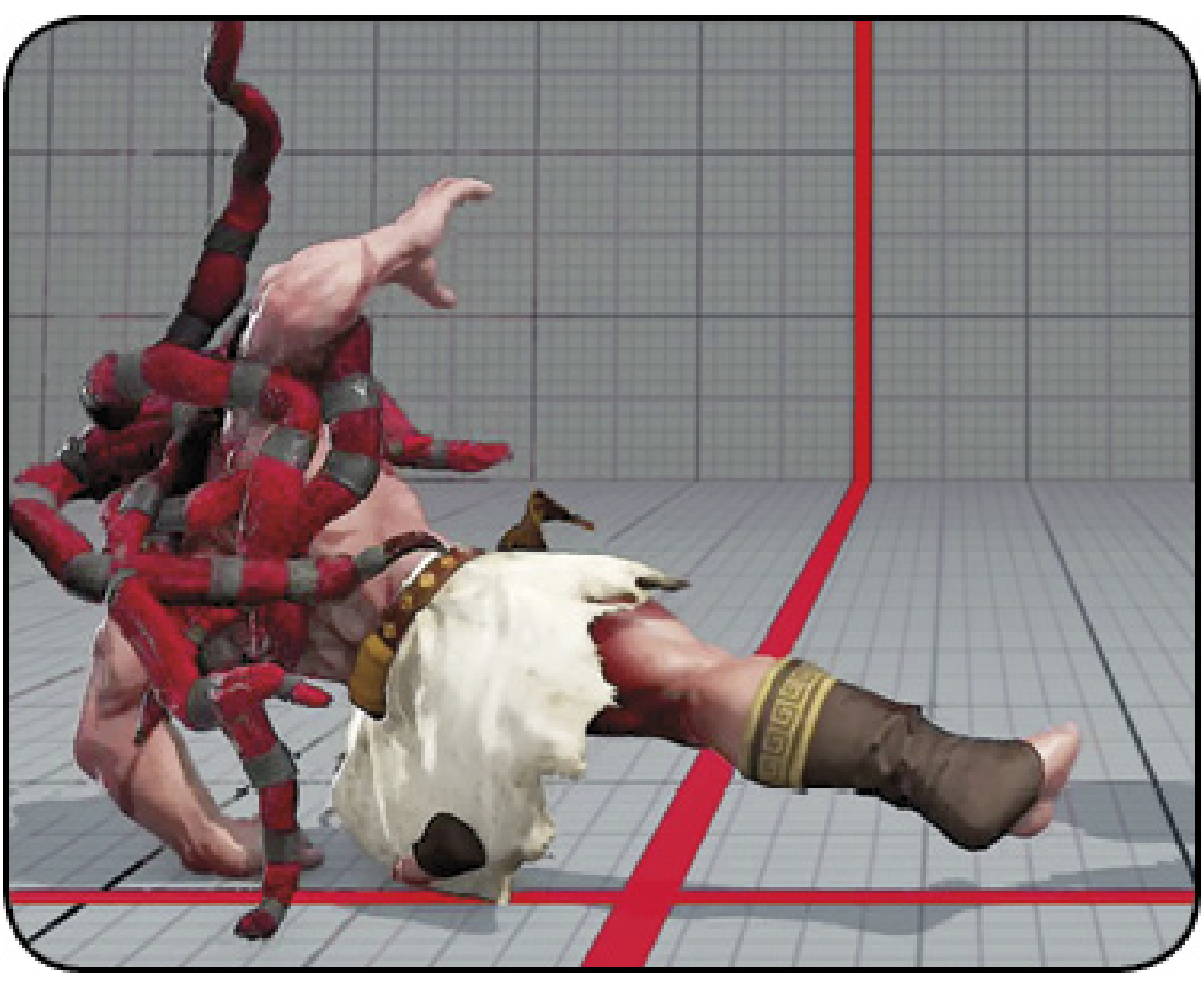
On counter-hit: Crush Counter (spinning knockdown) and +150 V-Gauge

CROUCHING SHORT LK WHILE CROUCHING



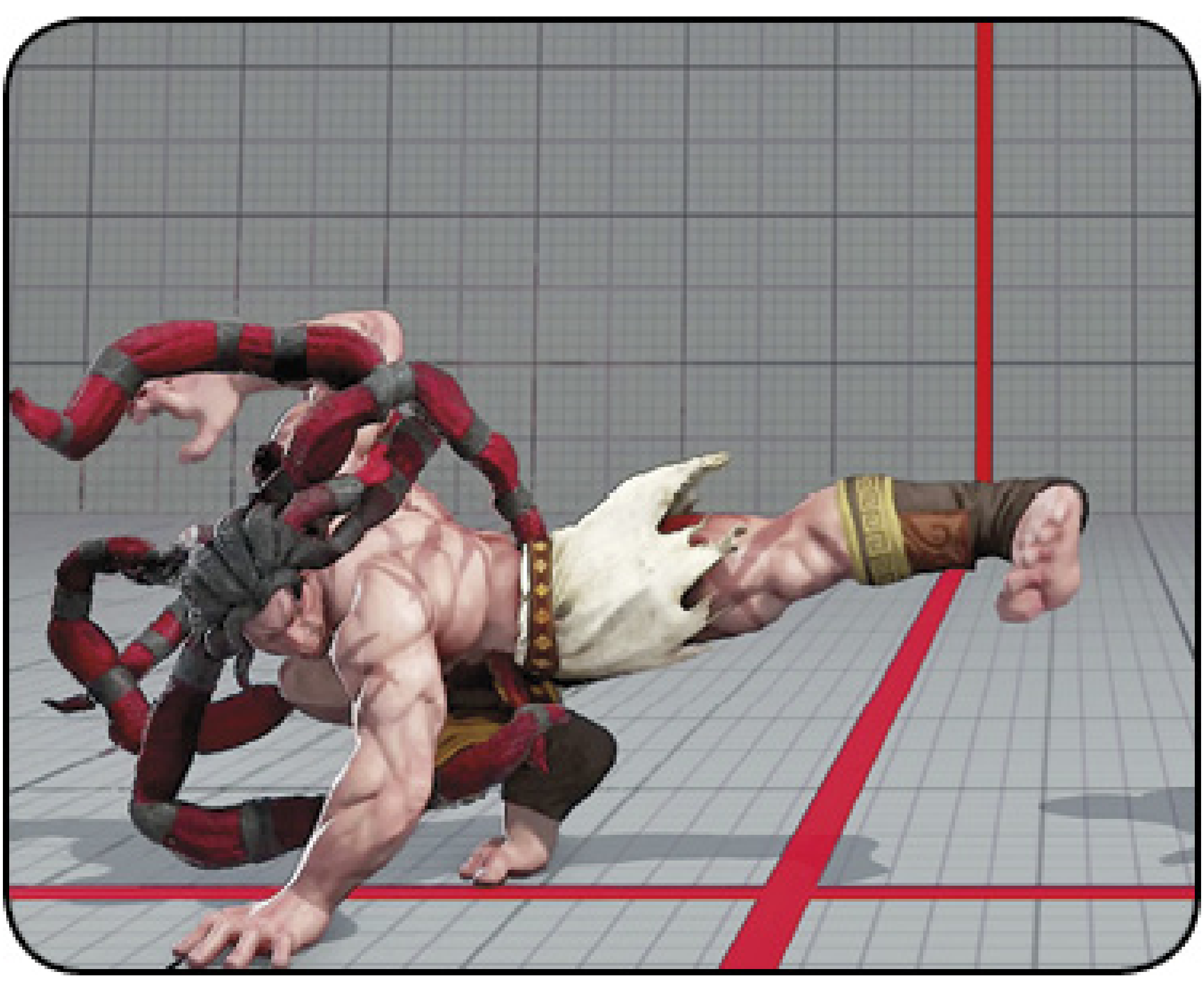
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	L
ON HIT	3
ON GUARD	1
VTX HIT	4
VTX GUARD	2
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	8
ACTIVE	3
RECOVERY	15
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-4
VTX HIT	9
VTX GUARD	5
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

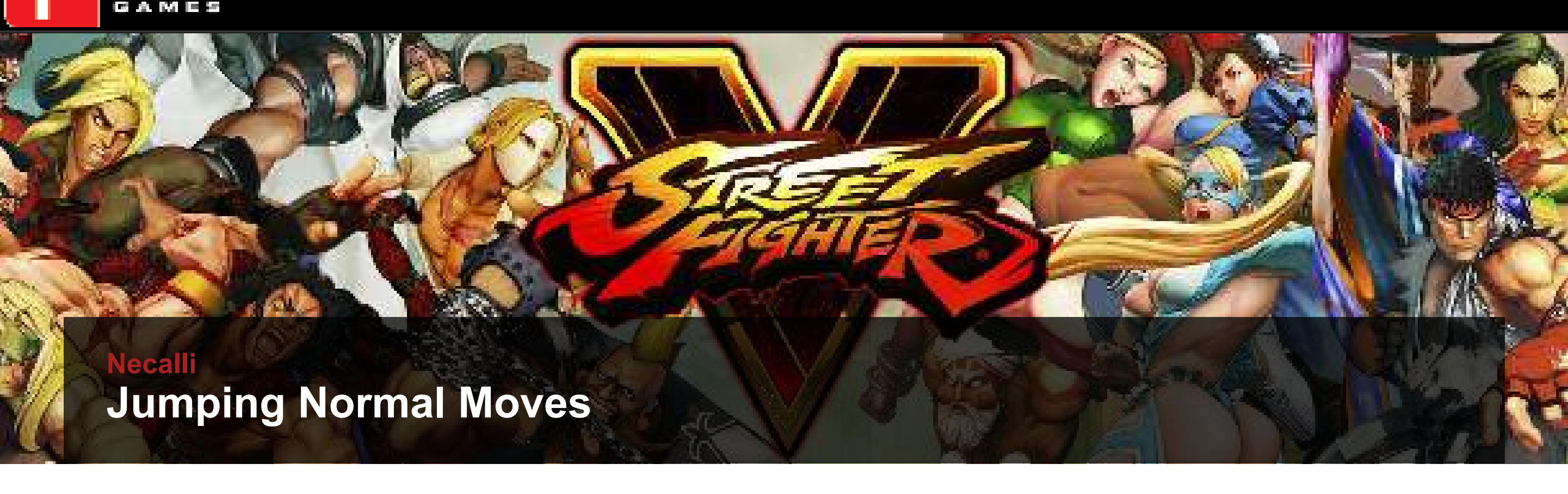
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	7
ACTIVE	4
RECOVERY	21
GUARD LEVEL	L
ON HIT	D
ON GUARD	-10
VTX HIT	D
VTX GUARD	5
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

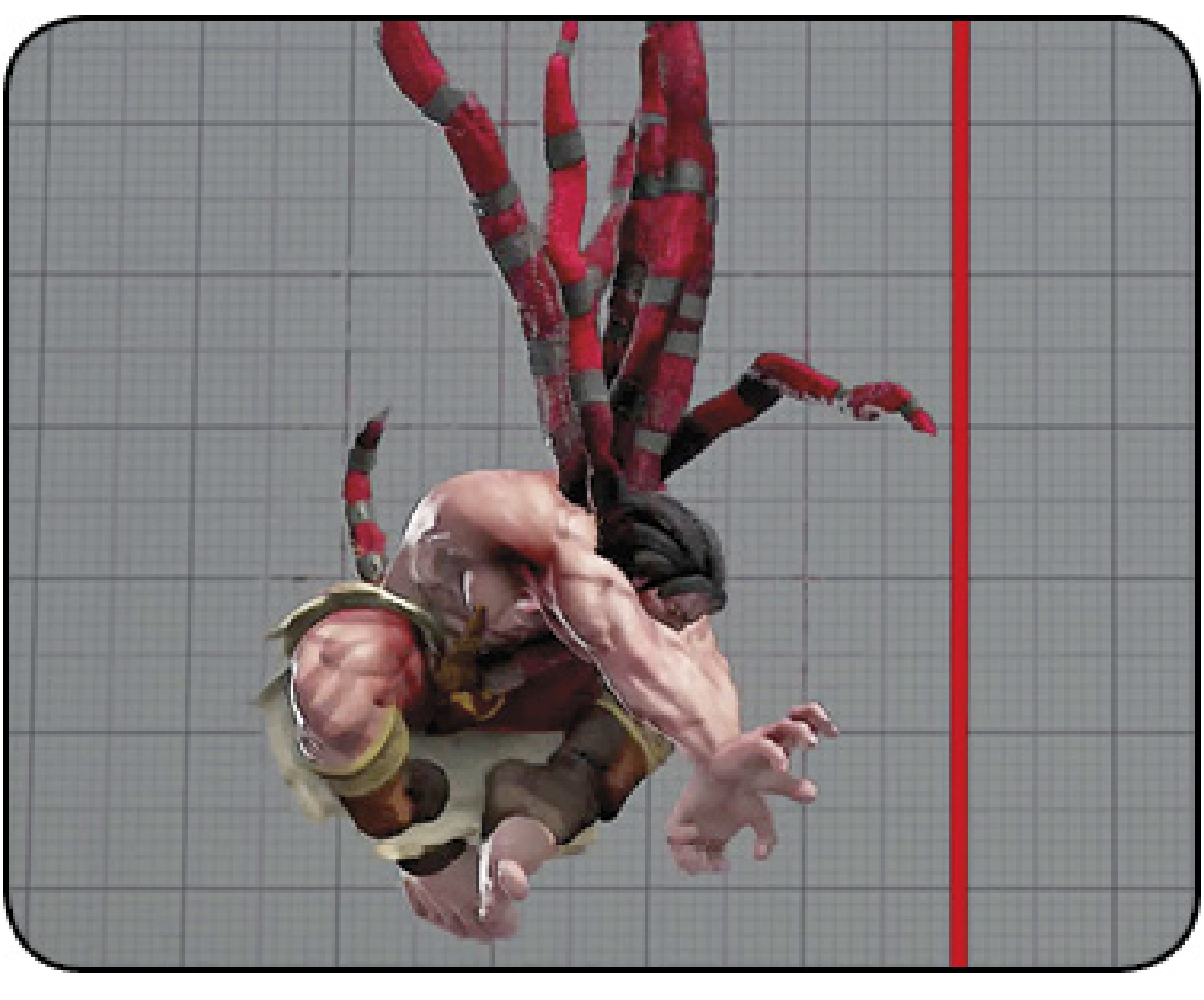
On counter-hit: Crush Counter knockdown prevents quick recovery, +150 V-Gauge



Necalli

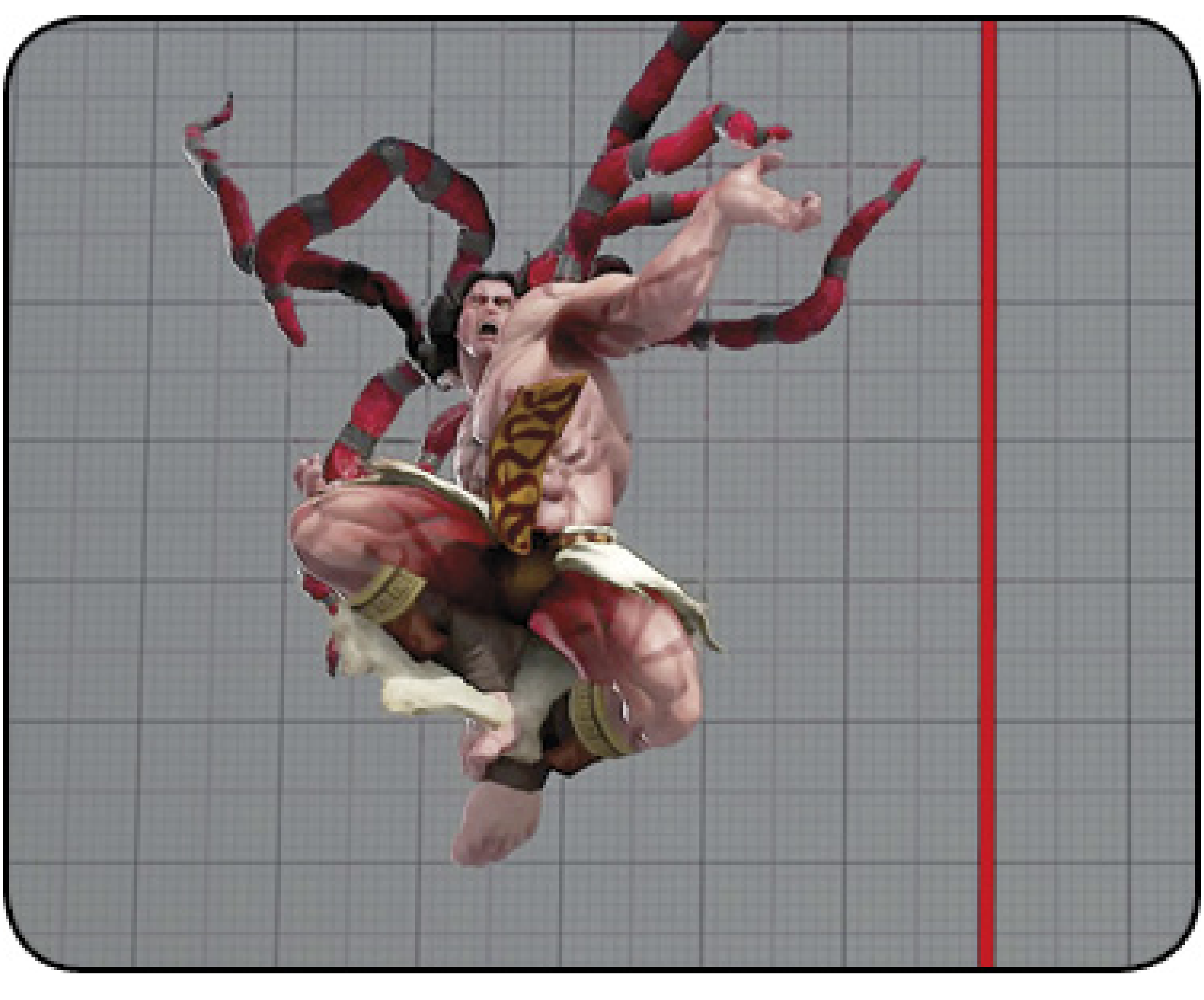
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



STARTUP	3
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

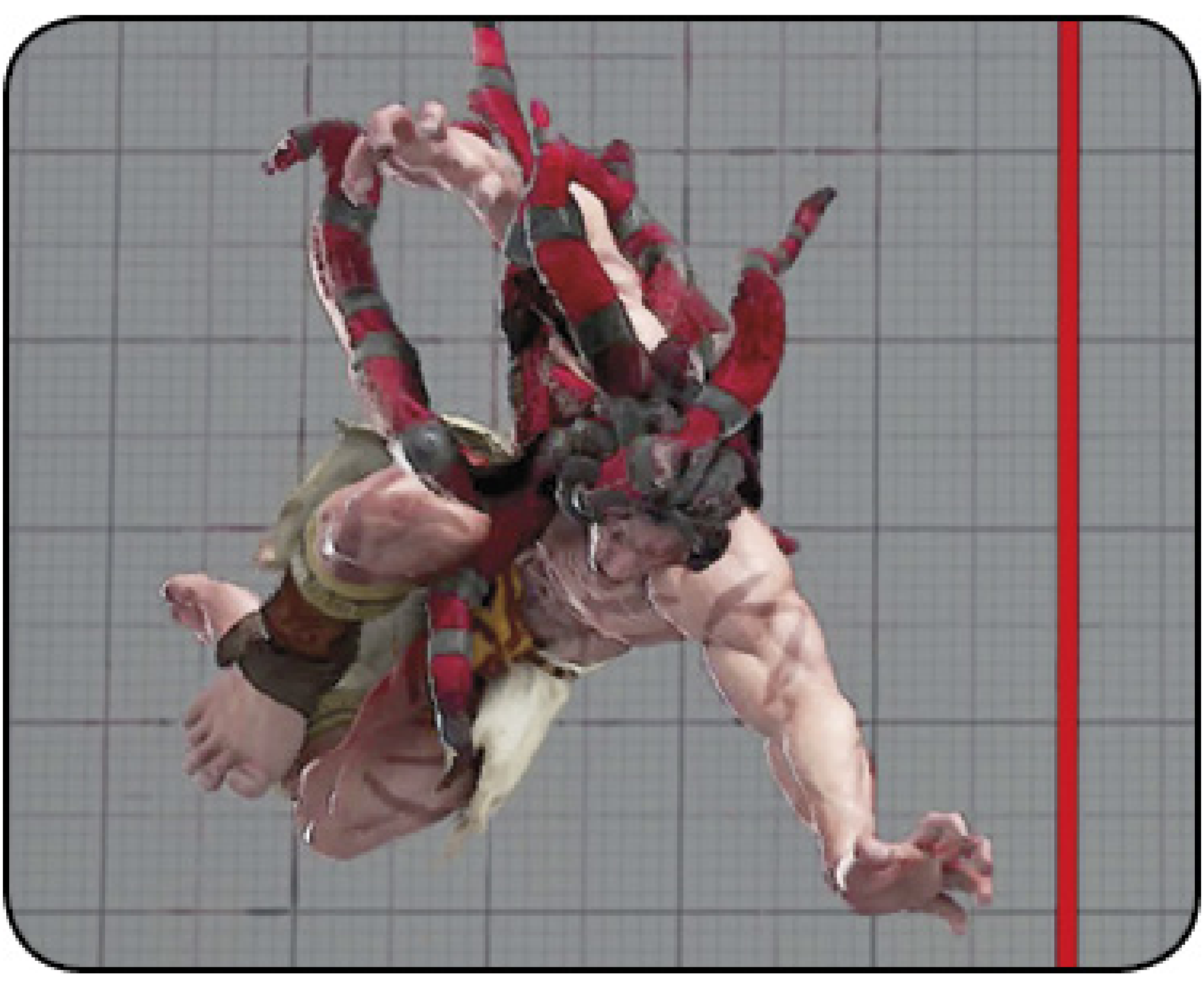


STARTUP	7
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

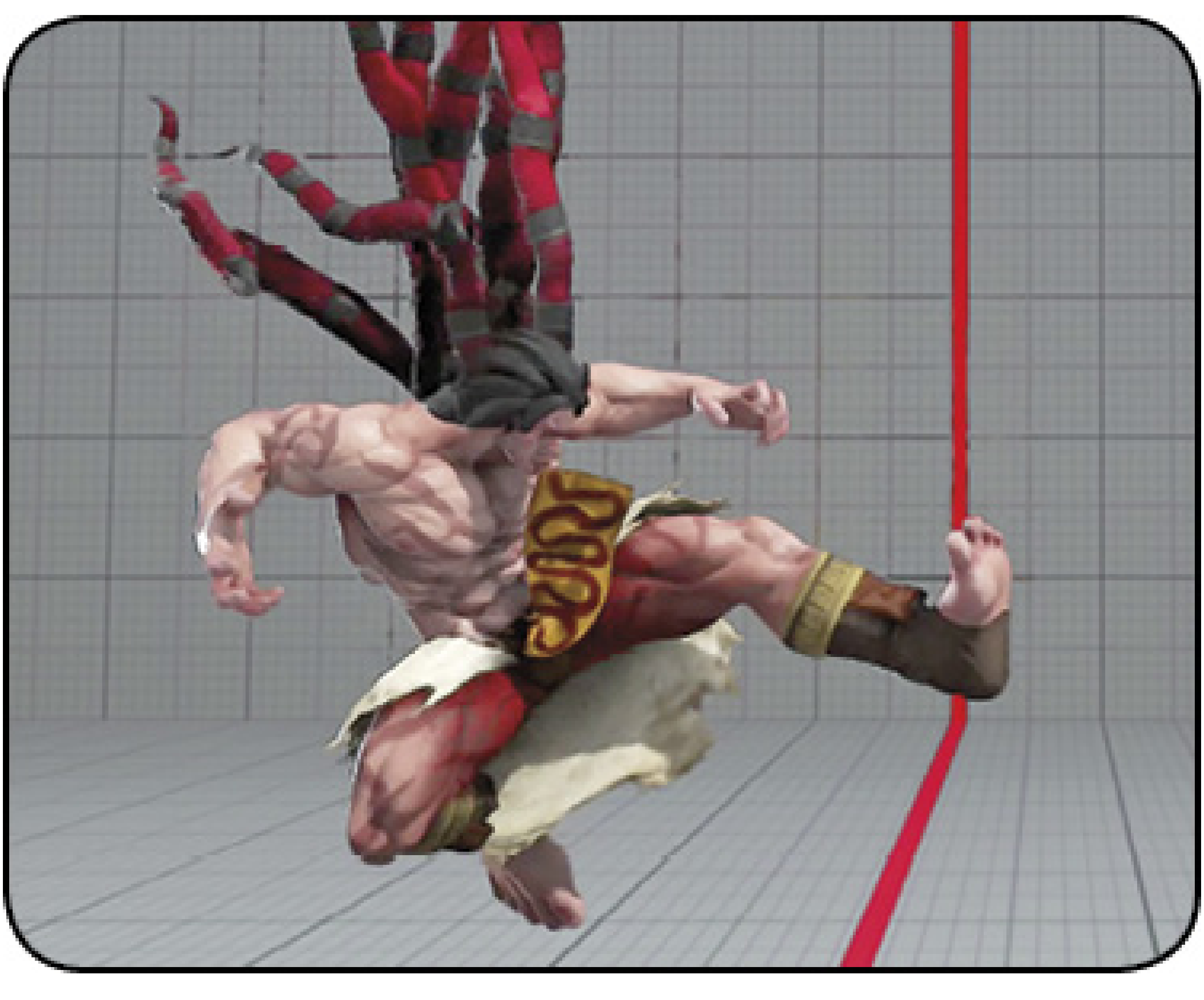
Puts airborne opponent intro free juggle state.

JUMPING FIERCE HP WHILE JUMPING



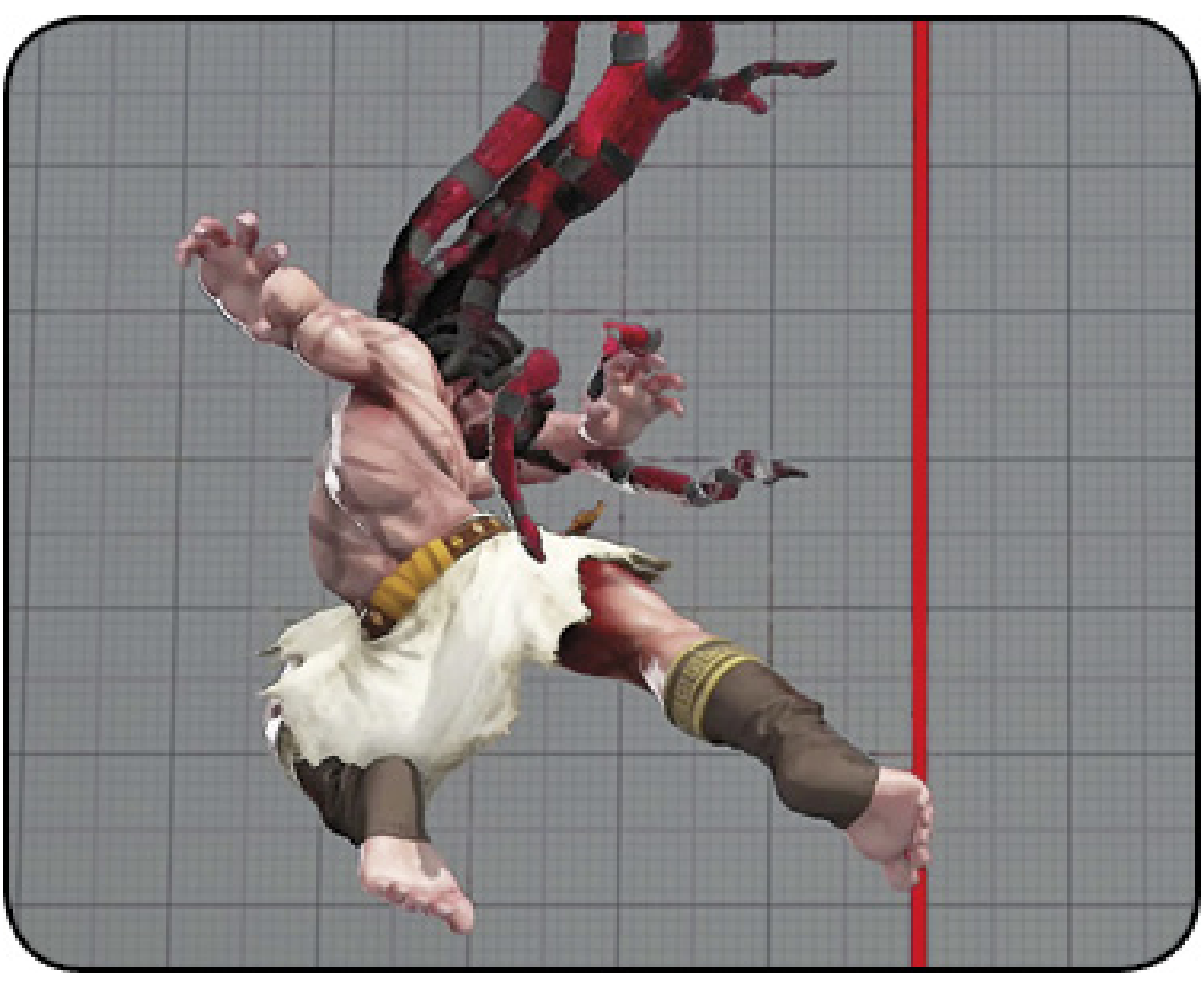
STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

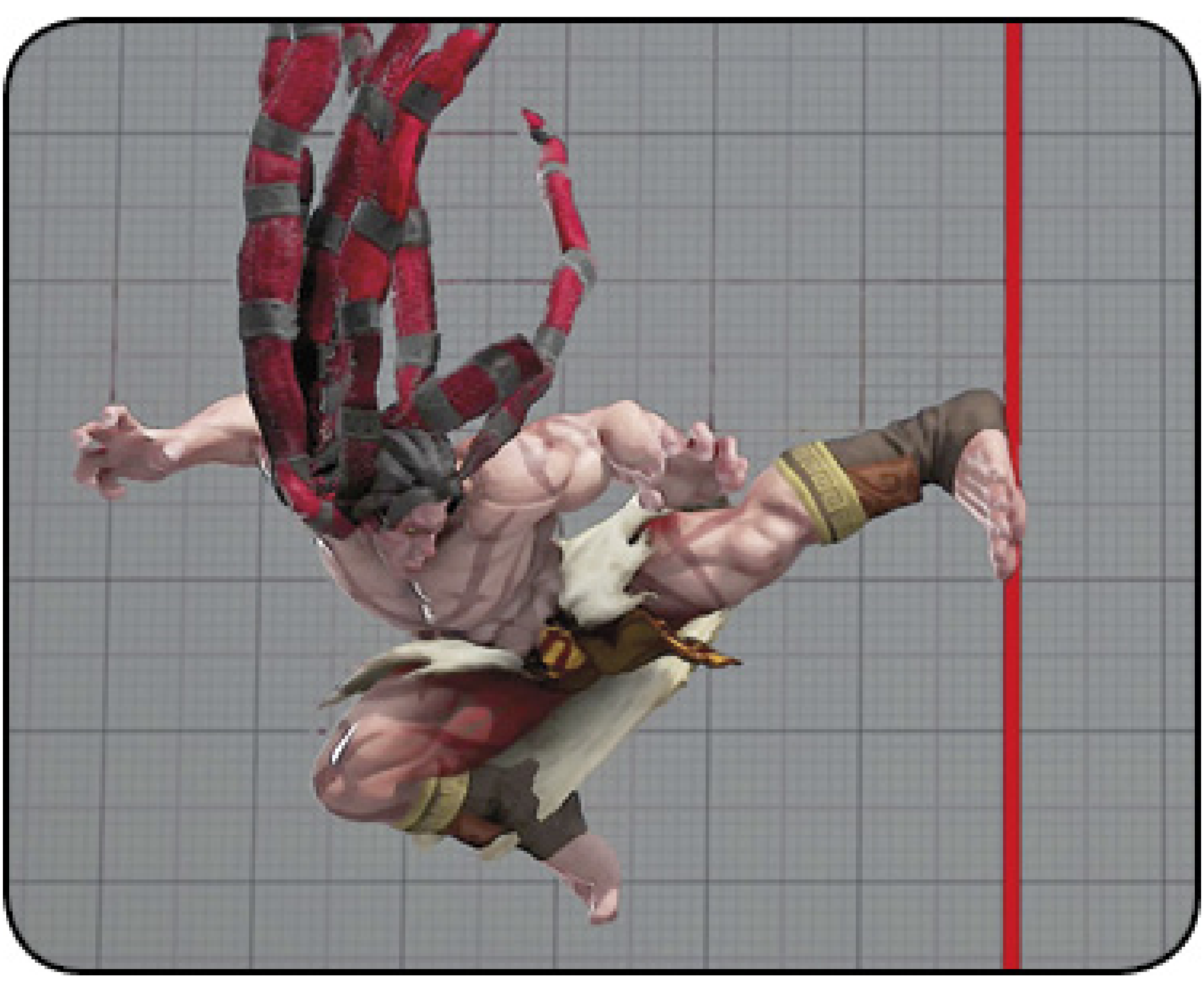


STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING

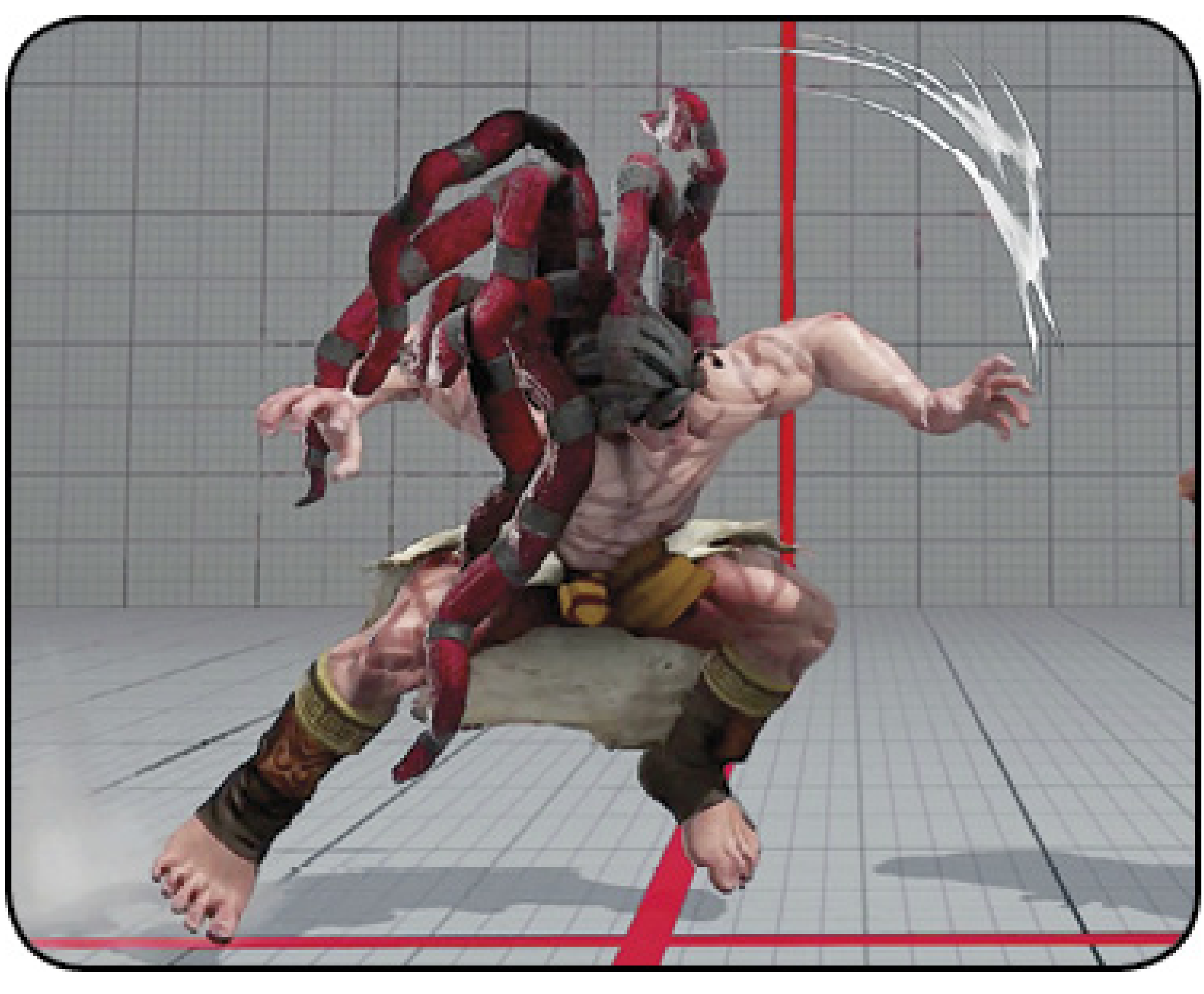


STARTUP	7
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

Necalli

Unique Attacks

OPENING DAGGER ↻ + HP



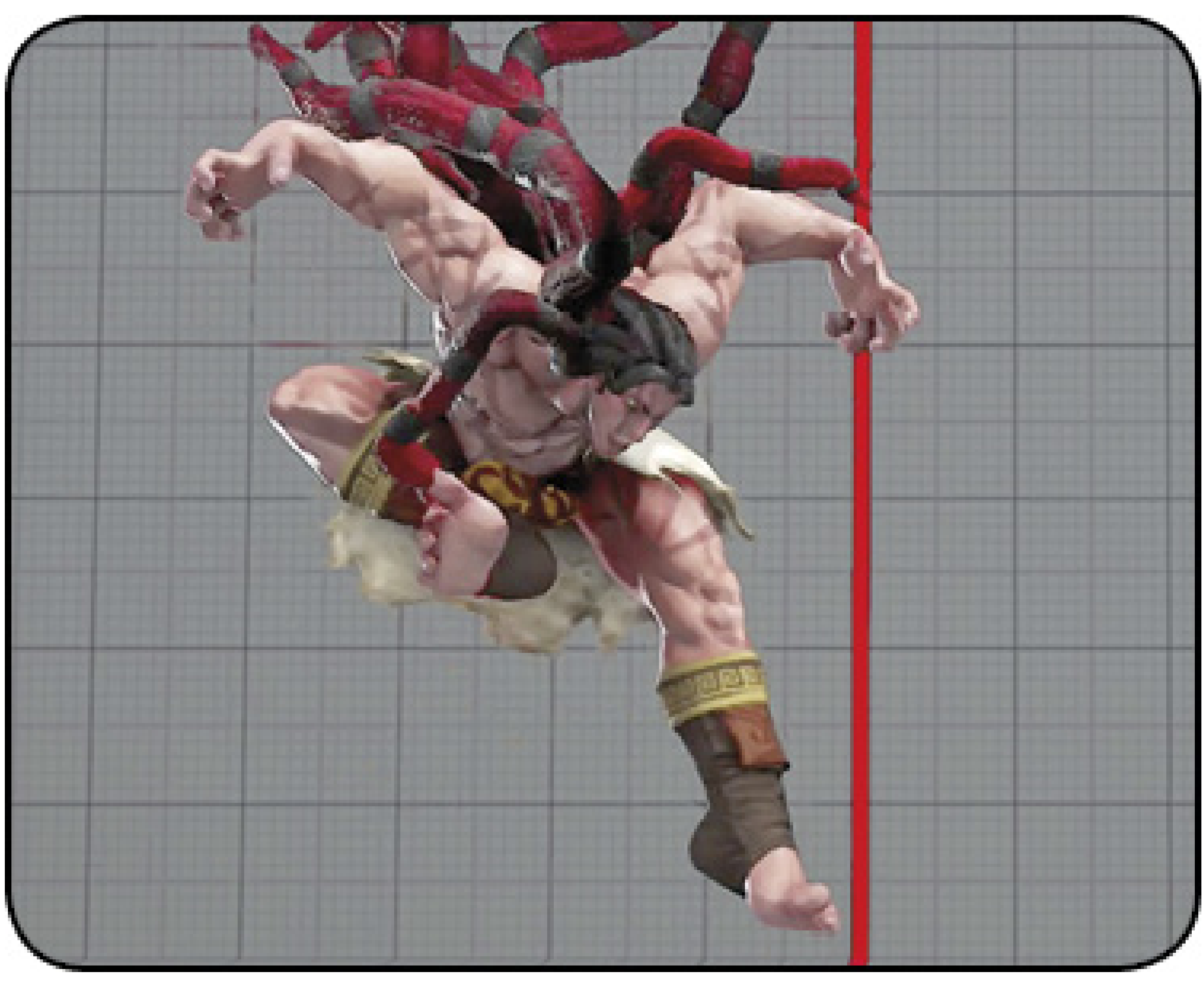
STARTUP	23
ACTIVE	3
RECOVERY	24
GUARD LEVEL	H
ON HIT	1
ON GUARD	-4
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +20 frame advantage, +300 V-Gauge; airborne from frames 12-20

Opening Dagger: Necalli pounces forward a small distance into a downward swipe attack. As with most overhead attacks, Opening Dagger is largely unsafe on block (at -4). However, it does have Crush Counter properties on counter-hit, which is a unique trait for an overhead attack. With Necalli's crouching MK being one of his primary pokes from mid range, Opening Dagger is an invaluable tool since it gives you another avenue in cracking your opponent's defense. See **Combo 13** for a possible Crush Counter combo off of Opening Dagger.

ROAD OF THE SUN ↓ + HK AT APEX OF FORWARD JUMP



STARTUP	14
ACTIVE	12
RECOVERY	11 landing
GUARD LEVEL	HL
ON HIT	8
ON GUARD	2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	50/25

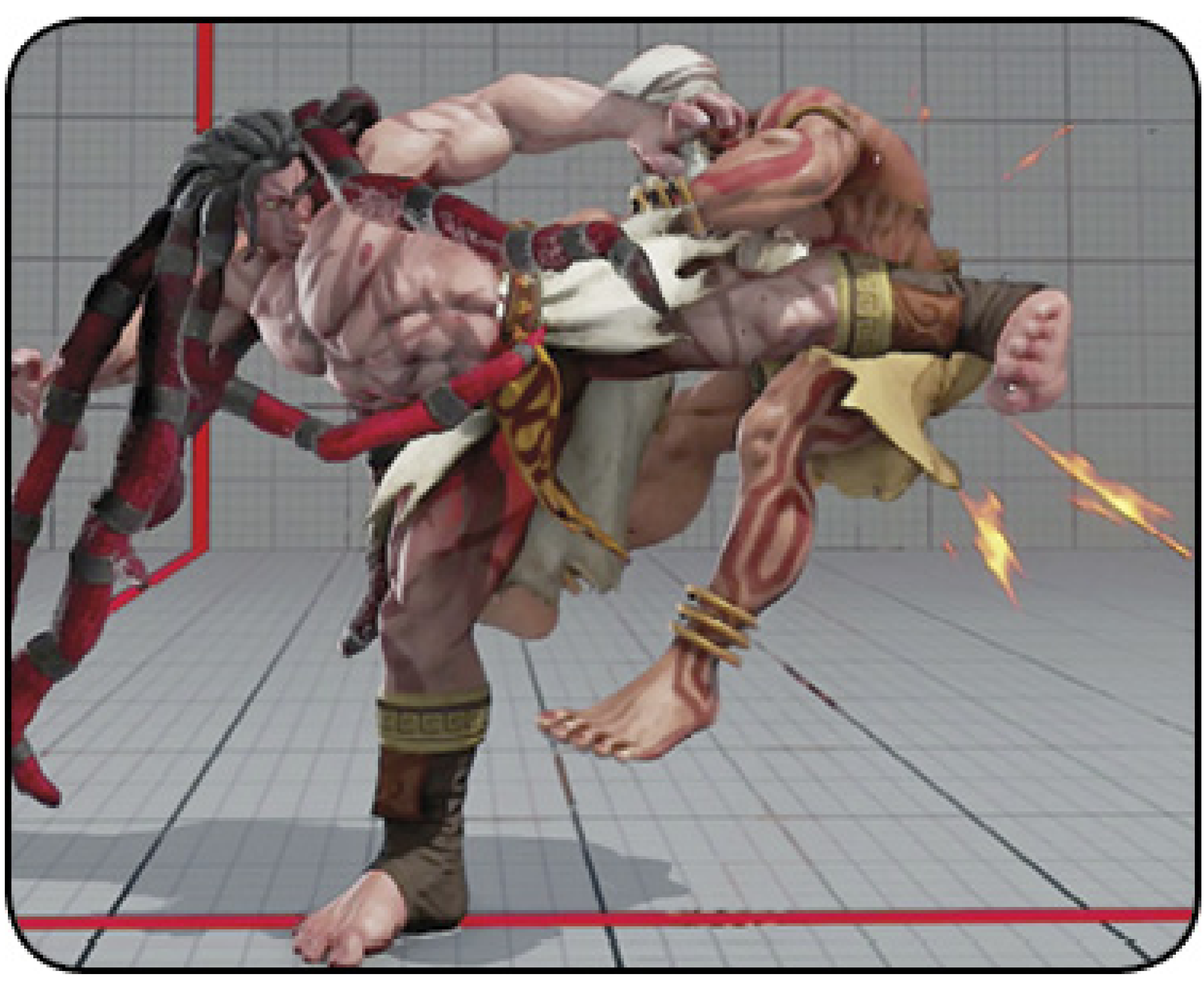
NOTES

On Hit and On Guard advantage varies with height of impact. At most +8 on hit (non-CH) and +2 on block.

Road of the Sun: Road of the Sun is akin to Akuma's dive kick from older *SF* games (like *Street Fighter Alpha 2* and *SFIV*); it can only be executed during the apex of a forward jump, but its active duration lasts until landing. Like most dive kicks, its advantages on hit and block are determined by the height of impact with the enemy. On hit, it's possible to link into standing or crouching LP for a combo (see **Combo 10**).

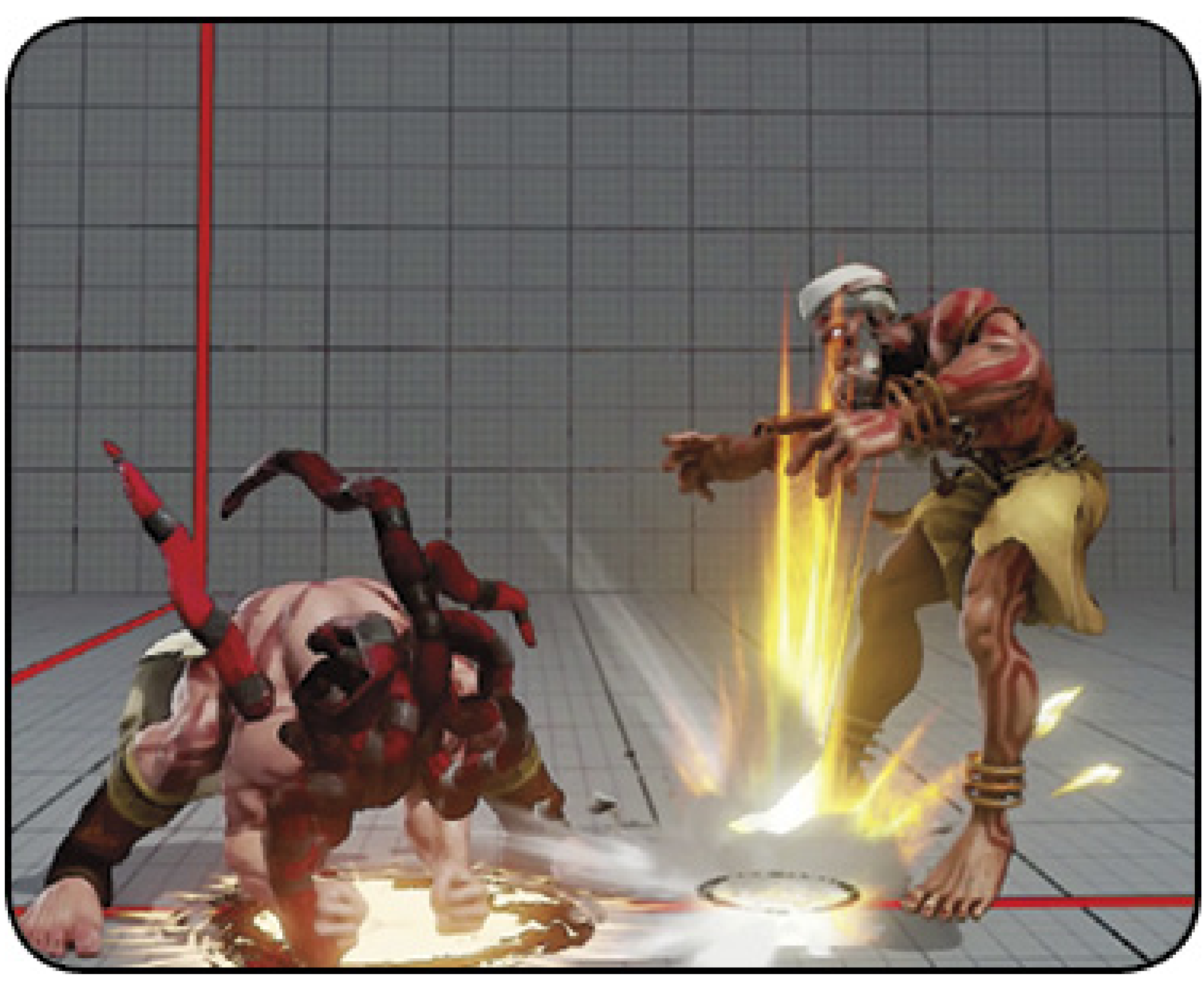
Although this dive kick can be guarded while crouching, it's an exceptional aerial attack that suits Necalli's aggressive playstyle well. With its ability to drastically change Necalli's jump arc and angle of attack, you can use Road of the Sun in a variety of ways, including baiting out ill-spaced anti-air attacks or as a frontal mix-up to your forward jumping MK cross-up.

SACRIFICIAL ALTAR MK ▶ HK



STARTUP	11
ACTIVE	4
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	50/25

SACRIFICIAL ALTAR FOLLOW-UP MK ▶ HK ▶ ← + MP + MK



STARTUP	20
ACTIVE	4
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VTX HIT	—
VTX GUARD	—
CANCEL	CA, V
DAMAGE	40
STUN	50
METER GAIN	V: 188/94

NOTES

+150 V-Gauge if hit in a combo, +188 if standalone

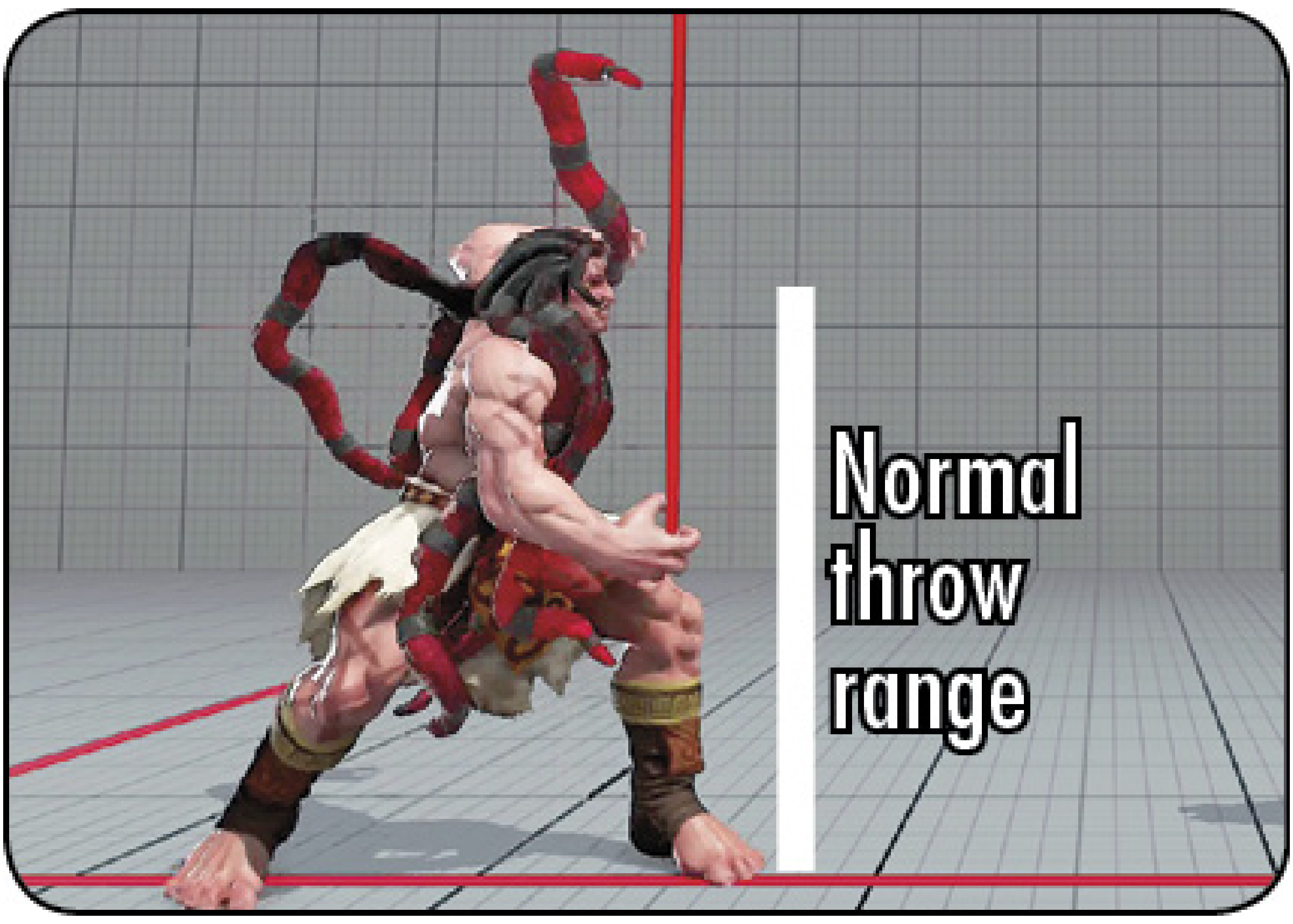
Sacrificial Altar: Initiated from standing MK, Sacrificial Altar is a three-hit target combo ending in Necalli's Culminated Power V-Skill. You can cancel into the succeeding HK and MP + MK on hit or block, but as with most target combos, advantage on the second and third attacks is penalized (second hit blocked is -8, while third attack blocked is -9). You'll want to ensure that your first standing MK is a successful attack, or else risk being heavily punished.

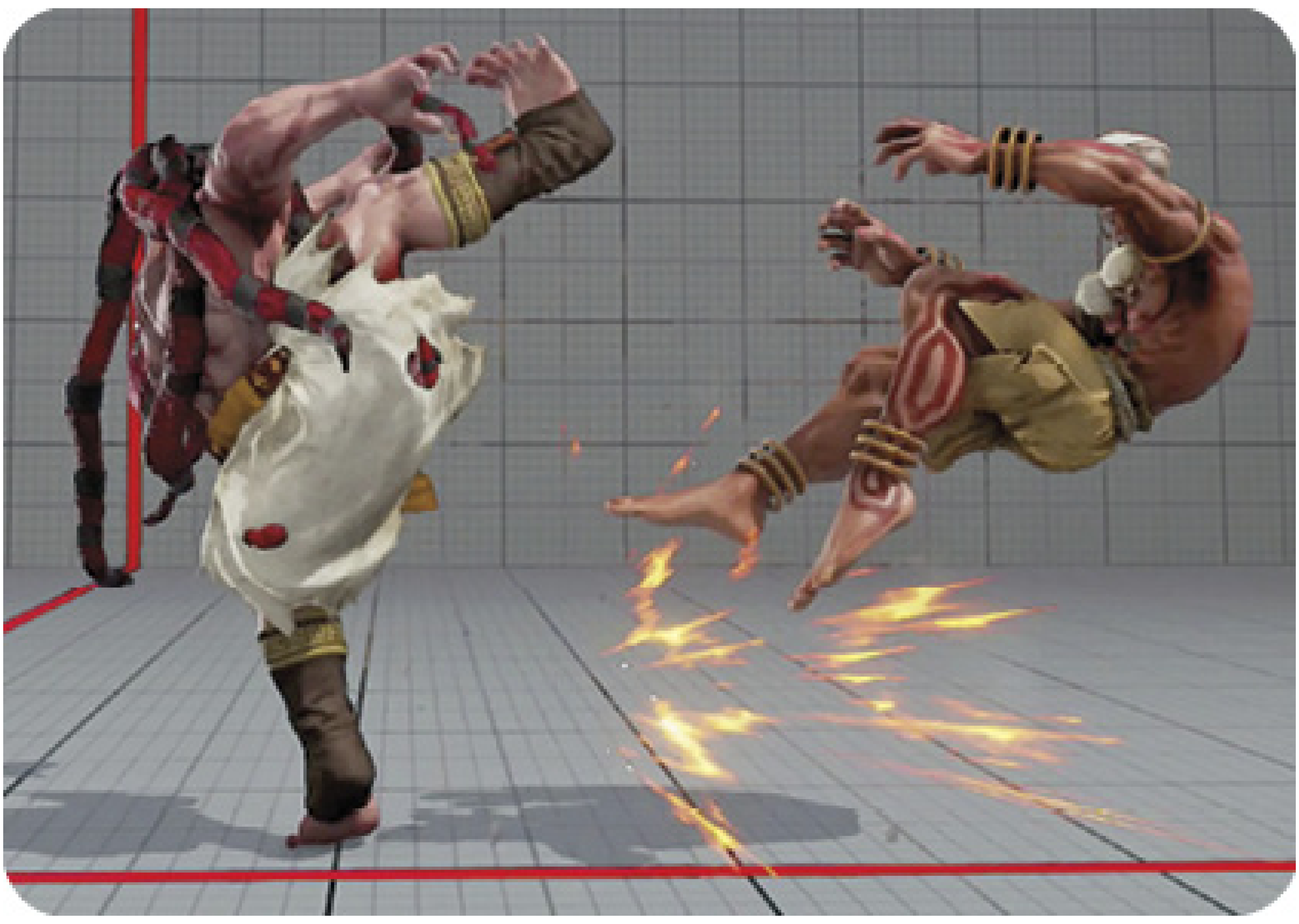
This target combo is meant for building V-Gauge without sacrificing stamina. However, in most cases, if you're in position to score a Sacrificial Altar combo, you could have used a more damaging link combo. Essentially, you're trading potential damage for extra V-Gauge. See **Combo 5** and **Combo 9** for examples.

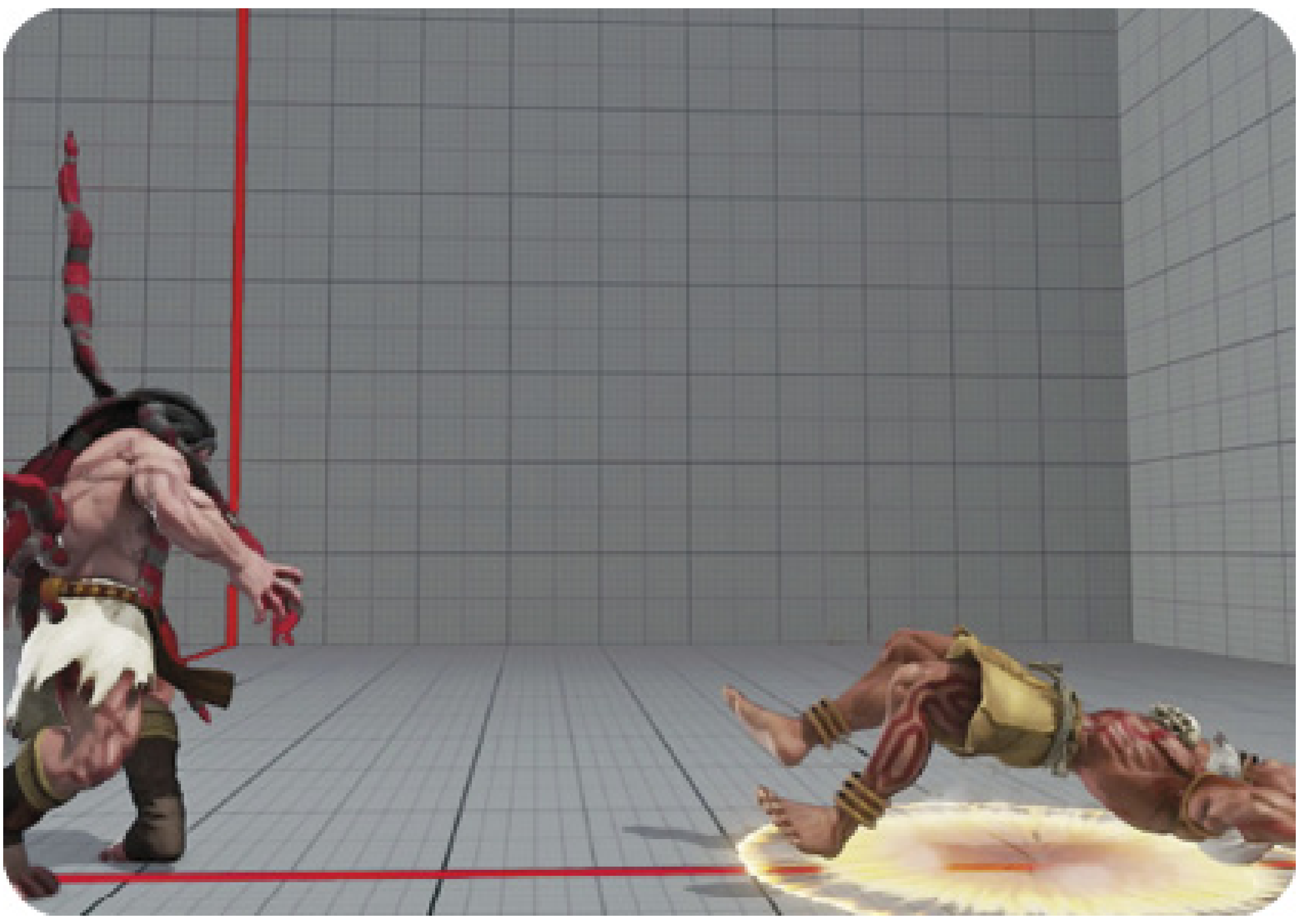
Interestingly, Culminated Power in this target combo rewards 150 V-Gauge when you combo into it, due to scaling. Otherwise, it rewards 188 (for instance, if your opponent blocks standing MK ▶ HK and then walks into the follow-up MP + MK).

Unlike using Culminated Power on its own, you can actually V-Trigger and Critical Art-cancel the final portion of Sacrificial Altar. This opens up more combo opportunities, allowing you to juggle into Ceremony of Honor or Soul Offering. This unique trait also allows you to keep up frame advantage for a powerful momentum-based play, using your whole target combo canceled into Torrent of Power.

SOUL SEALER LP + LK

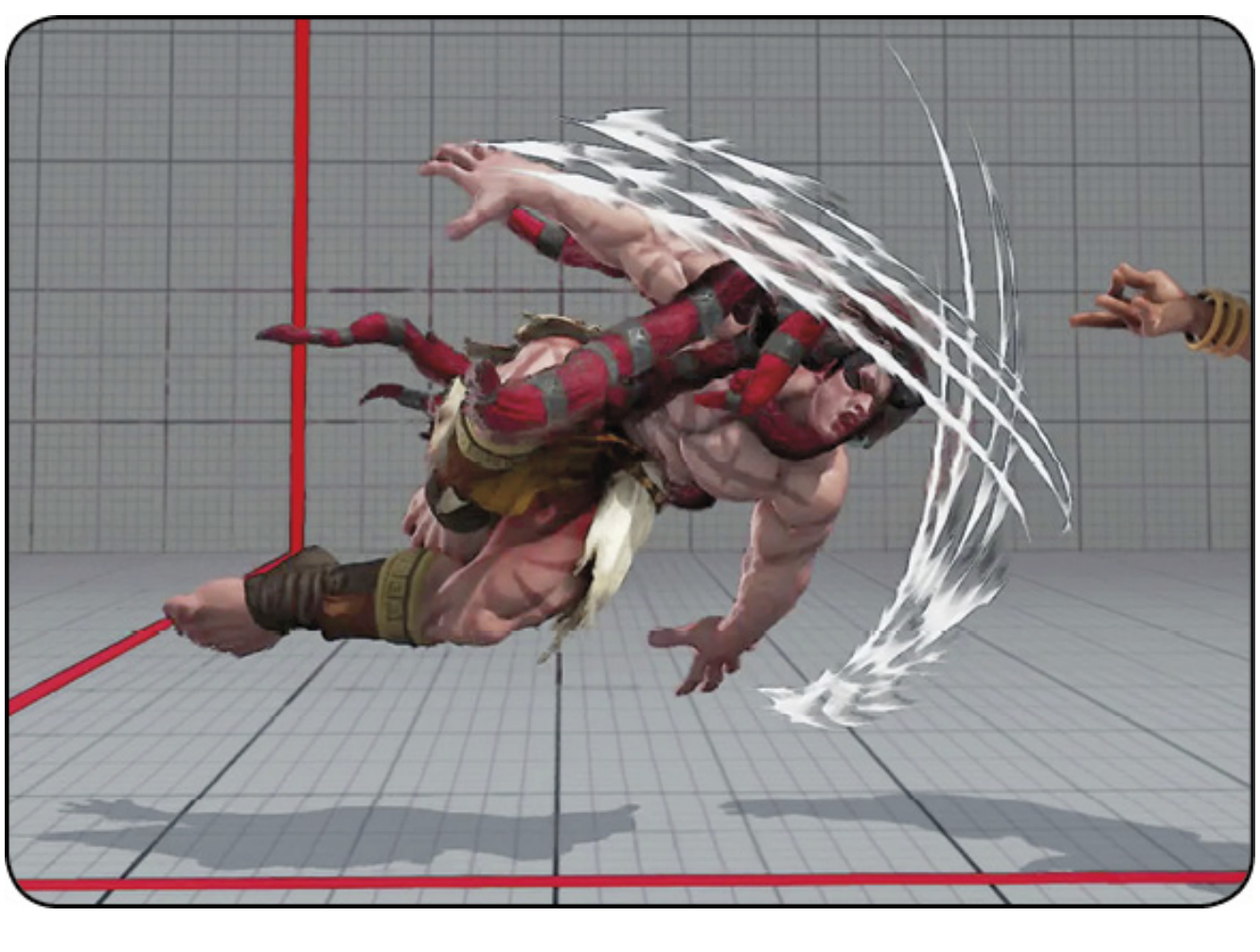

Normal throw range





STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—

LP THE DISC'S GUIDANCE CHARGE ← , → + LP



STARTUP	18
ACTIVE	3
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	10/30/15

NOTES

Requires 30 frames of charge; frames 6-20 nullifies one projectile hit

MP THE DISC'S GUIDANCE CHARGE ← , → + MP

STARTUP	21
ACTIVE	3
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	110
STUN	150
METER GAIN	10/30/15

NOTES

Requires 30 frames of charge; frames 6-23 nullifies one projectile hit

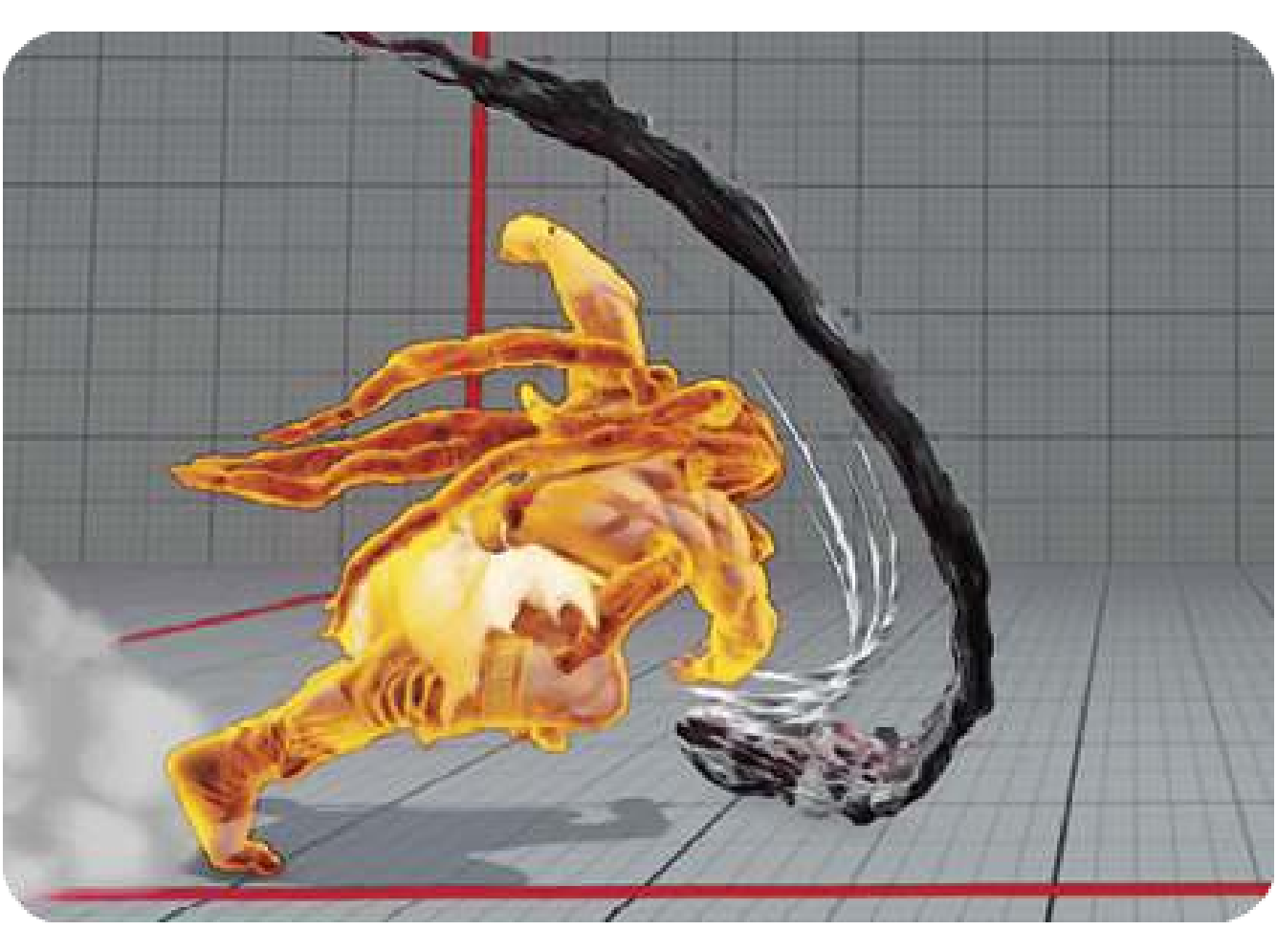
HP THE DISC'S GUIDANCE CHARGE ← , → + HP

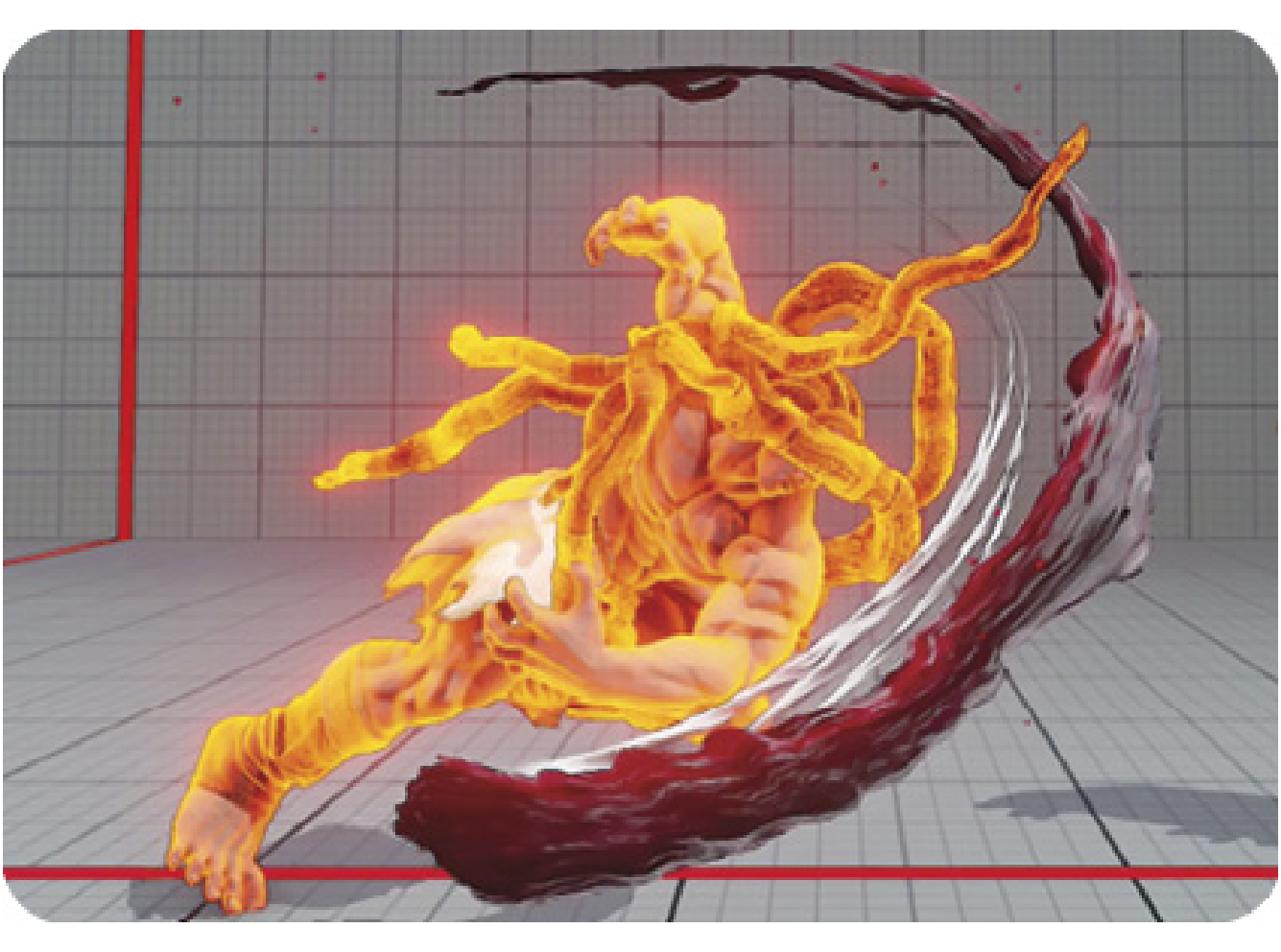
STARTUP	24
ACTIVE	3
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	130
STUN	150
METER GAIN	10/30/15

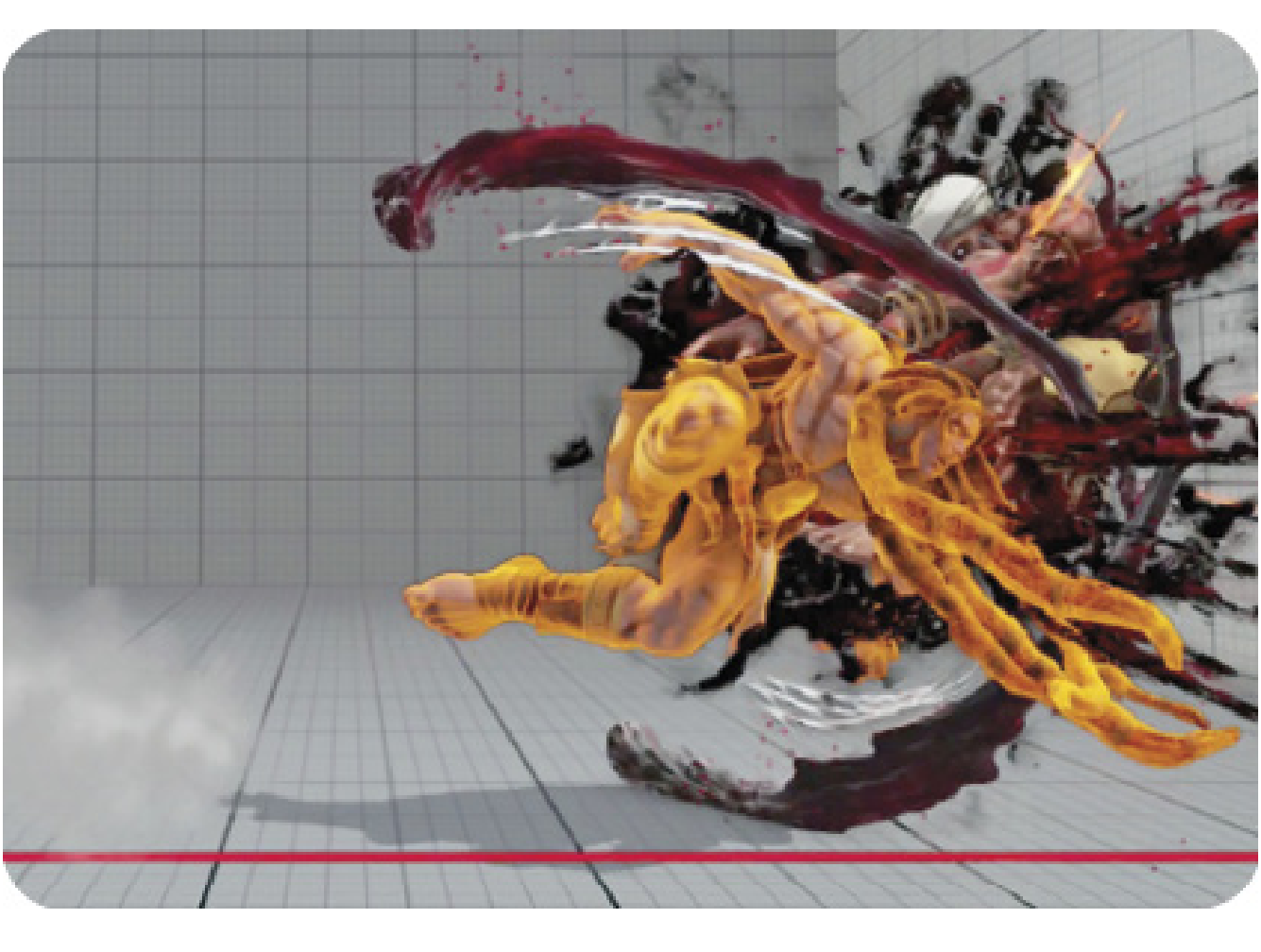
NOTES

Requires 30 frames of charge; frames 6-26 nullifies one projectile hit

EX THE DISC'S GUIDANCE CHARGE ← , → + P P







STARTUP	17/31/45
ACTIVE	2/2/3
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	160
STUN	200
METER GAIN	-300

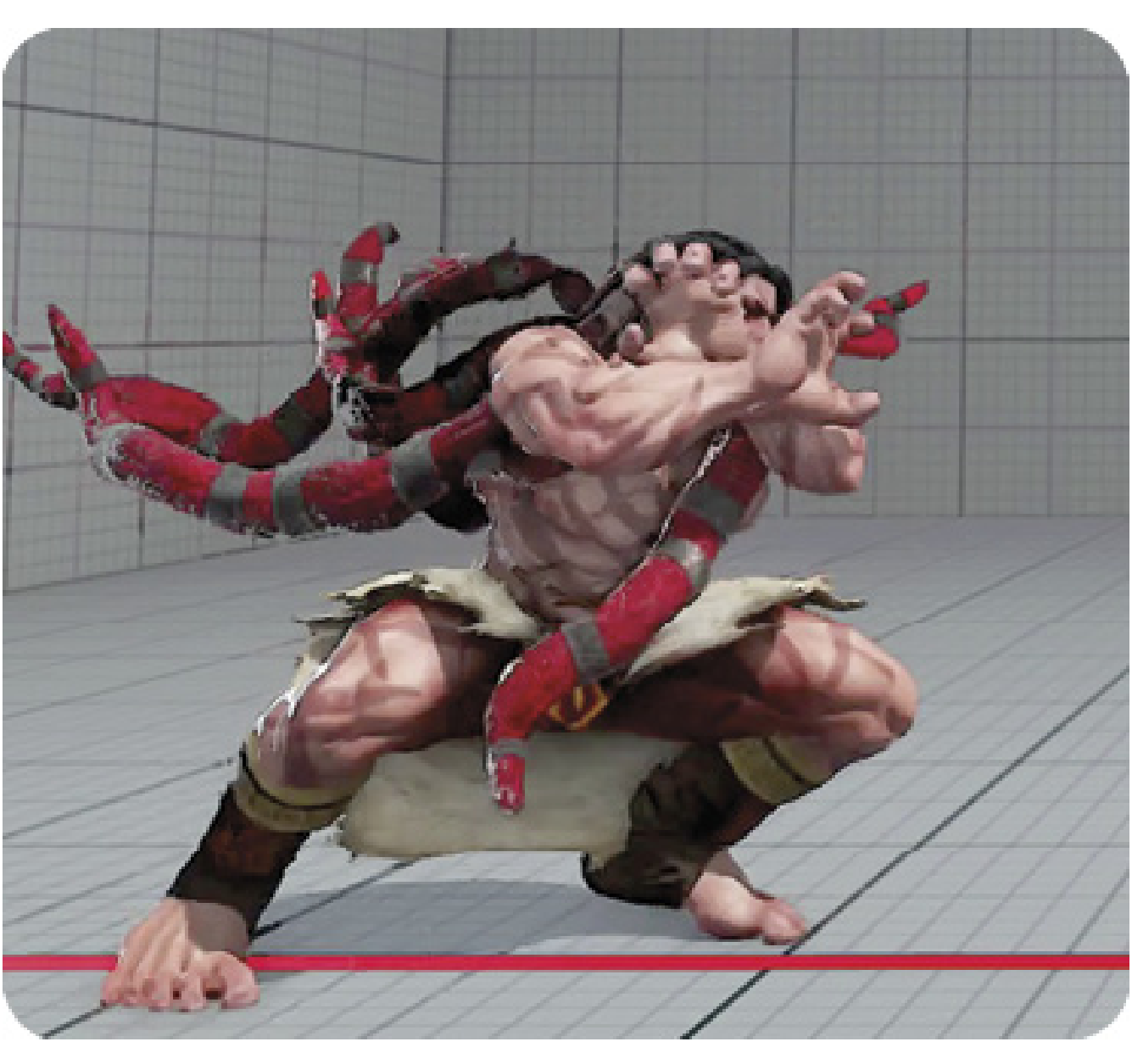
NOTES

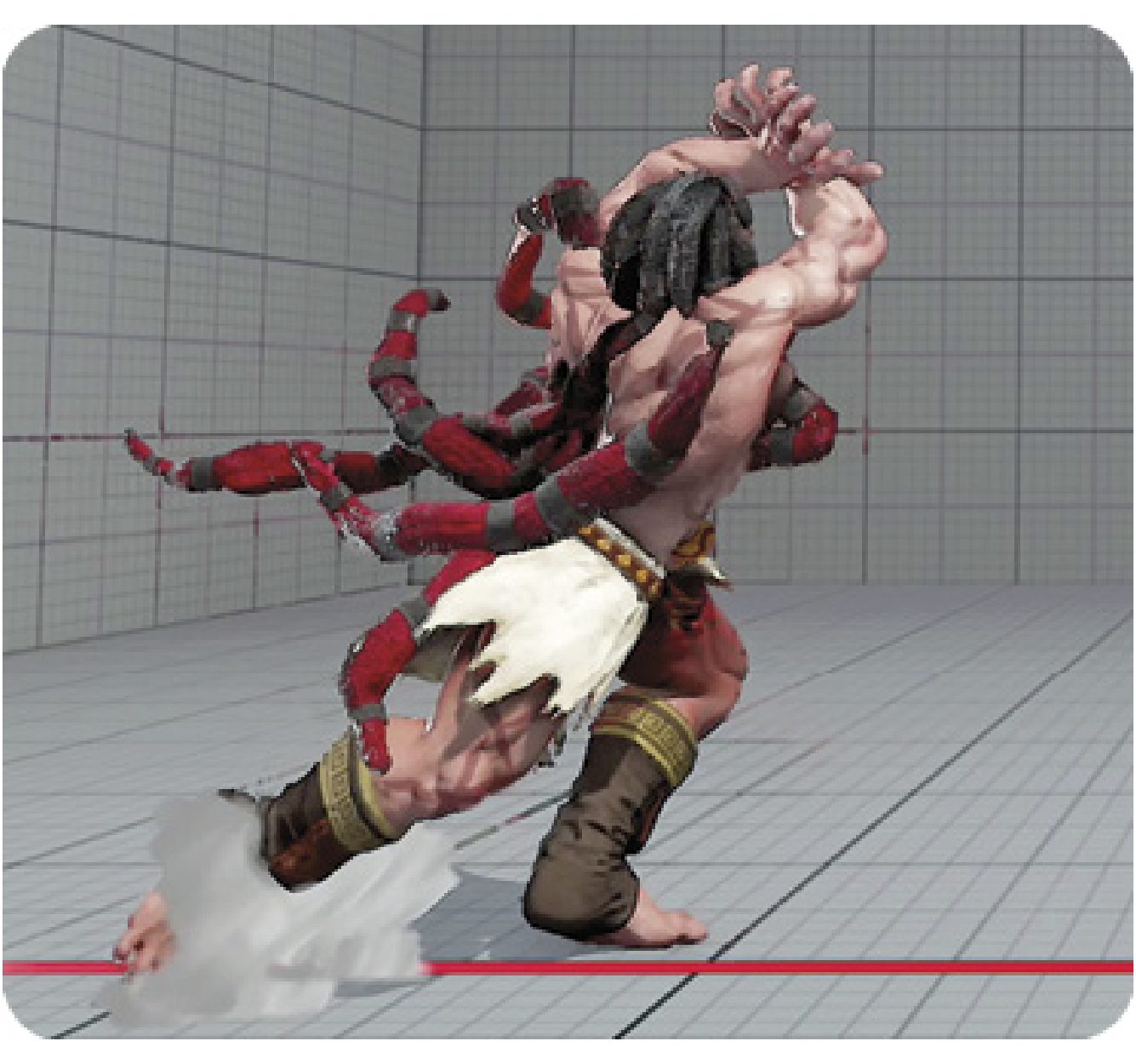
Requires 30 frames of charge; frames 5-47 nullifies one projectile hit

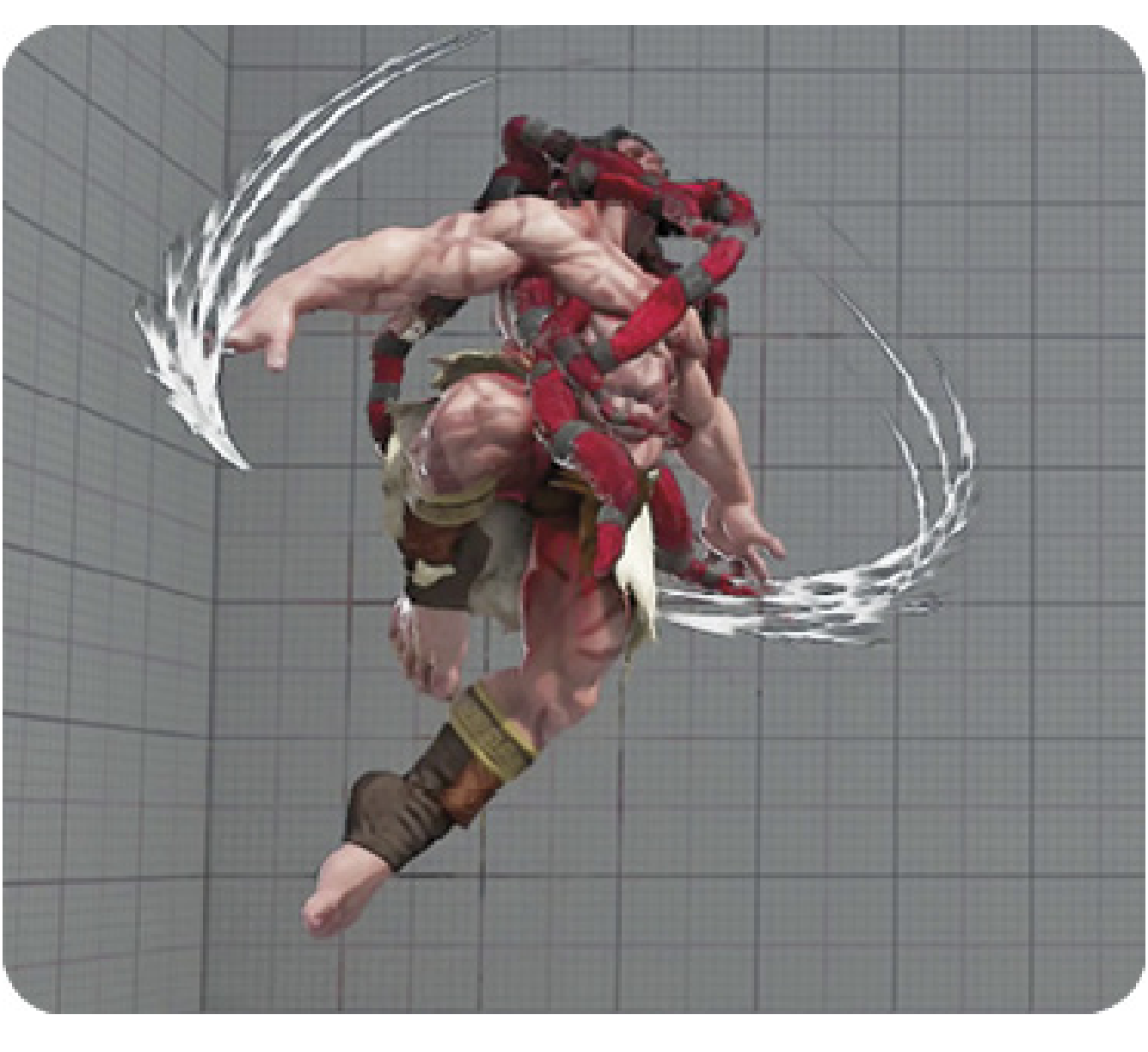
The Disc's Guidance: Necalli rushes forward with an aggressive slashing attack, blowing through single-hit projectiles in his way. The Disc's Guidance requires 30 frames of ← charge before execution and boasts projectile-eating armor properties (starting on Frame 6 during the normal-strength versions and on Frame 5 for the EX version). All three normal versions of the attack share the same advantage values on guard (-6), but they vary in damage, travel distance, and startup times. LP travels a short distance (around the same as a forward dash), MP travels about half a screen's distance, and HP goes nearly full screen. The EX version is enhanced with more attacks, more damage, and a longer window of projectile armor (while much more punishable when guarded, at -13).

The varying startup frames will determine which version of the attack you should use in combos. Generally, you'll use the LP version in most practical combos because its startup is fast enough to combo from standing or crouching MP.

LP RAGING LIGHT ↓ ↑ + LP







STARTUP	3
ACTIVE	2(3)2
RECOVERY	19 + 16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-24
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	10/25/13

NOTES

Frames 1-3 lower body and throw invincible; rewards counter-hit to opponent if hit during recovery

MP RAGING LIGHT ↓ ↑ + MP

STARTUP	5
ACTIVE	3(3)3
RECOVERY	21 + 16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-28
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	10/10+40(50)/5

NOTES

Frames 7-12 completely invincibile; rewards counter-hit to opponent if hit during recovery

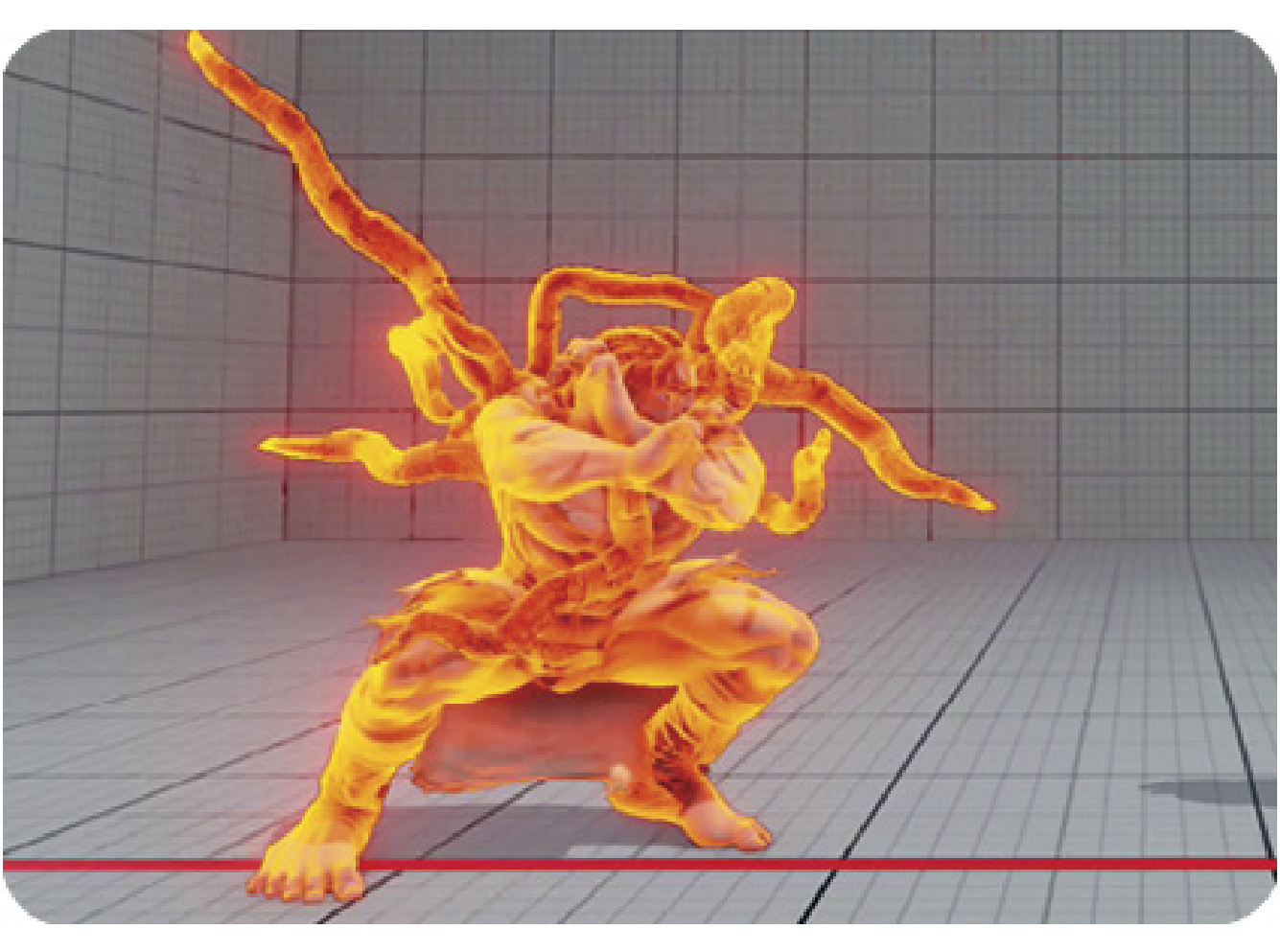
HP RAGING LIGHT ↓ ↑ + HP

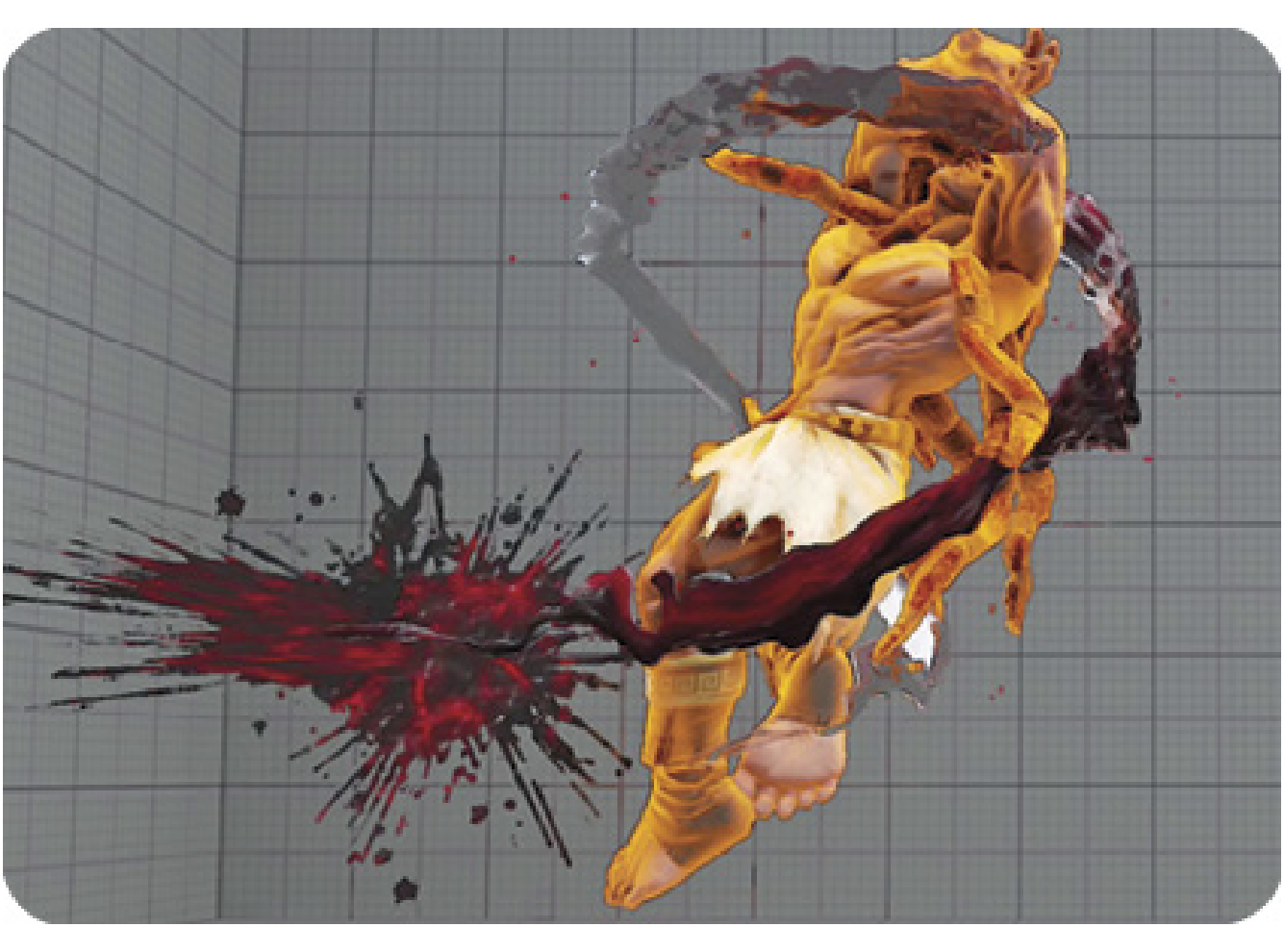
STARTUP	7
ACTIVE	4(2)2
RECOVERY	26 + 19 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-33 (against crouch block: -35)
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120
STUN	150
METER GAIN	10/10+10+30(50)/5+5(10)

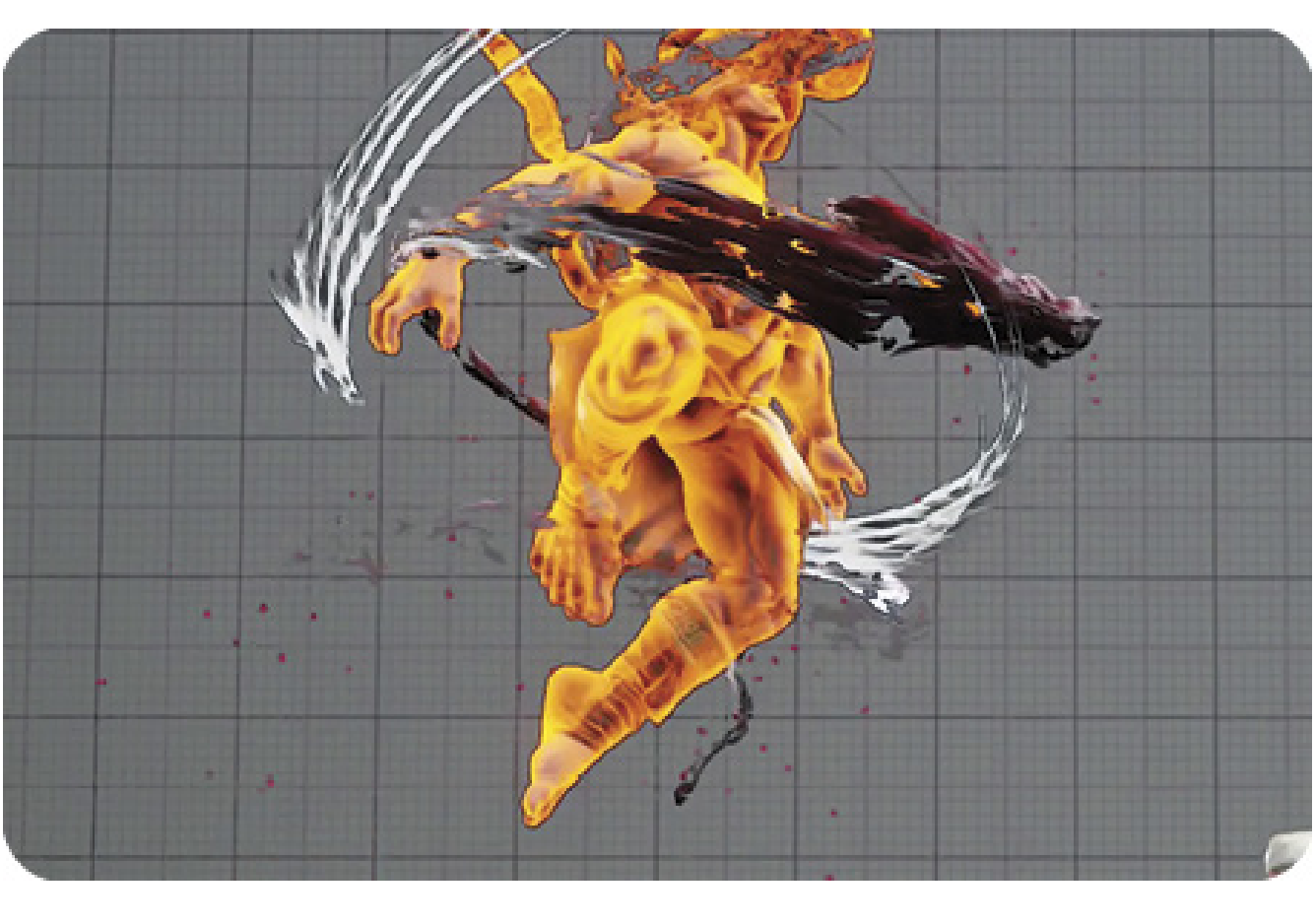
NOTES

Frames 1-7 completely invincible; rewards counter-hit to opponent if hit during recovery

EX RAGING LIGHT ↓ ↑ + P P







STARTUP	3
ACTIVE	10(1)3
RECOVERY	23 + 19 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-38
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	150
STUN	200(20x4+120)
METER GAIN	-300

NOTES

Frames 1-7 completely invincible; rewards counter-hit to opponent if hit during recovery

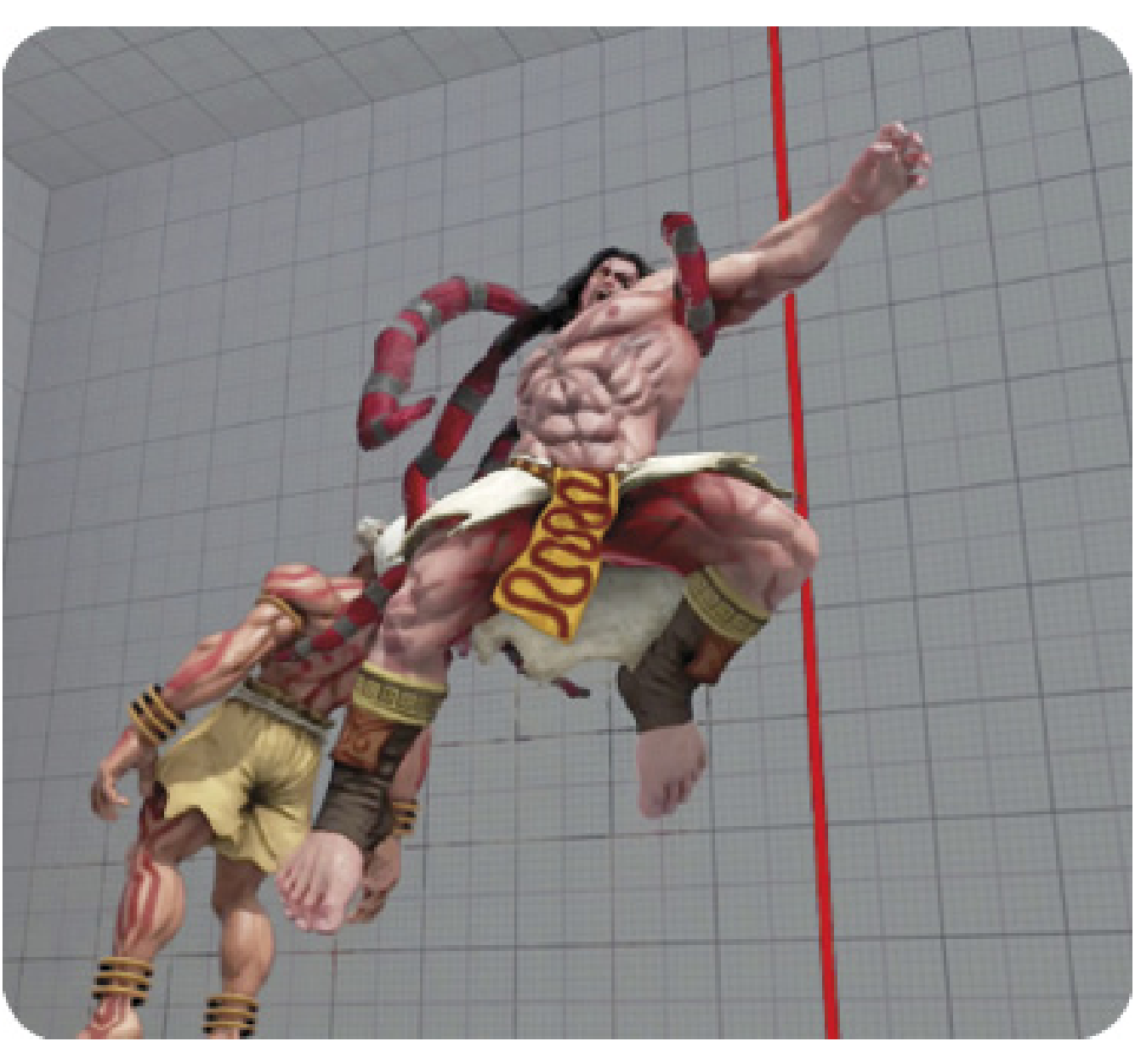
Raging Light: From a crouching position, Necalli launches himself into the air with an inverted double claw swipe. Raging Light is a conventional anti-air special in that each version possesses different properties that can deal with a variety of attacks. LP Raging Light is invulnerable to throws and low-hitting attacks (such as crouching MK or LK) during its three initial frames. MP Raging Light has an unusual window of complete invulnerability that starts from Frame 7 and lasts for five frames. HP Raging Light is completely invincible for the first seven frames, making it the most effective in deflecting aerial attacks. EX Raging Light is much like HP Raging Light (completely invincible for seven frames), but it starts up at an impressive three frames. Its horizontal range is significantly increased, as well, making it ideal for certain hit-check combos like **Combo 1a**.

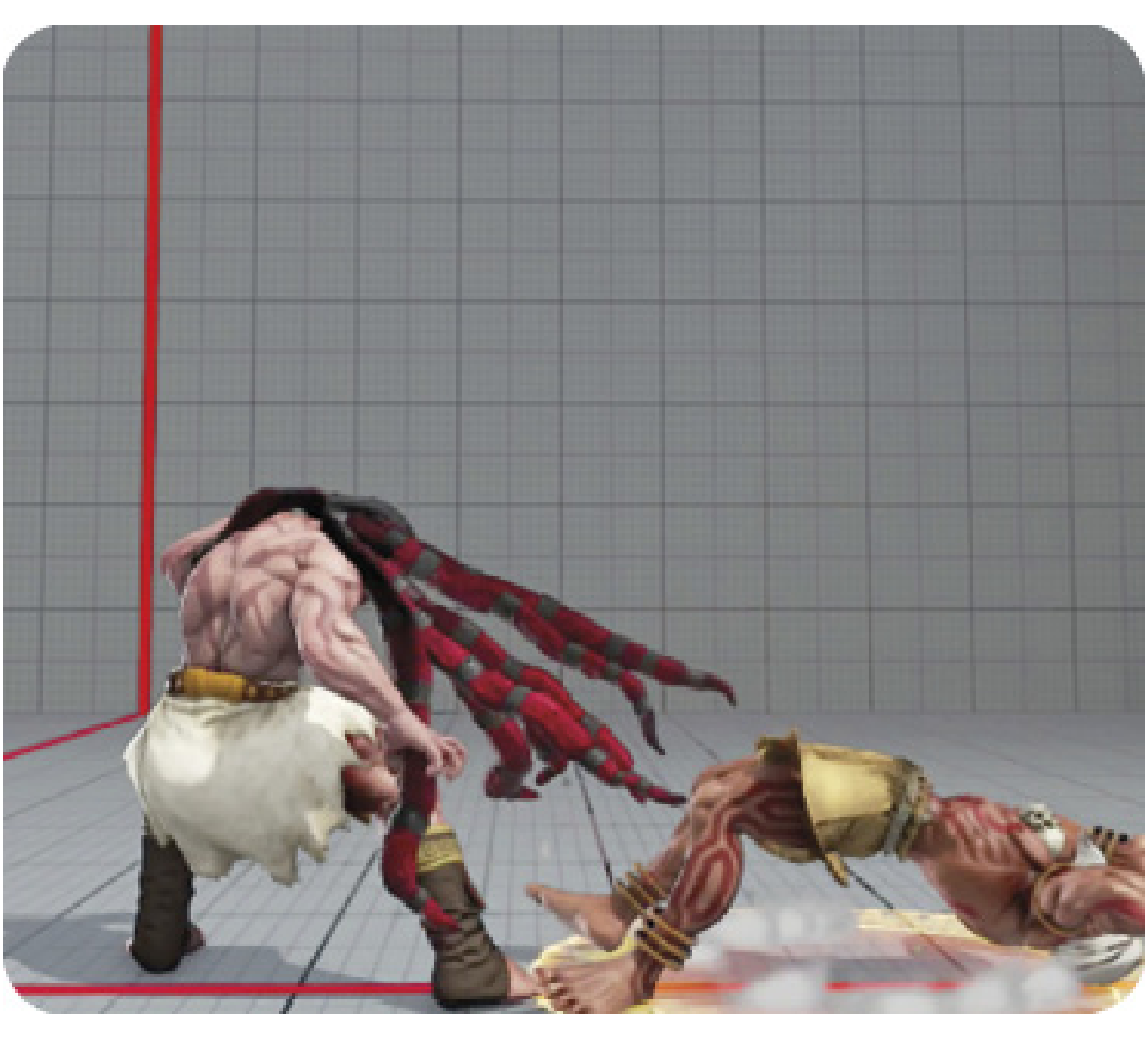
DEVELOPER NOTES

Necalli is a truly a sight to behold when his V-Trigger becomes active. With increased advantage on his attacks, higher damage output, and improved movement on his attacks, you should be sure to activate his V-Trigger when the opportunity presents itself.

—Peter Rosas, Associate Producer

LP MASK OF TLALLI ⟲ + LP





STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120
STUN	200
METER GAIN	10/80

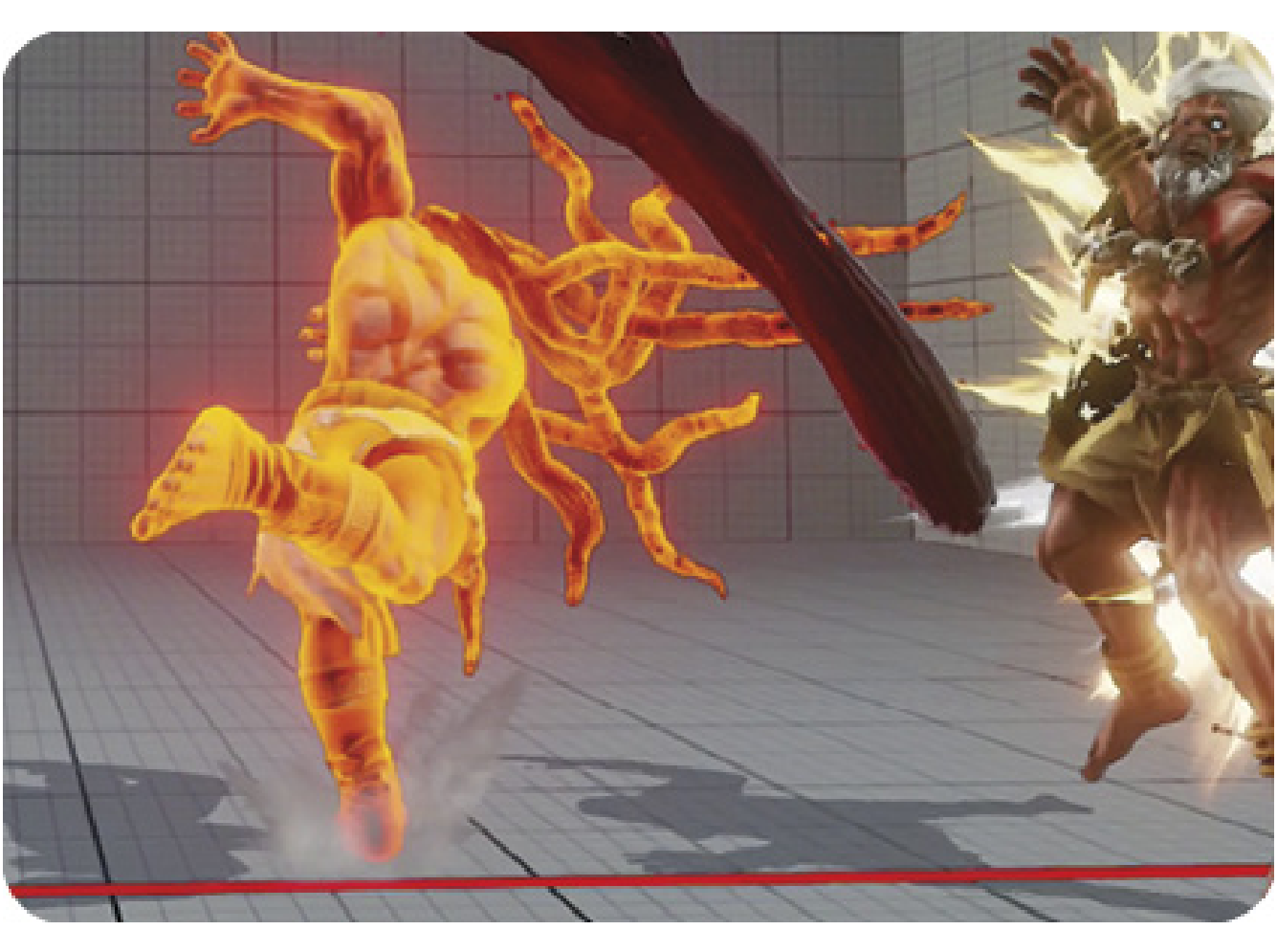
MP MASK OF TLALLI ⟲ + MP

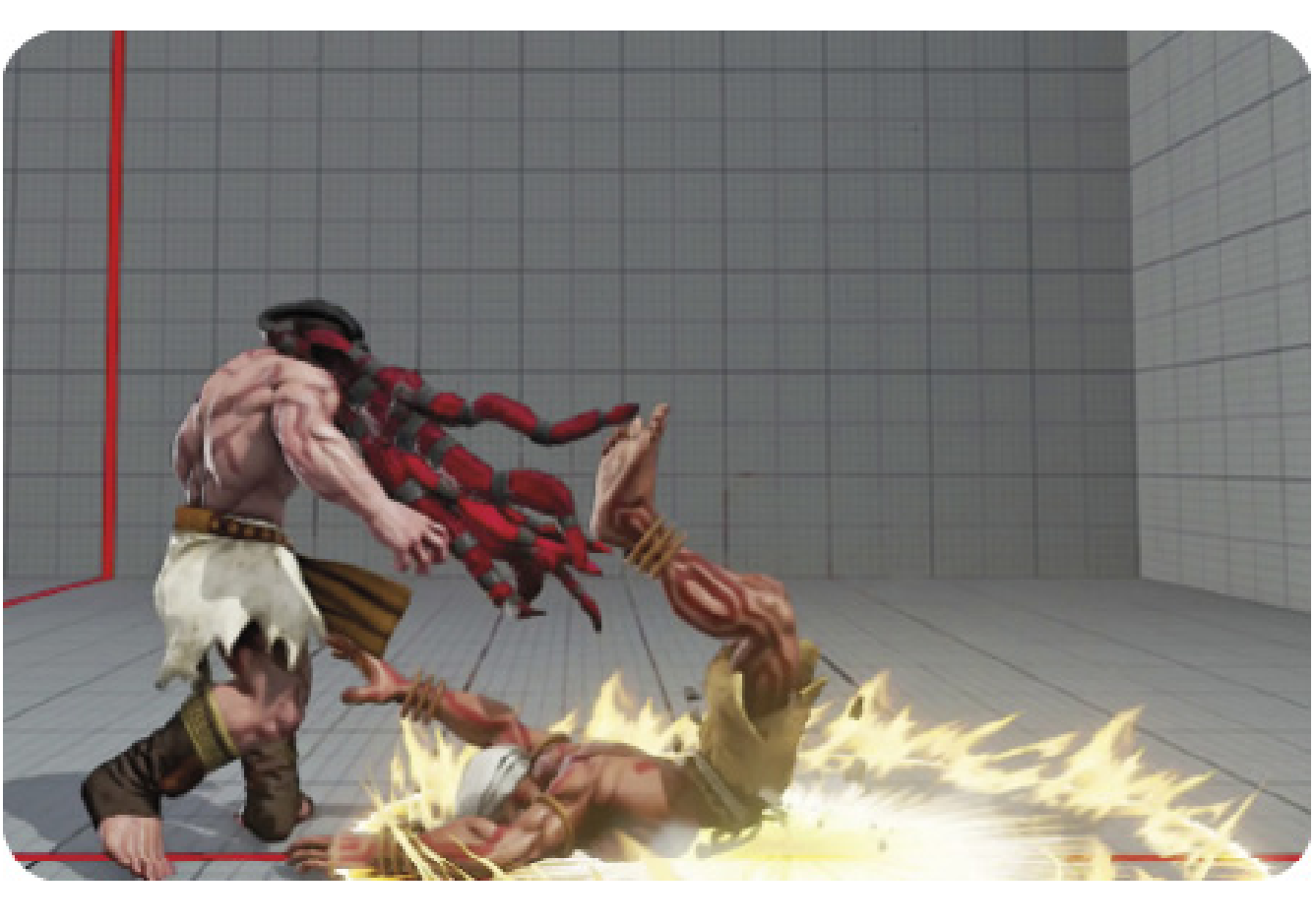
STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	10/80

HP MASK OF TLALLI ⟲ + HP

STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	140
STUN	200
METER GAIN	10/80

EX MASK OF TLALLI ⟲ + P P





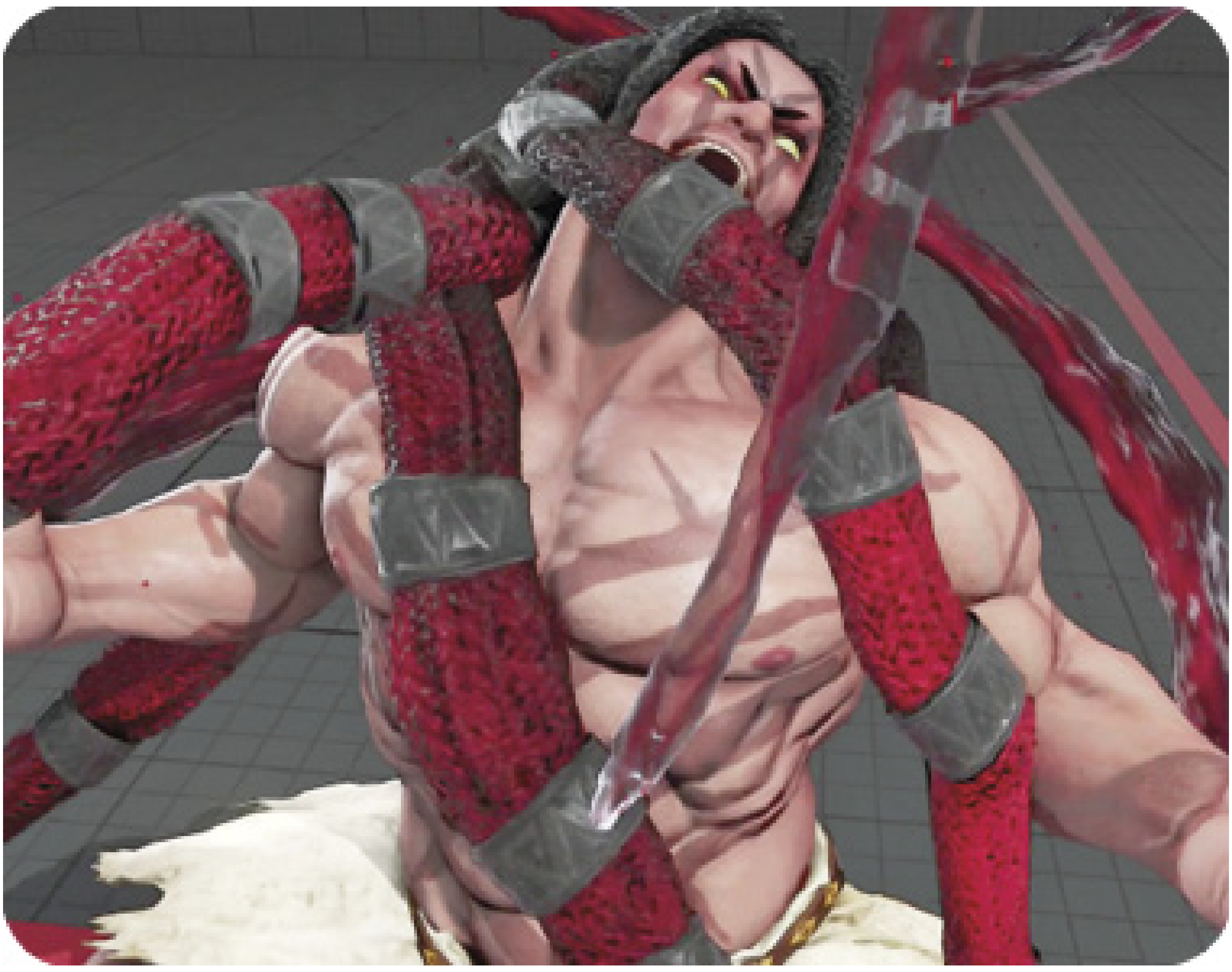
STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—

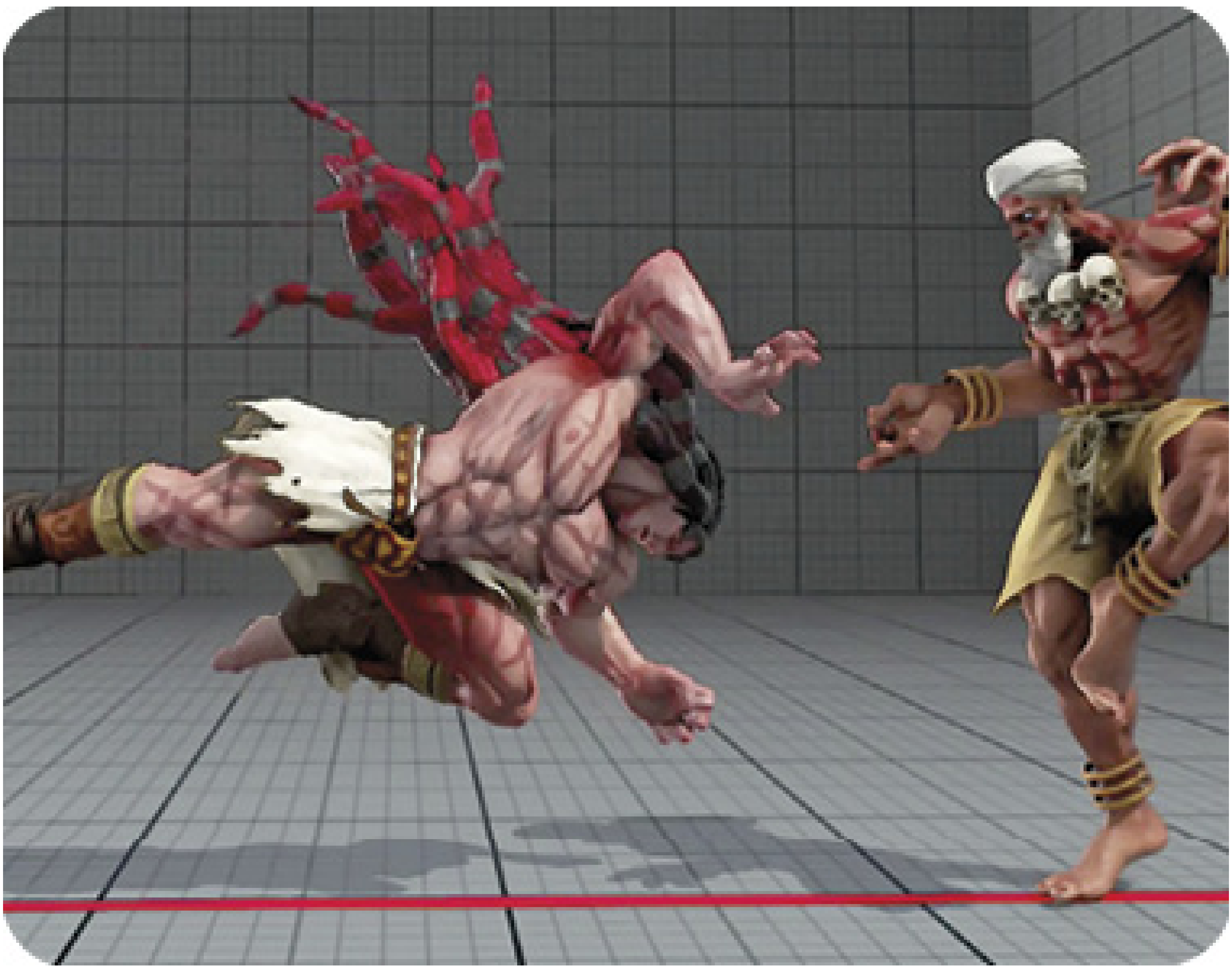
STREET FIGHTER V

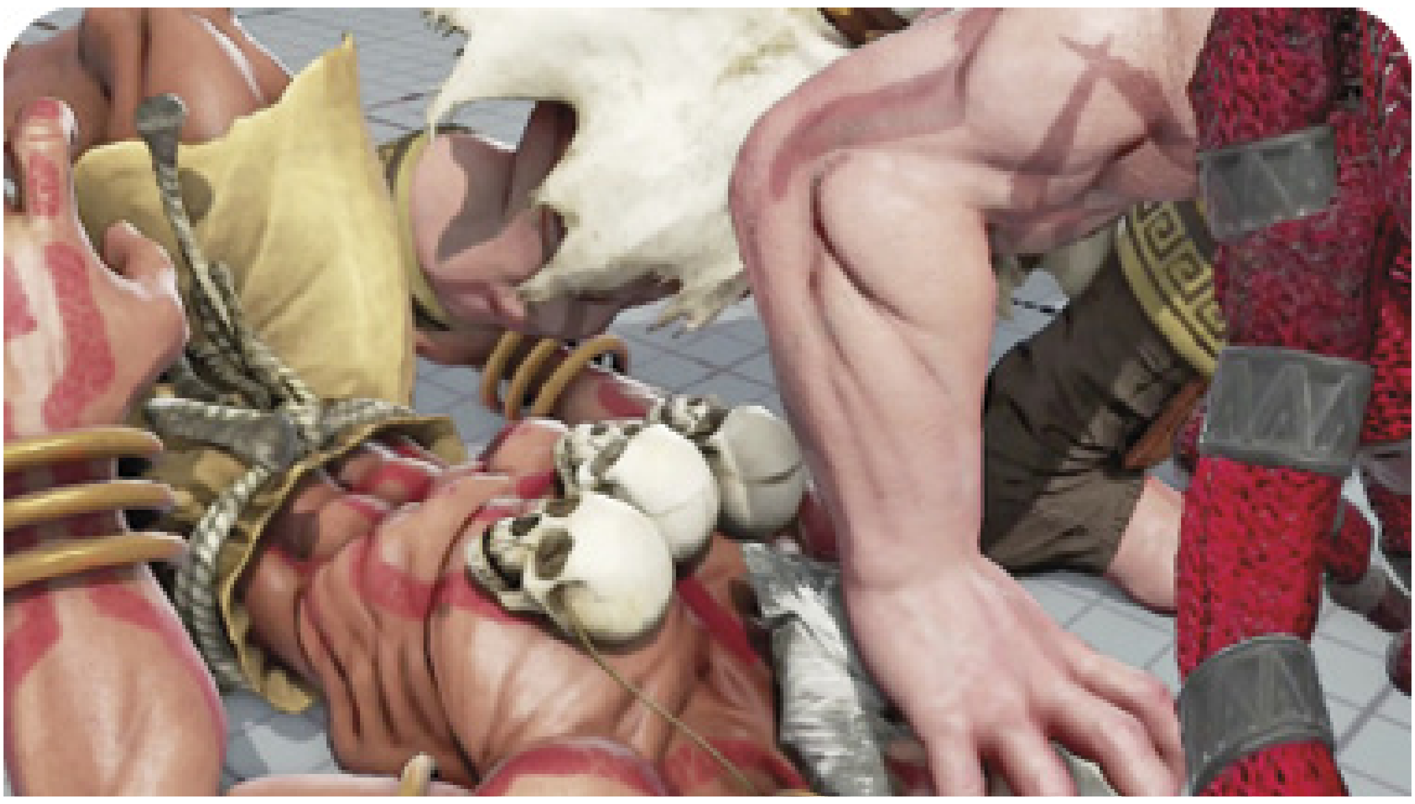
Necalli

Critical Art

CEREMONY OF HONOR ↓↘→ ↓↘→ + Ⓟ

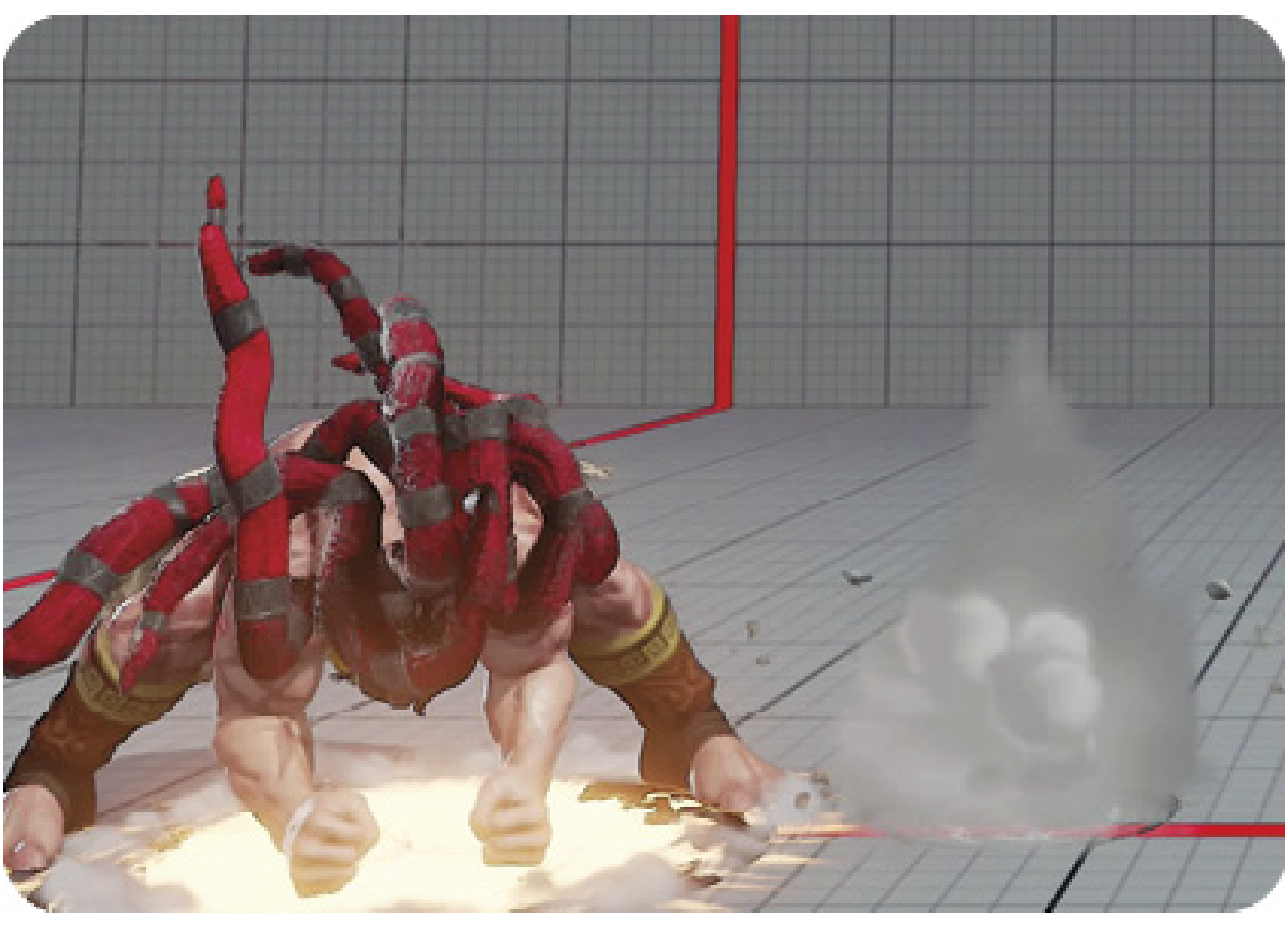


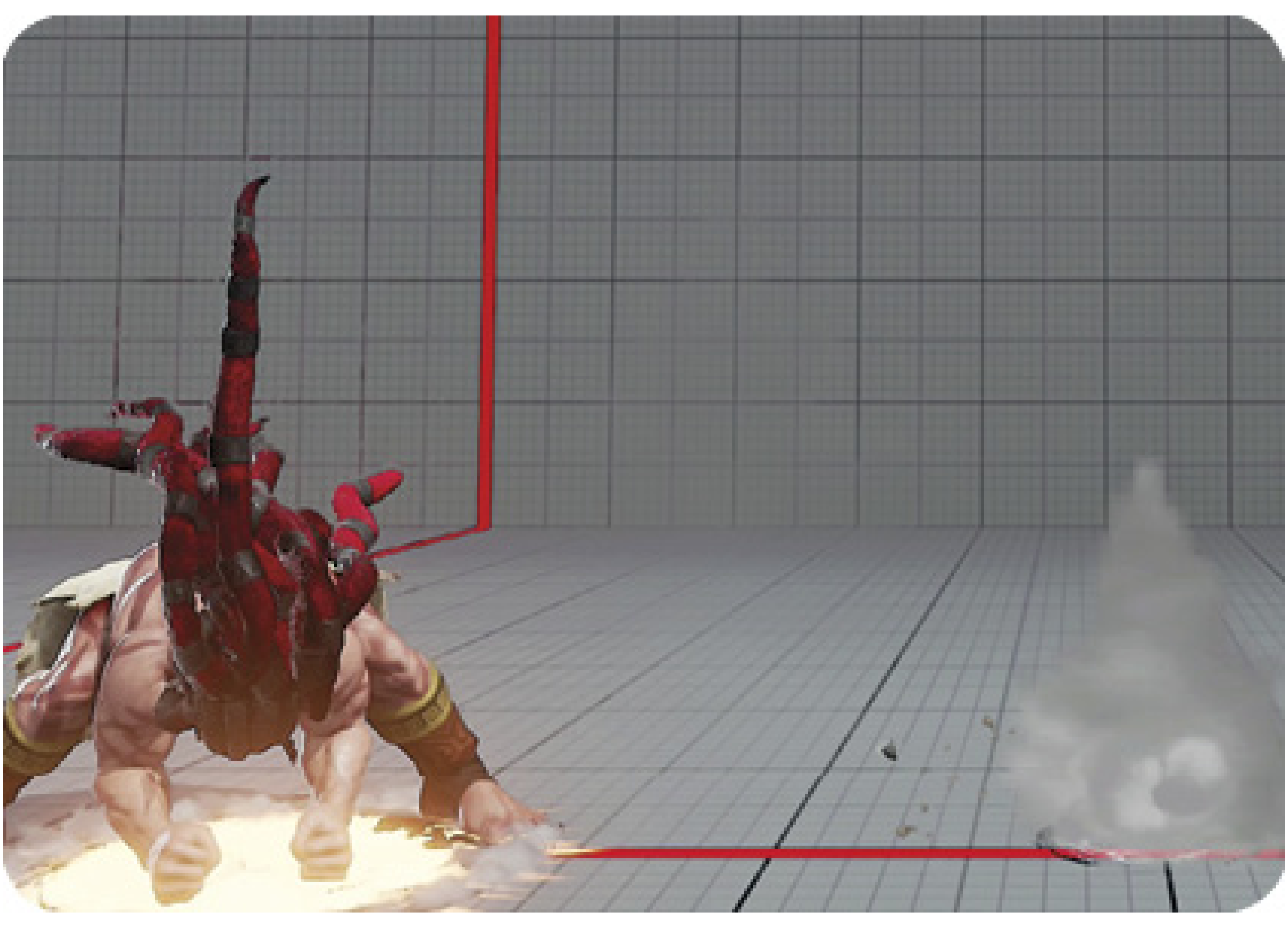


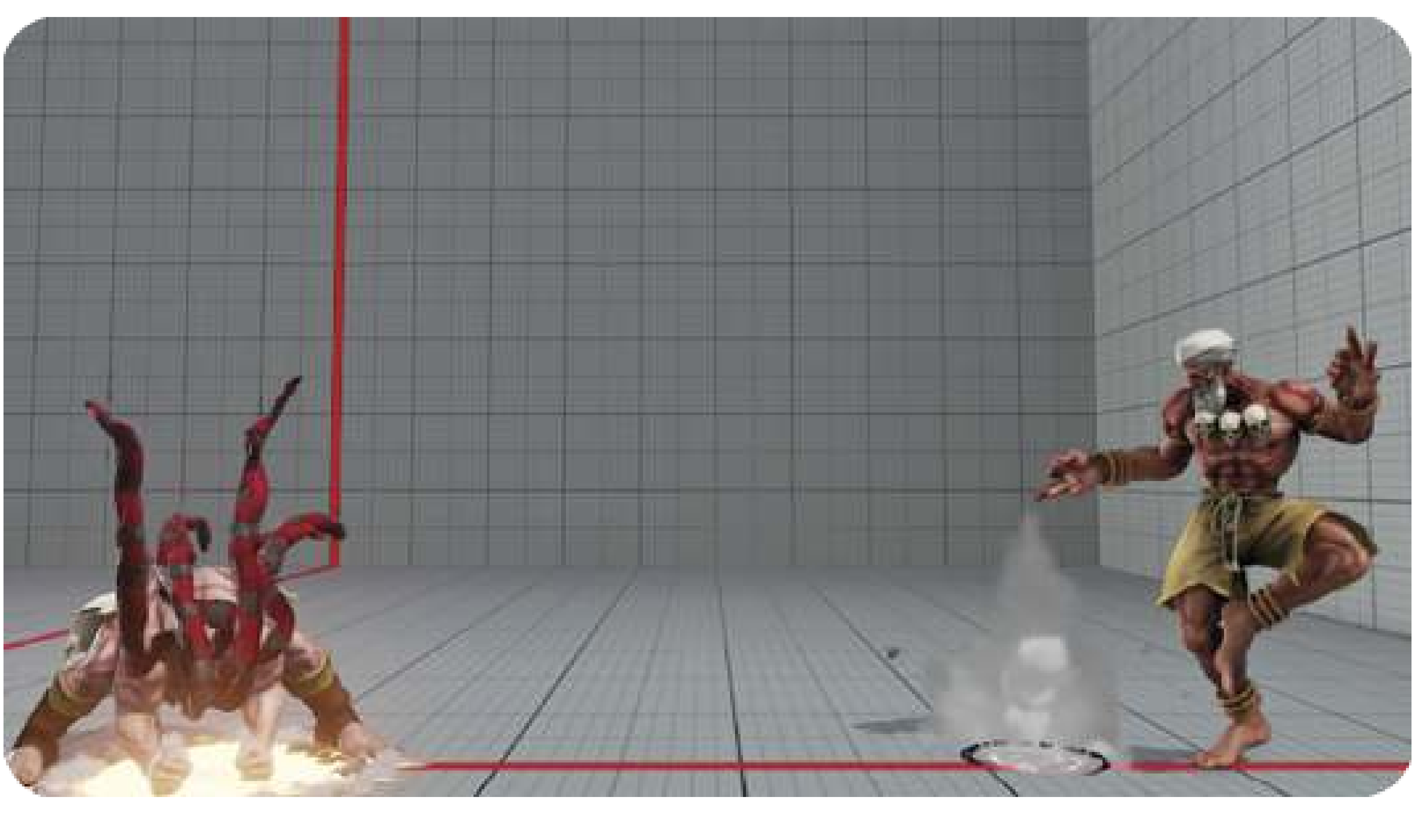


V-SKILL

CULMINATED POWER MP + MK







STARTUP	25
ACTIVE	3
RECOVERY	29
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-1
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	50
STUN	100
METER GAIN	V: 120

NOTES

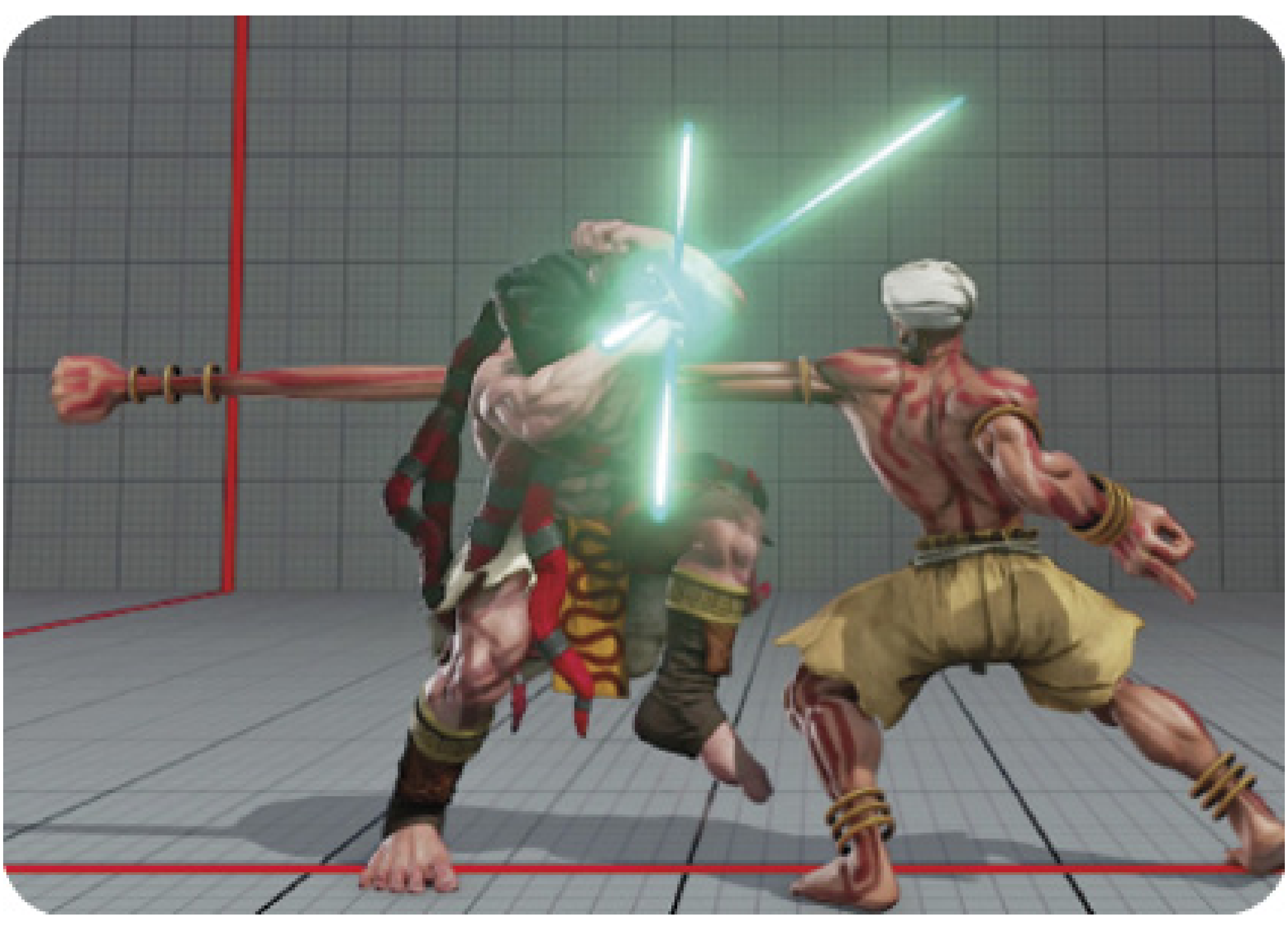
Does not hit airborne opponents

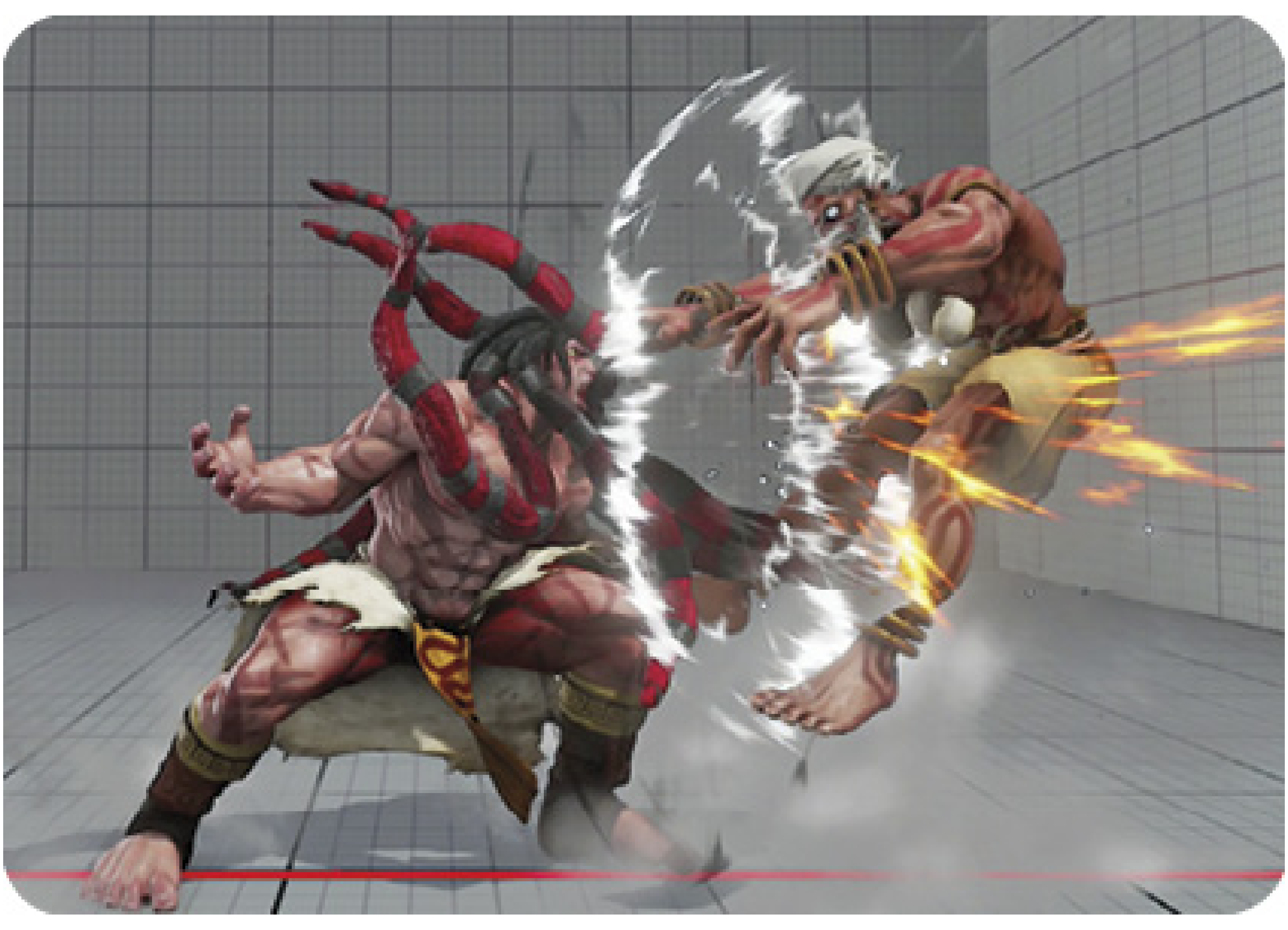
Culminated Power: Necalli slams the ground with a double hammerfist, causing a damaging eruption beneath the enemy. You can control the eruption point by modifying MP + MK with either ← or →. ← + MP + MK causes an eruption close to Necalli, MP + MK causes one about a half-screen away, and → + MP + MK causes one that's almost full screen (but not quite).

Culminated Power is designed as Necalli's zoning and stamina-chipping tool. It gives him much more stage presence since it can be a threat at most distances. However, like a projectile special move, its recovery can be severe if it misses or if the opponent jumps in over it. Additionally, it rewards you with 150 valuable V-Gauge points (1/2 of a stock) on hit.

V-REVERSAL

THE CALLING → + P P P DURING GUARD





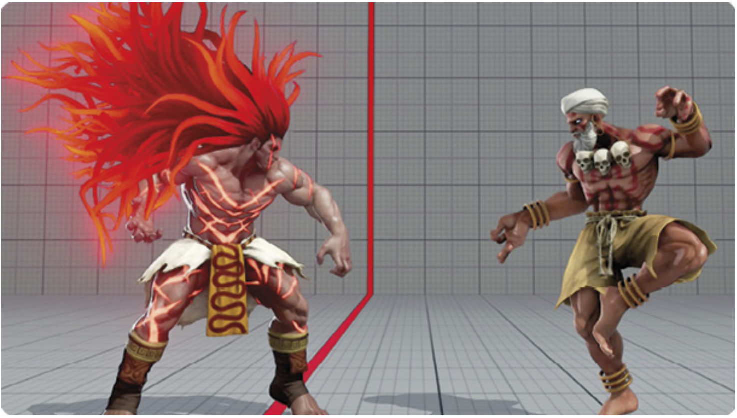
STARTUP	16
ACTIVE	2
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	0
METER GAIN	V: -300

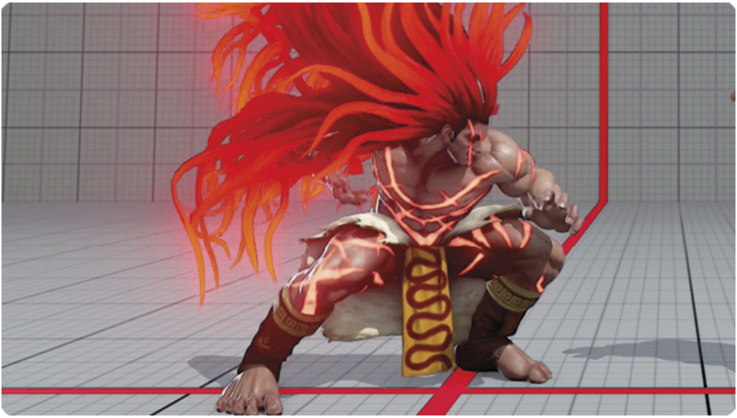
PRIMA GAMES

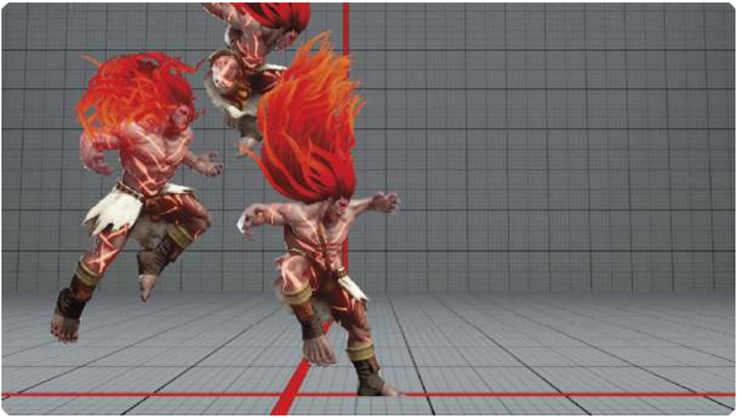
STREET FIGHTER V

Necalli

Moves During Torrent of Power

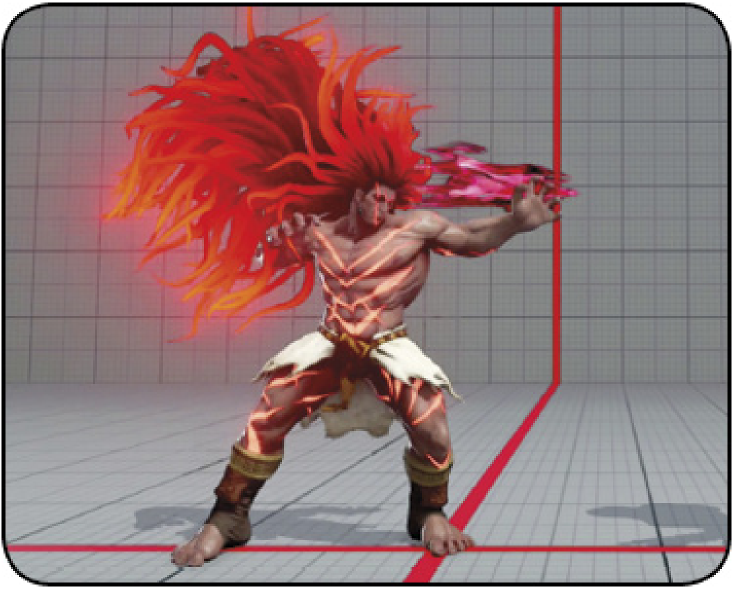






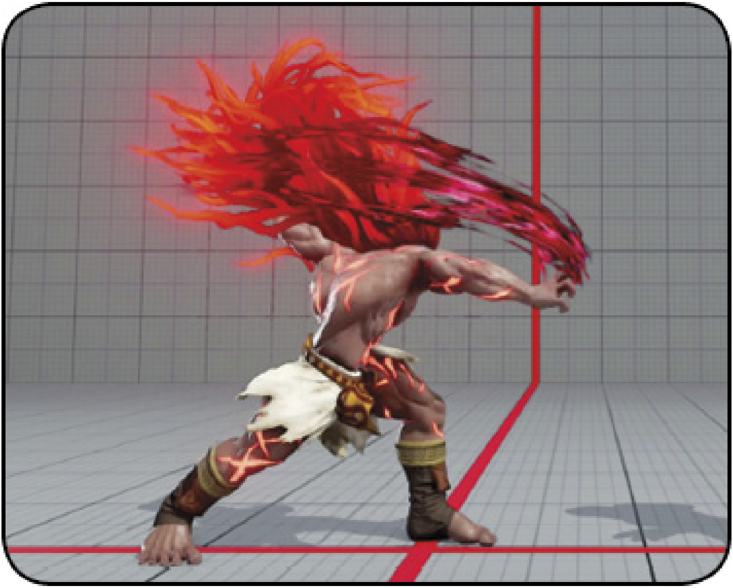
STANDING NORMAL MOVES

STANDING JAB (LP)



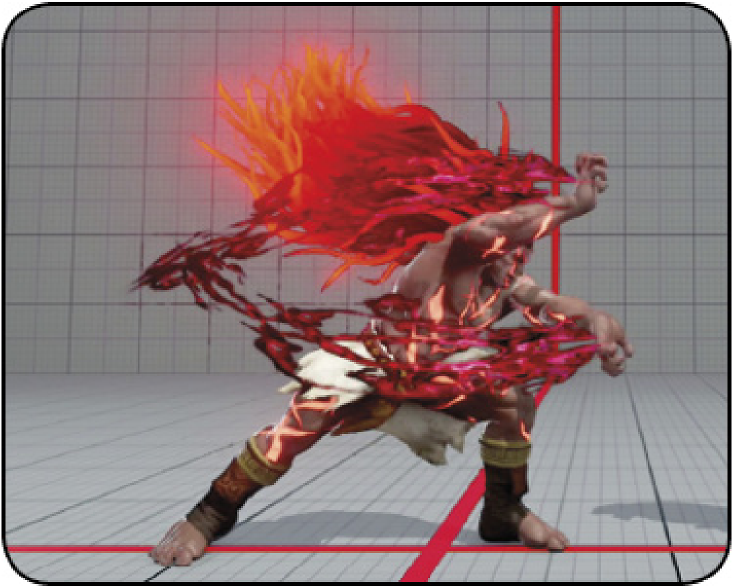
STARTUP	3
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	SP
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	6
ACTIVE	3
RECOVERY	14
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
CANCEL	SP
DAMAGE	70
STUN	100
METER GAIN	30/15

STANDING FIERCE HP



STARTUP	9
ACTIVE	5
RECOVERY	18
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	SP
DAMAGE	90
STUN	150
METER GAIN	50/25

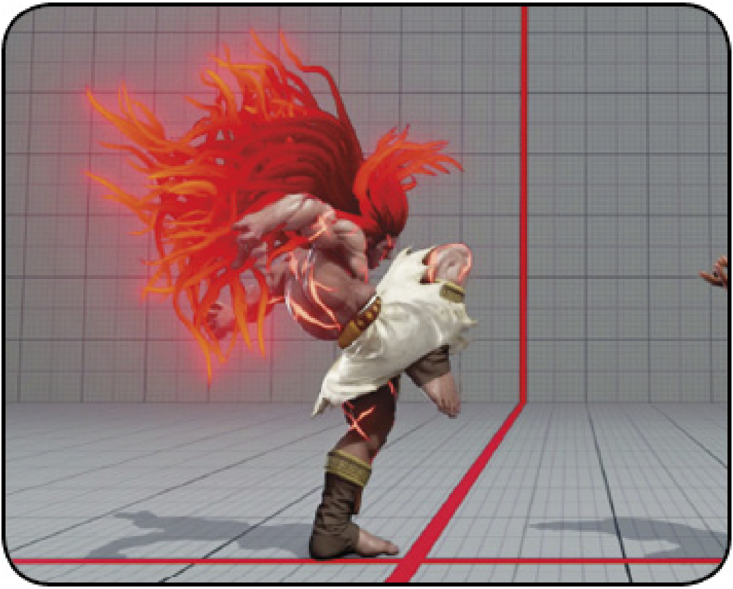
NOTES

On counter-hit: Crush Counter (spinning knockdown)

STANDING SHORT LK

STARTUP	4
ACTIVE	4
RECOVERY	8
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

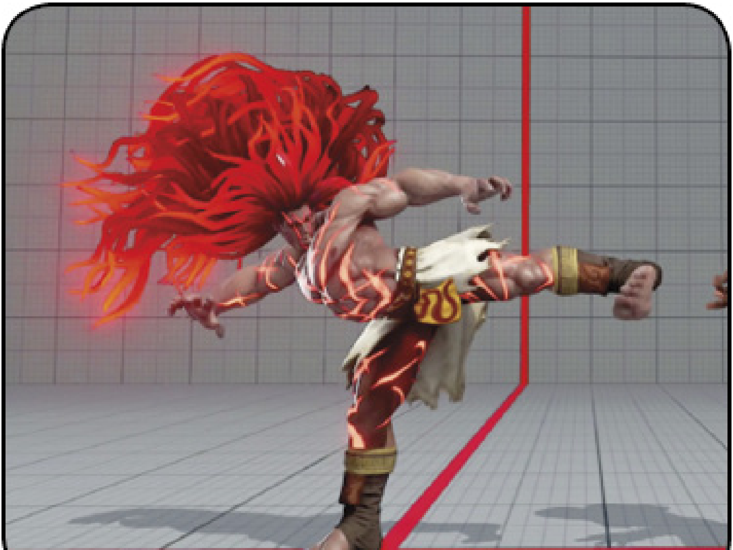


STARTUP	5
ACTIVE	2
RECOVERY	13
GUARD LEVEL	HL
ON HIT	6
ON GUARD	2
CANCEL	SP
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

Force standing on hit

STANDING ROUNDHOUSE HK



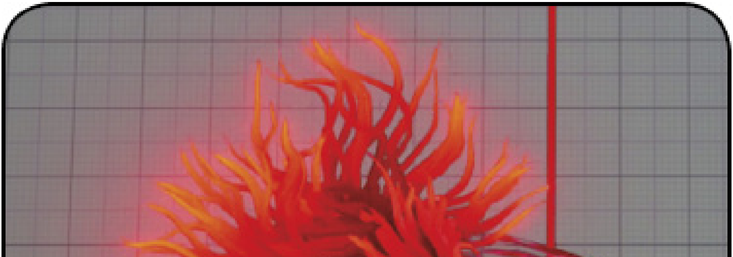
STARTUP	12
ACTIVE	4
RECOVERY	21
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-4
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

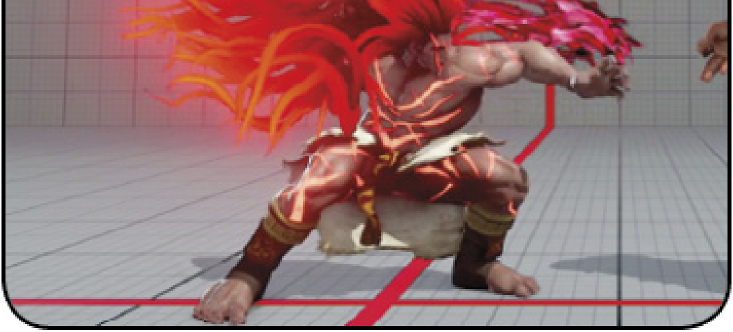
NOTES

On counter-hit: Crush Counter (stagger), +19 frame advantage

CROUCHING NORMAL MOVES

CROUCHING JAB LP WHILE CROUCHING



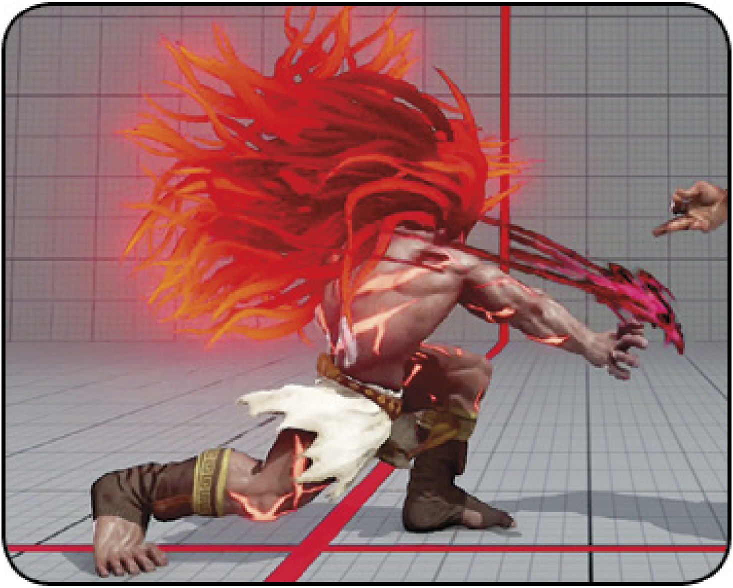


STARTUP	3
ACTIVE	2
RECOVERY	8
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	CH, SP
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

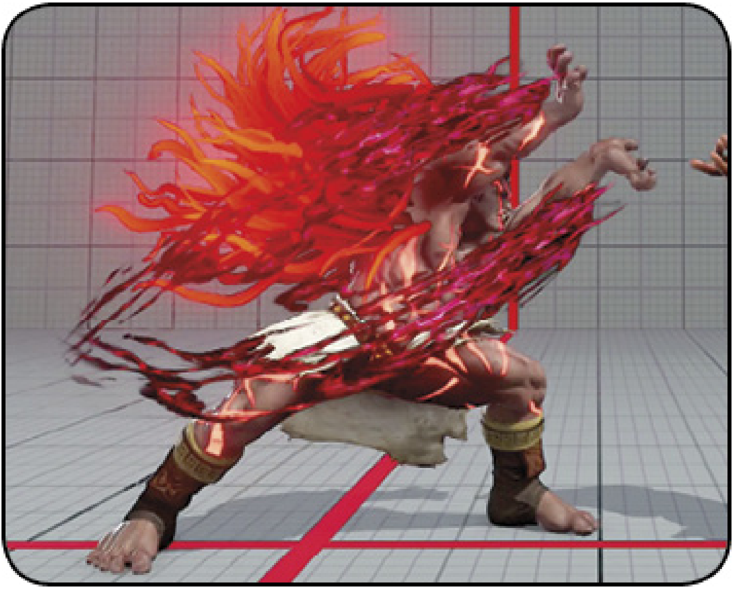
+2 On Guard advantage when chained into

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	2
RECOVERY	12
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
CANCEL	SP
DAMAGE	70
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING

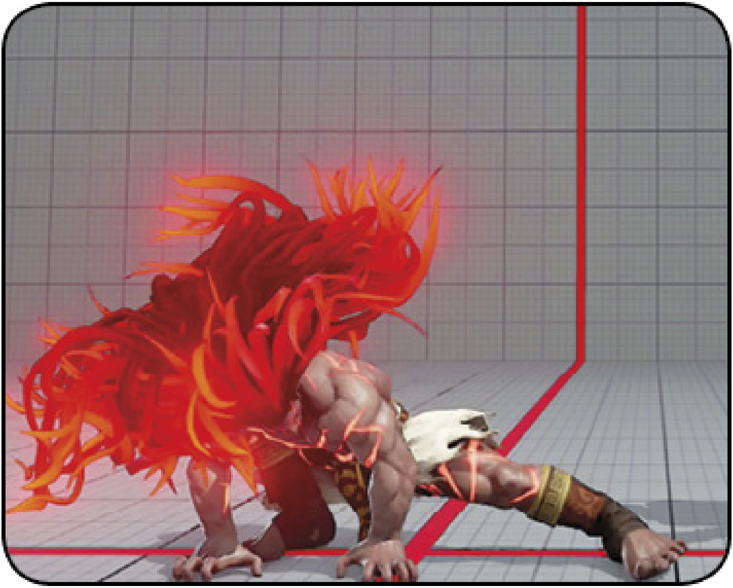


STARTUP	7
ACTIVE	3
RECOVERY	21
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
CANCEL	SP
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

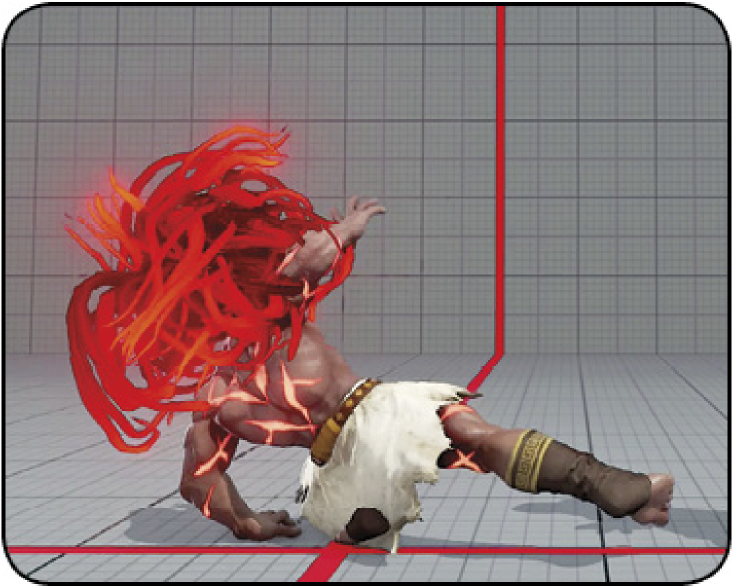
On counter-hit: Crush Counter (spinning knockdown) and +150 V-Gauge

CROUCHING SHORT LK WHILE CROUCHING



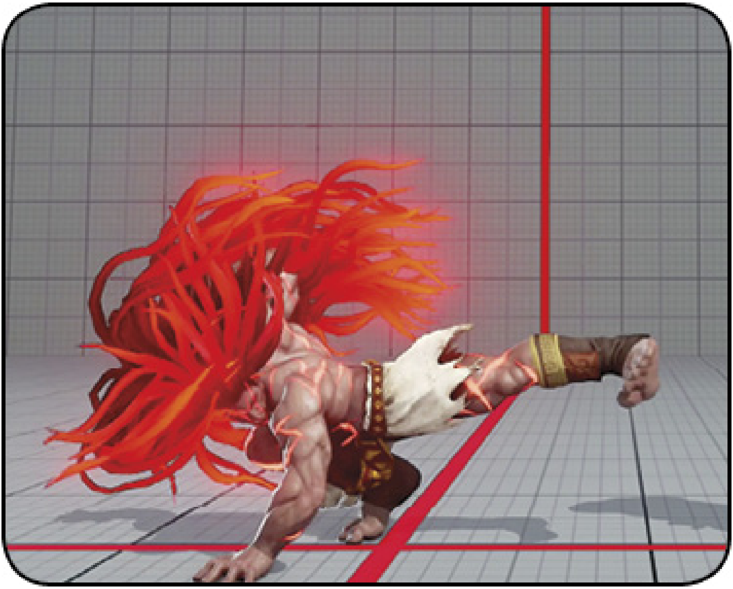
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	L
ON HIT	3
ON GUARD	1
CANCEL	—
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	8
ACTIVE	3
RECOVERY	15
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-4
CANCEL	SP
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



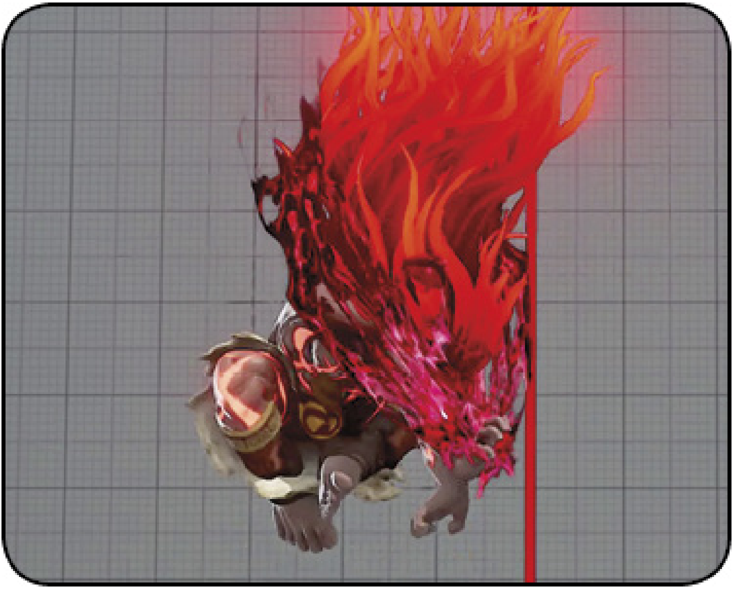
STARTUP	7
ACTIVE	4
RECOVERY	21
GUARD LEVEL	L
ON HIT	D
ON GUARD	-10
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter knockdown prevents quick recovery

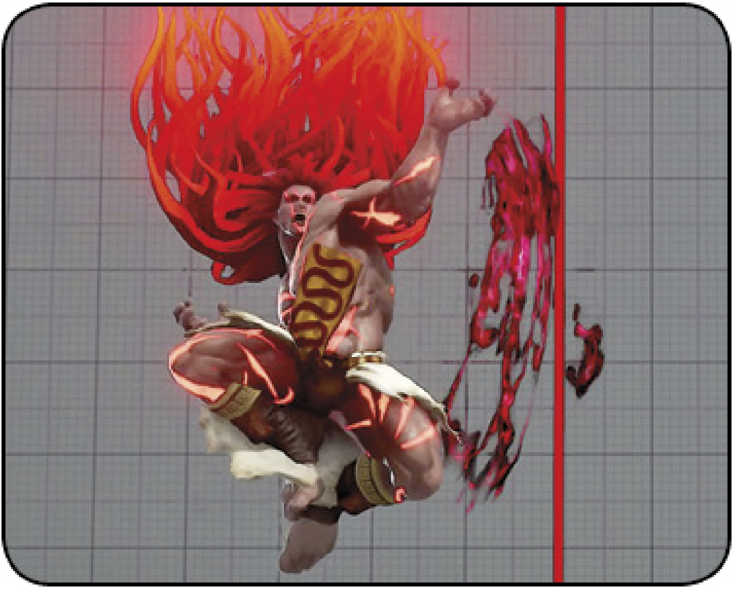
JUMPING NORMAL MOVES

JUMPING JAB LP WHILE JUMPING



STARTUP	3
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	50
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

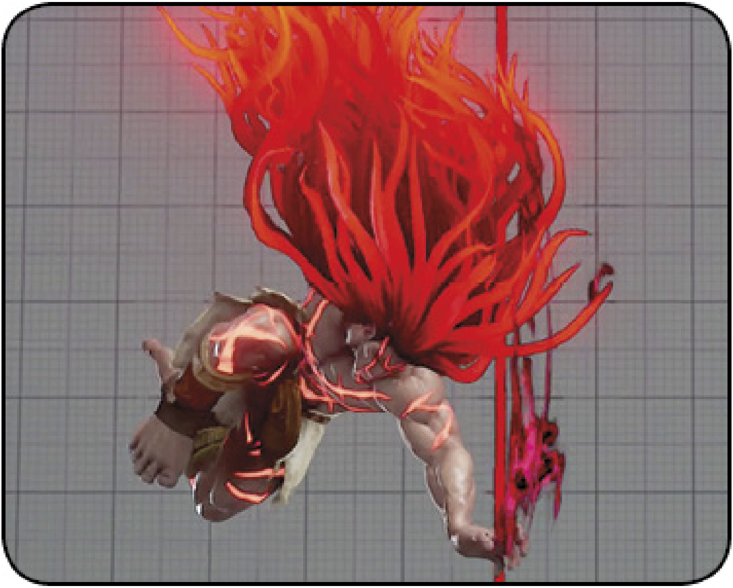


STARTUP	7
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

Puts airborne opponent into free juggle state.

JUMPING FIERCE HP WHILE JUMPING

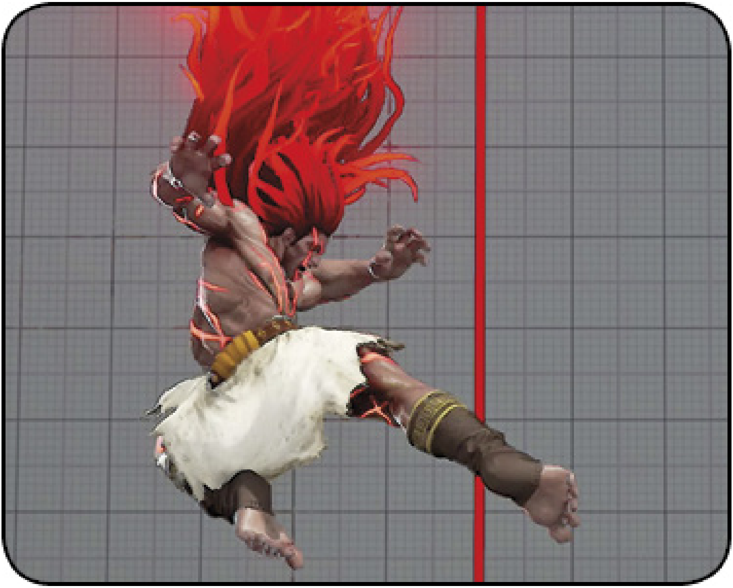


STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING



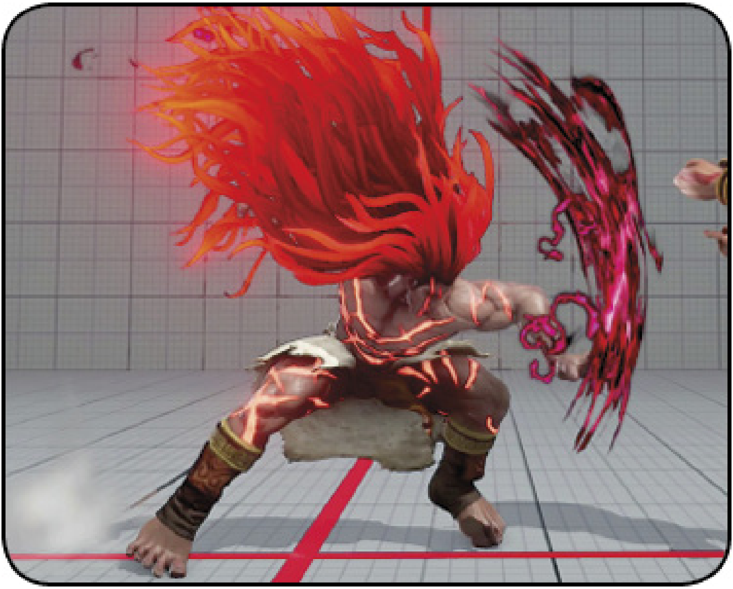
STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING

STARTUP	7
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

UNIQUE ATTACKS

OPENING DAGGER ↘ + HP

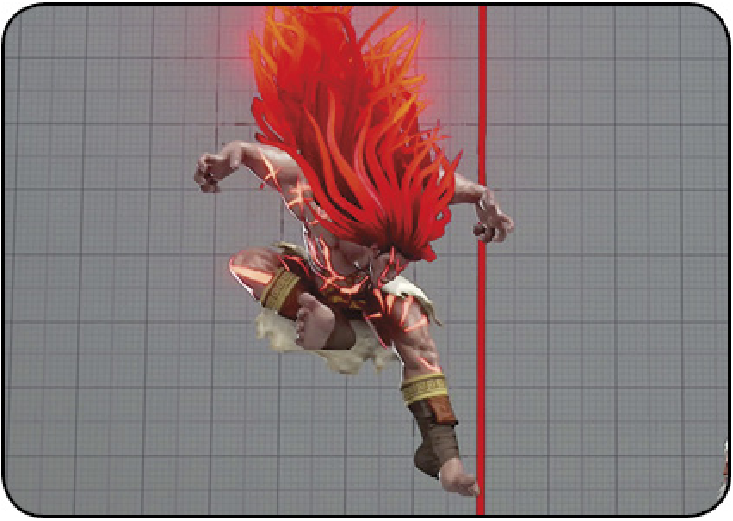


STARTUP	23
ACTIVE	3
RECOVERY	24
GUARD LEVEL	H
ON HIT	1
ON GUARD	-4
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger) and +20 frame advantage

ROAD OF THE SUN ↓ + HK APEX OF JUMP

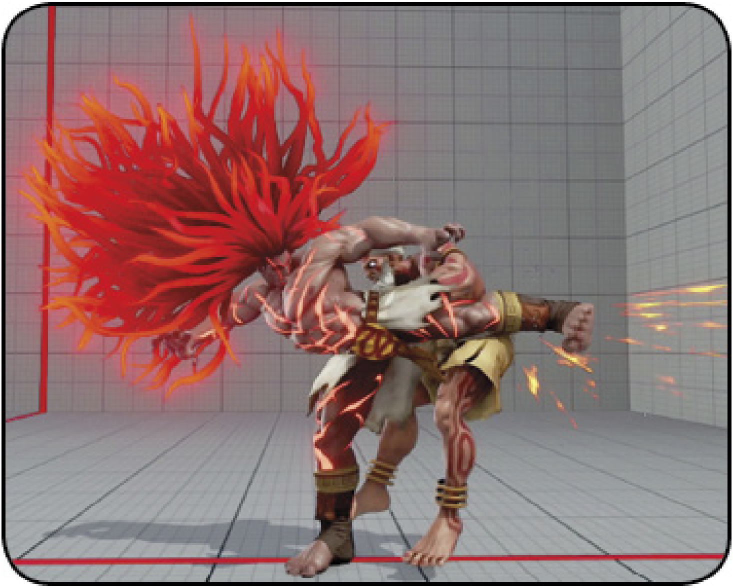


STARTUP	14
ACTIVE	12
RECOVERY	11 landing
GUARD LEVEL	HL
ON HIT	8
ON GUARD	2
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	50/25

NOTES

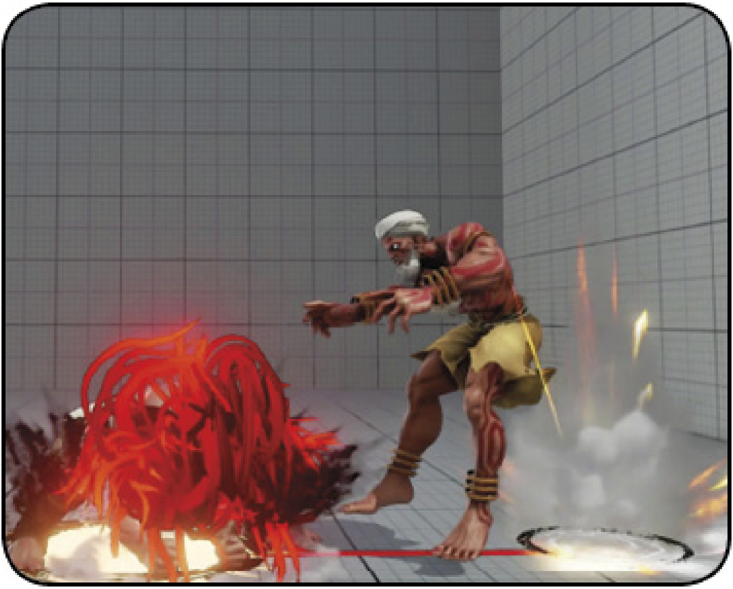
On Hit and On Guard advantage varies with height of impact. At most +8 on hit (non-CH) and +2 on block.

SACRIFICIAL ALTAR MK → HK



STARTUP	11
ACTIVE	4
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	50/25

SACRIFICIAL ALTAR FOLLOW-UP MK → HK → MP + MK



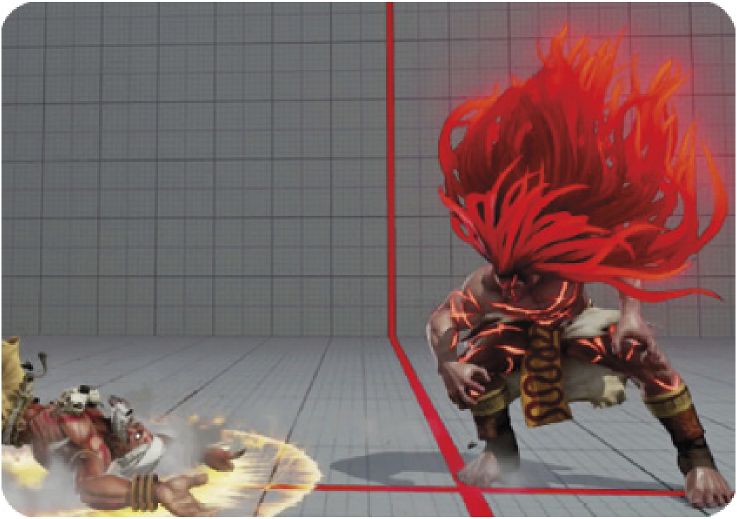
STARTUP	20
ACTIVE	4
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
CANCEL	—
DAMAGE	60
STUN	80
METER GAIN	—

NORMAL THROWS

SOUL SEALER LP + LK

STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	80

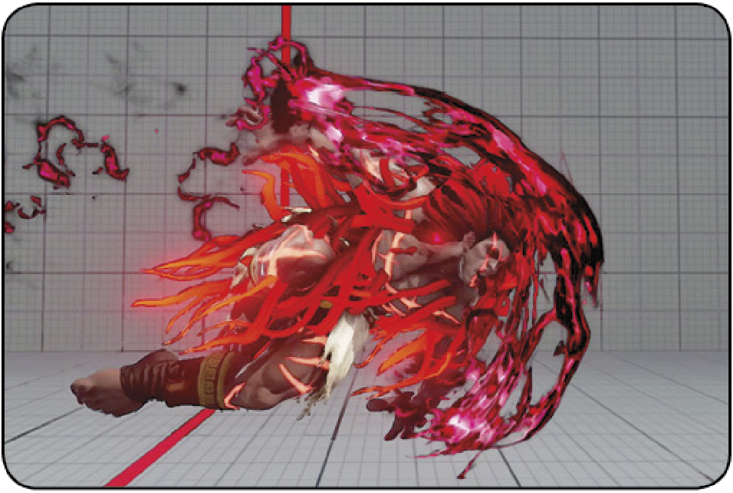
SOUL DISCRIMINATION ⮌ + LP + LK



STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	80

SPECIAL MOVES

LP THE DISC'S GUIDANCE CHARGE ←, → + LP



STARTUP	15
ACTIVE	2(1)3
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	—
DAMAGE	110
STUN	150
METER GAIN	10/30/15

NOTES

Requires 30 frames of charge; frames 6-20 nullifies one projectile hit; when canceling from an attack, does not requires 7 charge during V-Trigger

MP THE DISC’S GUIDANCE CHARGE ← , → + MP

STARTUP	17
ACTIVE	2(2)3
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	—
DAMAGE	130
STUN	150
METER GAIN	10/30/15

NOTES

Requires 30 frames of charge; frames 6-23 nullifies one projectile hit; when canceling from an attack, does not requires 7 charge during V-Trigger

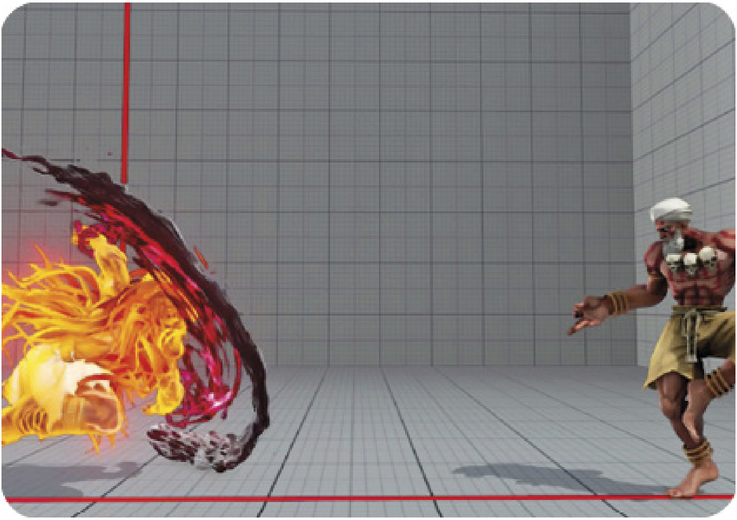
HP THE DISC’S GUIDANCE CHARGE ← , → + HP

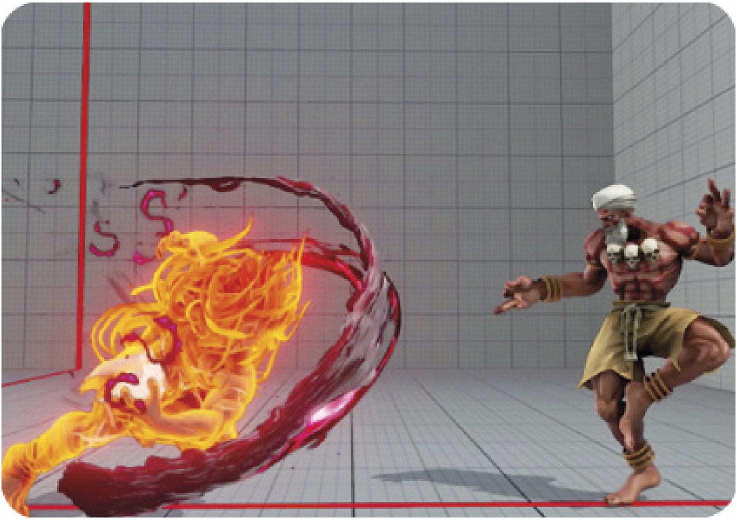
STARTUP	21
ACTIVE	2(1)3
RECOVERY	26
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	—
DAMAGE	150
STUN	150
METER GAIN	10/30/15

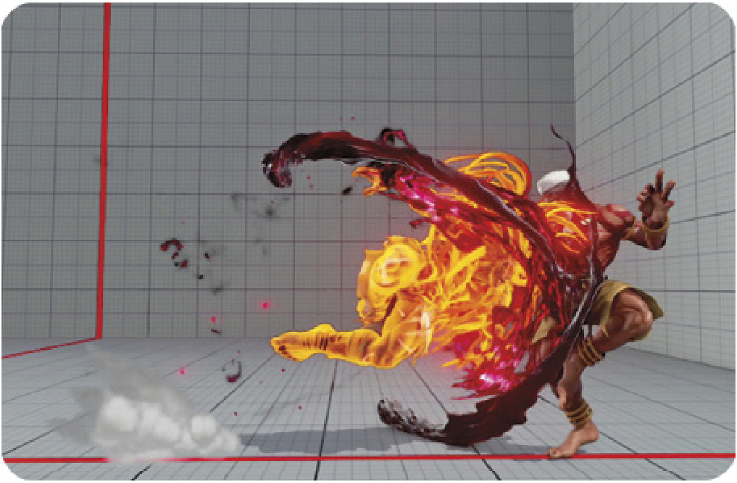
NOTES

Requires 30 frames of charge; frames 6-26 nullifies one projectile hit; when canceling from an attack, does not requires 7 charge during V-Trigger

EX THE DISC’S GUIDANCE CHARGE ← , → + Ⓟ Ⓟ





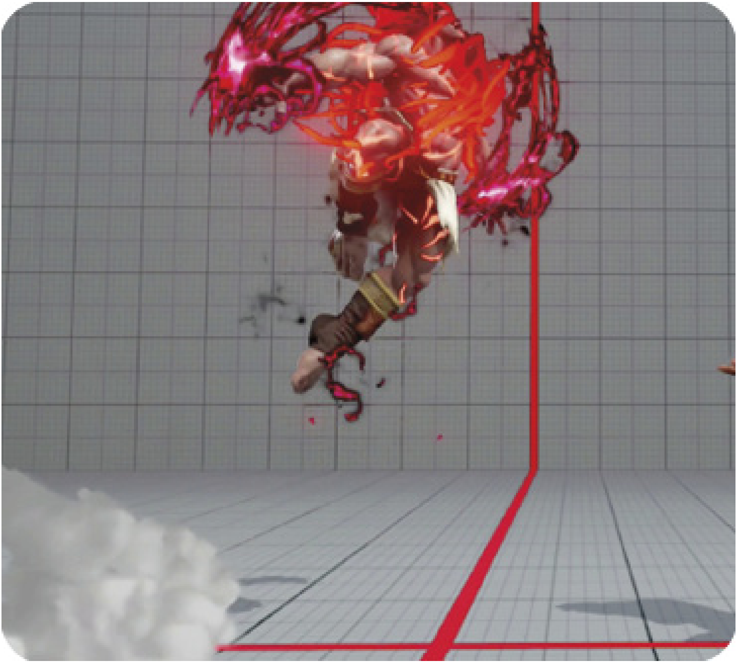


STARTUP	17/31/42/45
ACTIVE	2/2/2/3
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
CANCEL	—
DAMAGE	180
STUN	200
METER GAIN	-300

NOTES

Requires 30 frames of charge; frames 5-47 nullifies one projectile hit; when canceling from an attack, does not requires 7 charge during V-Trigger

LP RAGING LIGHT + LP



STARTUP	3
ACTIVE	2(3)2
RECOVERY	19 + 16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-24
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	10/35(10+25)/5

NOTES

Frames 1-3 lower body and throw invincible; rewards counter-hit to opponent if hit during recovery

MP RAGING LIGHT + MP

STARTUP	5
ACTIVE	3(3)3
RECOVERY	25 + 16 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-29
CANCEL	—
DAMAGE	120
STUN	150
METER GAIN	10/60(10+10+40) /10(5+5)

NOTES

Frames 7-12 completely invincibile; rewards counter-hit to opponent if hit during recovery

HP RAGING LIGHT + HP

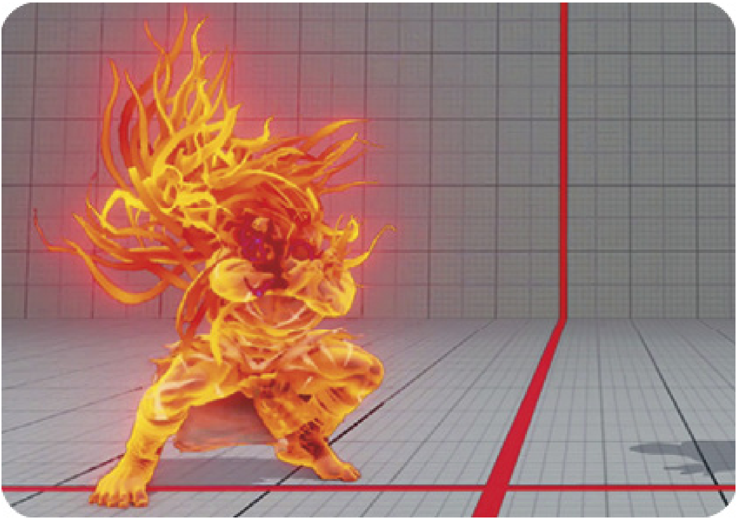
STARTUP	7
ACTIVE	4(2)2
RECOVERY	27 + 19 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-34
CANCEL	—
DAMAGE	140
STUN	150

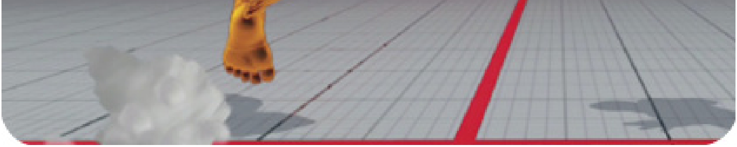
METER GAIN	10/60 (10+10+10+30) /10(5+5)

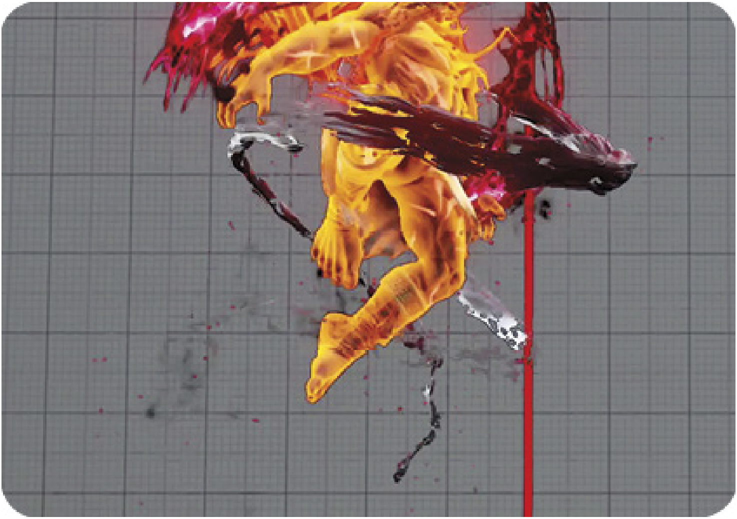
NOTES

Frames 1-7 completely invincible; rewards counter-hit to opponent if hit during recovery

EX RAGING LIGHT ↻ + Ⓟ Ⓟ





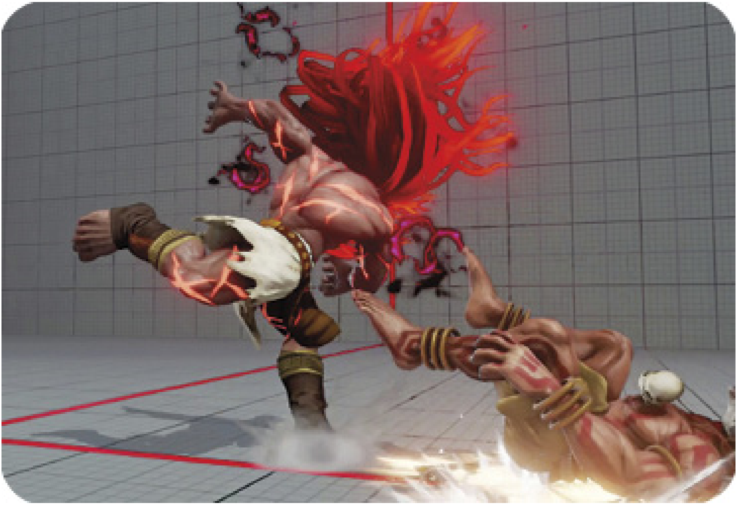


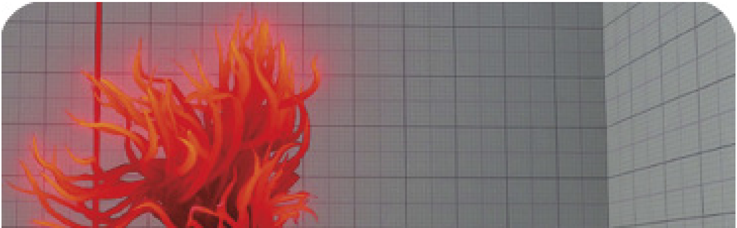
STARTUP	3
ACTIVE	10(1)3
RECOVERY	23 + 19 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-48
CANCEL	—
DAMAGE	170
STUN	200
METER GAIN	-300

NOTES

Frames 1-7 completely invincible; rewards counter-hit to opponent if hit during recovery

LP MASK OF TLALLI ⟳ + LP





STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	140
STUN	200
METER GAIN	10/80

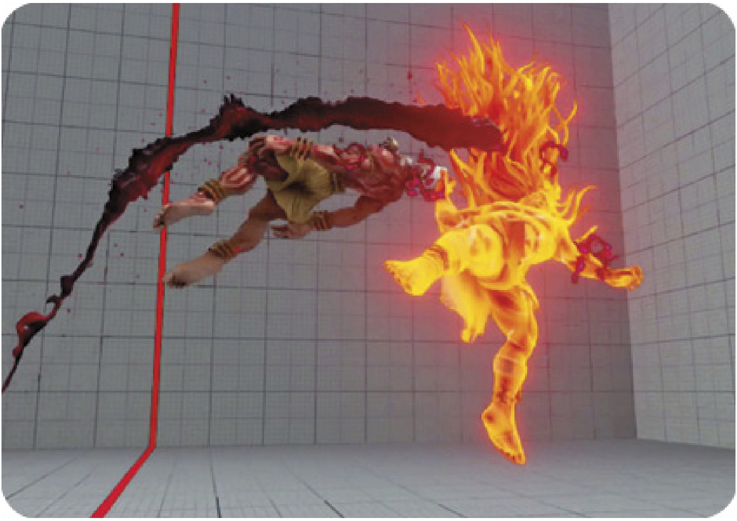
MP MASK OF TLALLI ↻ + MP

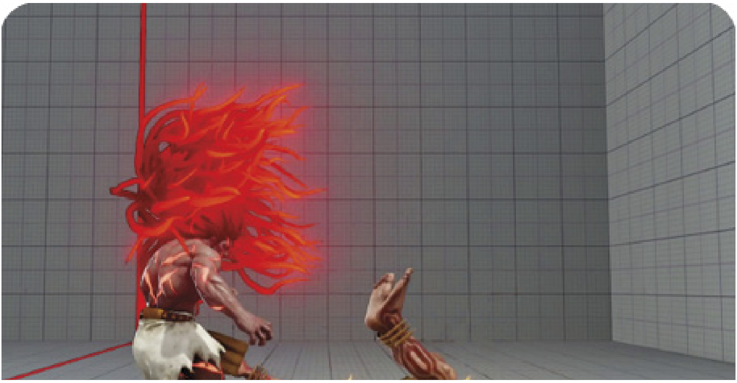
STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	150
STUN	200
METER GAIN	10/80

HP MASK OF TLALLI ↻ + HP

STARTUP	8
ACTIVE	2
RECOVERY	52
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	160
STUN	200
METER GAIN	10/80

EX MASK OF TLALLI ↻ + P P





Necalli

Overview

PROS

- Necalli has additional zoning threats from outside of close range by using his ground-pounding V-Skill.
- V-Trigger lasts indefinitely; if you can build a full gauge early enough, you can dominate the rest of the round with enhanced mobility and damage.
- Necalli has completely invincible anti-air attacks; HP/EX Raging Light are incredible anti-airs that reward you with enough advantage to mount follow-up pressure.
- His close-range strategy is diverse, having a command throw and an overhead to open up his enemy's defenses.
- He has no problems getting through predictable projectile patterns using The Disc's Guidance.

CONS

- Mask of Tlalli starts up at eight frames, making it a less than ideal option in certain up-close situations.
- Anti-air is limited to the area in front of him; he doesn't have a great way to deal with jumping cross-up attacks directly above his head.
- His crouching LK combos are difficult to use and do not work on certain characters (see the **Combo 1a** description for details).

Necalli's design leans toward offense, with a dash of defensive features sprinkled in. He's a hybrid character who has almost every kind of attack, including long-distance threats, invincible anti-airs, and command throws. He's a moderately difficult fighter to play, but his mid-range and close-range strategies are intuitive.

Your objective is to get Necalli within close range, where the threat of his command throw opens up more offensive opportunities. Achieve this by:

- Frustrating the opponent with Culminated Power ground pounds, eventually luring them into mid/close range where Necalli shines
- Engaging at mid range with Necalli's standing HK and crouching MK attacks, hopefully getting the opponent to jump into his dominating Raging Light anti-air
- Finding holes in the enemy's defenses where Necalli can dash in for command throw and frame trap mix-ups

STREET FIGHTER V

Necalli

Strategy

LONG RANGE

For an aggression-focused character, Necalli has a surprising amount of tools to threaten opponents from long range. Between his Culminated Power V-Skill, his projectile-clearing Valiant Rebellion, and his projectile-armored The Disc's Guidance, he has sufficient threats from full screen, which separates him from other grapplers like Zangief.

Necalli has no problem whatsoever dealing with zoning characters at long range. You're spoiled by choices: you can nullify the incoming fireball with LK Valiant Rebellion, trade damage with a well-placed Culminated Power, blow through it with a good read using HP The Disc's Guidance, or simply jump forward over it, coming down with Road of the Sun to change Necalli's trajectory. If you opt for LK Valiant Rebellion, you won't be gaining much traction, but you do avoid chip damage without having to sacrifice ground (as you would from guarding or neutral jumping the projectile). Also, be wary of slow-traveling projectiles followed by aggression. For instance, if Nash throws out HP Sonic Boom and trails it, you may be forced to immediately go on the defensive because he trails the Sonic Boom into melee range.

If you're reading the enemy fireball patterns well, you can go for HP The Disc's Guidance to absorb one hit of a projectile and punish your opponent with a knockdown from full screen. However, if you guess incorrectly, or if your adversary baits you into going for it, you're left at -6, which is punishable by most medium-strength combos.

The safest way to punish these projectiles is to use → + MP + MK. For the most part, you must anticipate the projectile and commit to executing Culminated Power, but Necalli's generally safe from long range if you whiff. You'll also most likely trade with whatever projectile is headed Necalli's way. However, the trade is in your favor since you knock down the opponent and most projectiles don't cause knockdown (unless it's an EX Hadoken or something similar). This gives you time to dash into mid and close range to start your real offense.

Against grapplers and other offense-based characters, you normally won't keep Necalli at distance long enough to use his V-Skill as a zoning tool. You'll usually want to stand your ground and have him meet the enemy in the middle, where you can apply his mid-range strategy. However, if you manage to knock an opponent away, either with a throw or after deflecting a jumping attack with HP Raging Light, you can build a bit of V-Gauge by annoying them with correctly spaced Culminated Powers. For instance, after you perform HP Raging Light and if your foe quick-recovers, you can go for → + MP + MK as a meaty, gaining a small amount of V-Gauge while chipping away at your enemy's stamina.

MID RANGE

Once Necalli's at mid range, you have a few options available to you. Your primary moves will be Culminated Power (either ← + MP + MK or MP + MK), standing HK, standing HP, and dive kick.

Necalli's best attack in terms of hitbox-to-hurtbox ratio is his standing HK. He lifts his front leg up, stands on his back leg, and delivers a forceful side kick to the opponent's midsection. This move not only has an exceptional hitbox that extends slightly past its hurtbox, but it is a heavy attack, so it will beat out medium attacks in trade scenarios. It's most effective against players who tend to use crouching MK in footsies play, since Necalli's lower frontal hurtbox shrinks significantly. Off of a counter-hit, you can go for one of the many variations of **Combo 12**.

Alternatively, you can apply a whiff-punishing strategy with crouching MK. In conjunction with LK Valiant Rebellion, you can emulate a two-hit poke combo that also guarantees chip damage—much like *SFIV*'s Evil Ryu/Ryu crouching MK XX HP Hadoken string. Additionally, if you find a successful hit with it, you can easily confirm with a follow-up ↷ ↷ + P for a boost in damage with Ceremony of Honor/Soul Offering. LK Valiant Rebellion is -4 on block, though, so if Necalli is within range of a light attack, he can be punished by most characters. It's advised that you use this move only from outside of point-blank range. Crouching MK doesn't have the greatest hitbox-to-hurtbox ratio, but it's slightly better than the average crouching MK, especially once you consider the possibility of an easy Critical Art combo.

When you've put some hesitation into your opponent's mind with Necalli's excellent standing HK and crouching MK attacks, you can start going for a mid-range overhead attack using Opening Dagger (↖ + HP). It's a Crush Counter-capable attack that must be blocked high. Because it's executed with a heavy attack, it has the highest attack priority, giving you extra opportunities for a Crush Counter combo (see **Combo 13**). However, it's punishable on block, so it's advised you use it near its max range, where Necalli's less likely to be punished.

Outside of these attacks, Necalli lacks far-reaching melee pokes. However, you can use both his ← + MP + MK and MP + MK as mid-ranged tools if your opponent is showing passivity in their play. It has a lengthy startup but is only -1 on block, so if you can space it properly, you will build some V-Gauge while also safely dealing some chip damage. It's essentially a mid-range projectile, similar to using Nash's Sonic Boom. Your adversary must either guess-jump to punish you or play very aggressively (which opens them up to being hit by the alternatives in standing HK or crouching MK).

Necalli has a few options for an aerial offense, transitioning from mid to close range. One option is to go for a frontal jumping HP attack with its low-altitude point of contact, making it slightly more difficult for opponents to react to with an anti-air. The two other options are either a cross-up jumping MK (at closer distances) or a fake cross-up frontal dive kick using Road of the Sun. Since Necalli's unique dive kick alters his jump trajectory, you can make his forward jump look like it will cross up, while landing on the opponent's face with Necalli's foot (with a possible combo, as seen in **Combo 10**). Road of the Sun can be tricky to anti-air, as well; there's a slight pause as Necalli stops in mid-air before delivering his attack. Some players may mistime their anti-air normal, allowing you to avoid their active hitboxes while punishing their recovery period.

When going for a cross-up jumping MK, it may be difficult to get the spacing and timing correct. It's one of the few cross-ups in *SFV* that often whiffs because of its smaller rear hitbox. Keep this in mind to prevent being punished with a trip guard attack.

While you're pressuring the enemy with these attacks (especially Culminated Power), you might lure out forward jumps from an impatient opponent. Gauge your enemy's tendencies, and if you think they will jump at Necalli, be ready to anti-air with HP Raging Light. It's invincible for seven frames, so as long as you can execute it in time, you will beat out everything in Necalli's way, leaving you with enough advantage for a meaty Culminated Power (against quick-rise). The only downside is that it does not cover the area directly above Necalli's head. You can also use crouching HP as an anti-air against the same jump trajectory, but it's not invincible, so you'll have to time it exactly. The tradeoff, though, is that you can potentially land a Crush Counter combo if your adversary sticks out an attack during their jump (see **Combo 14a** or **14b**, during Torrent of Power).

If your opponent decides to jump at Necalli from just inside of mid range, you'll have to either use an early timed LP Raging Light (which has no upper body invincibility) or air-to-air with something like jumping HK or a fast three-frame jumping LP attack.

Against certain slow projectiles, you can use LK Valiant Rebellion to stomp them out, as long as your reactions are fast enough. For instance, against Nash's Sonic Boom, you have enough time to execute ↷ + LK, especially if you have a sharp eye or if your opponent's predictable with their mid-range fireballs. It's much harder to do this against a fast-releasing projectile like Ryu's HP Hadoken or Chun-Li's HP Kikoken (though it's possible).

If you want to get Necalli into close range, you can dash in when your opponent doesn't expect it (e.g., if you've instilled the fear of your standing HK attack). Necalli's dash is average in both distance and duration, but it's good enough to use to start your three-frame crouching jab pressure at close range

CLOSE RANGE

Once Necalli's in close range from either dashing in or off of a guarded jumping attack, you have a few choices to make. You can go for a crouching LK attack, confirmable into **Combo 1** or **Combo 2**. However, you have to take into account the opposing character's stance when it hits before you commit to a follow-up HP Raging Light. See the detailed notes under these combos for more details.

Another route you can take is to go for a faster three-frame crouching LP. It doesn't hit low, but it will beat out most throw attempts and mistimed attacks from the opponent. On a counter-hit crouching LP, you can confirm with a two-step hit-check using one of the **Combo 11** variations. For a normal hit-check, use **Combo 1a** and **1b** (replace crouching LK with crouching LP).

If you think the enemy will block while Necalli's up close, you can go for a sequence that can be difficult to defend against, using a standing LK followed by a buffered LP Mask of Tlalli. This leaves a six-frame window for the opponent to react since the command throw starts at eight frames while you're at +2 (note that throws will beat non-invulnerable strikes if active at the same time). If your adversary doesn't react by jumping, backdashing, or inputting a quick attack, they'll get thrown. If you think your foe will start to jump or backdash out, you can change it up and use standing LK into a buffered crouching MP XX ↷ + LK; they'll get hit trying to get away from your supposed command throw.

Unfortunately, while playing Necalli, you're only at +1 after your blocked jabs (whereas many other characters are at +2). But, you do have a five-frame crouching MP to make up for it. You can use a follow-up crouching MP as a frame trap after your opponent blocks standing or crouching LP. You'll beat out four-frame reversal jabs, but lose to three-frame ones. On counter-hit, crouching MP combos into MK Valiant Rebellion, which links into crouching MP XX LP the Disc's Guidance. During Torrent of Power, crouching MP naturally combos into MK Valiant Rebellion without the counter-hit stipulation, as seen in **Combo 16**.

If you're at significant advantage off of a jumping attack or from knocking down the opponent, you can start using standing MP for a strong tempo game up close. On block, it's +2, so if you go for standing MP buffered into crouching MP, you'll crush any four-frame light attacks with a counter-hit. Or, you can go for a more aggressive route, using your advantage to get Necalli closer for his three-frame jabs, a normal throw, or a command throw. On standing MP hit, as long as you're charging immediately, you have enough time to execute LP The Disc's Guidance after linking crouching MP (see **Combo 4**).

For a more rewarding counter-hit frame trap, you can use either standing or crouching HP canceled into ↷ + MK or ↷ + HK. MK Valiant Rebellion naturally combos off of standing HP and crouching HP, while the HK version only combos off crouching HP. See the combos listed under **Combo 7** for examples. On Crush Counter, these will still work, but whenever Valiant Rebellion hits as a juggle, it knocks the opponent down to the ground. That leaves you with knockdown advantage instead of a follow-up link combo.

If you have a good read on your adversary's up-close defense, you can go for an educated guess with a 50/50 setup when Necalli is within command-throw range. Up close, you can mix between HP Raging Light and Mask of Tlalli. This is effective because HP Raging Light starts up at a late seven frames but is also invincible for those seven frames. Mask of Tlalli starts at eight frames, so your opponent has to sit there and block your invincible attack, which is awkward because of the threat of your eight-frame command throw. Seven frames of invincibility means that there's a relatively long period where a player's natural instinct is to tech a throw, jump, or reversal with an invincible special. These all lose to HP Raging Light; most invincible specials are invincible for fewer than seven frames, so you'll likely win in these scenarios. However, it's avoidable by backdashing, so keep that in mind, and go for a counter-hit with crouching HP if you make this kind of read.

On defense, you can use HP/EX Raging Light to deflect the opponent's aggression. Of course, these are all heavily punishable with Crush Counter combos, so you'll have to assess the situation and whether or not you can afford to make this play. If successful, you get to take back tempo and go on the offensive (or follow up with a zoning strategy with Culminated Power). Additionally, having three-frame standing and crouching LP is invaluable in breaking slower frame traps. If you happen to connect with your chainable jab, you can combo them into ↷ + K K for extra damage and advantage.

WITH TORRENT OF POWER ACTIVATED

With Torrent of Power activated, your strategy remains roughly the same, except Necalli's mobility is enhanced greatly. His walk speed is increased by about 10 percent, while his dash distance is increased by 30 percent. This makes your frame trap aggression much more effective because Necalli can close the distance after blocked attacks much faster. His dashes also cover about half-screen distance, so he can transition from long range into close range easily (from full screen, he only needs to dash twice to get into point-blank range, as opposed to three times during normal mode).

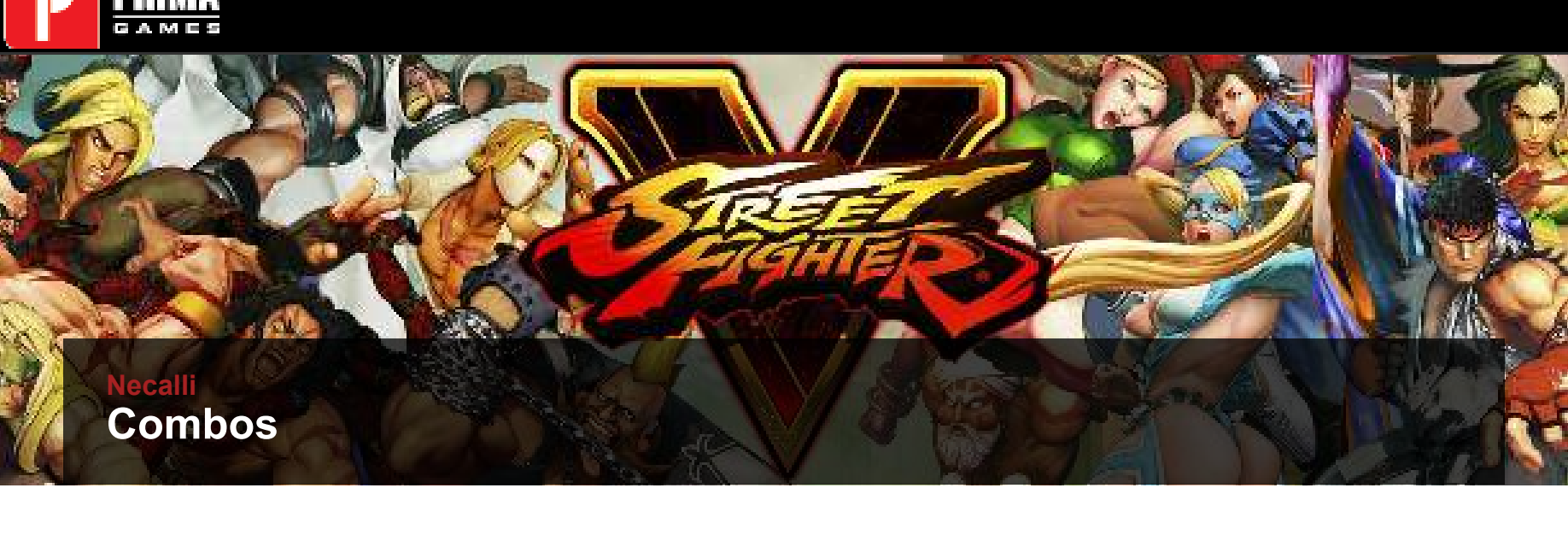
You gain access to a few more combos, too. The startup of The Disc's Guidance is reduced, naturally opening up more combos when canceled from your attacks (e.g., standing HP XX HP The Disc's Guidance works now). Standing/crouching MP naturally combos into MK Valiant Rebellion, as well as standing HP into HK Valiant Rebellion. See **Combo 16** and **Combo 18** for examples. On counter-hit, standing MK provides additional advantage during Torrent of Power (from +7 to +9), which allows for a crouching HP link afterwards (see **Combo 19**).

Another benefit of having Torrent of Power activated is that The Disc's Guidance requires no charge time during Torrent of Power when canceled from an attack, so your link combos become easier to execute. (It still requires a charge during the neutral game, though.) More importantly, you can play a footsies game with an option-select input of standing HP XX ←, → + MP from outside of range. If your enemy walks into it or mistimes a poke, you'll automatically cancel into HP The Disc's Guidance for more than 200 points of damage (as seen in **Combo 17**).

Standing MP and standing HP hitboxes are also improved during Torrent of Power—Necalli's less likely to be hit out of these attacks since the hurtboxes on these are decreased during active frames. This further improves your footsies game, on top of being able to cancel into The Disc's Guidance on a whim.

Additionally, Necalli's low-check combos are more likely to work (**Combo 1b**) because of the increased horizontal range of HP Raging Light during his transformation.

Much of Necalli's power resides in his V-Trigger transformation, so it's recommended that you reserve your V-Gauge for it instead of using it on V-Reversal (unless you absolutely need it to survive being cornered). It also lasts the entirety of the round once activated, so the earlier you gain access to it, the better. Necalli has few problems building V-Gauge because of his many Crush Counter opportunities and V-Gauge-building V-Skill.



Necalli

Combos

LOW HIT-CHECKS

COMBO 1A

CROUCHING LK ▷ CROUCHING LP ✕ →↓↘ + HP OR P P (SEE NOTES FOR DETAILS)

158 damage, 293 stun (requires one stock of EX Gauge; damage and stun may vary)

Not necessarily a "bread-and-butter" combo, but it is one that separates a good Necalli player from a great one, as it has to meet certain conditions against various adversaries. For instance, the HP Raging Light ender whiffs on most crouching characters.

HP Raging Light works against all characters standing but only on the following characters crouching: Birdie, Zangief (tall crouchers).

EX Raging Light works on the following characters standing: Birdie, F.A.N.G, M. Bison, Vega, Zangief. EX Raging Light works on all crouching characters EXCEPT Chun-Li.

COMBO 1B

(TORRENT OF POWER ACTIVATED) CROUCHING LK ▷ CROUCHING LP ✕ →↓↘ + HP

159 damage, 253 stun

A two-hit combo that can be confirmed off of a crouching LK attack. Note that Raging Light may whiff on certain characters, depending on their hurtbox size on crouching or standing. While Torrent of Power is active, this will always work because Raging Light has a larger hitbox, as well as more horizontal coverage. As simple as this combo is, experience is needed to assess whether Raging Light will connect or not. If you're unsure, use Combo 2 instead.

COMBO 2

CROUCHING LK ▷ CROUCHING LP ✕ ↓↘→ + K K

134 damage, 293 stun

This combo will be one of the only ways you'll be able to properly punish attacks that leave your opponent at -4 frame advantage. You can go straight into crouching LP ✕ ↓↘→ + K K to punish -3 attacks.

COMBO 3

CROUCHING MK ✕ ↓↘→ + LK ✕ ↓↘→ ↓↘→ + P

381 damage, 190 stun (requires full EX Gauge)

A simple two-hit combo mostly used in mid-range footsie battles as a whiff punish. On block, Necalli's left at -4, which is easily punishable by most of the cast.

GROUNDED HIT-CHECKS

COMBO 4

STANDING MP OR MK (START CHARGING ↺) ▷ CROUCHING MP, THEN CANCEL INTO EITHER:

➲ + LP
186 damage, 310 stun

➲ + P P
242 damage, 350 stun (requires one stock of EX Gauge)

↓↘→ + LK ✕ ↓↘→ ↓↘→ + P
395 damage, 270 stun (uses full EX Gauge; does not require charge)

→↓↘ + HP (TORRENT OF POWER MODE ONLY)
245 damage, 310 stun

➲ + MP (TORRENT OF POWER MODE ONLY)
237 damage, 310 stun

One of your primary meaty or frame trap pokes up close. Easily confirmable into the follow-up linked crouching MP. On block, you can instead take a step forward for more crouching/standing jab pressure or go for LP/EX Mask of Tlalli. You can start this combo with a 6-frame standing MP or a 5-frame standing MK. Standing MK is preferable when you're close enough to use it since it's a frame faster.

COMBO 5A

STANDING MP ▷ STANDING MK ✕ HK ✕ ↩ + MP + MK

190 damage, 305 stun (against crouching opponent; rewards 150 V-Gauge)

A situational combo confirmable from a close standing MP. It rewards half of a V-Gauge stock, so you can fish for this if you need meter for your V-Trigger activation. It does not work if your enemy is standing and does not work on Chun-Li at all, but it's a useful tool in your arsenal nonetheless.

COMBO 5B

(WHILE CHARGING ↩) STANDING MK ✕ HK ✕ ↩ MP + MK, THEN CANCEL INTO EITHER:

↓↘→ ↓↘→ + P
379 damage, 230 stun (requires full EX Gauge)

HP + HK, THEN FOLLOW UP WITH:

➲ ➲, →↓↘ + HP
230 damage, 320 stun (requires full V-Gauge)

➲ + HP
100 damage, 320 stun (requires full V-Gauge)

↓↘→ + HK
218 damage, 350 stun (requires full V-Gauge)

Your target combo is much more effective when you're loaded with meter. You can use it as a guardstun sequence to get into Torrent of Power, or you can use it for an extended combo with one of the many potential follow-ups.

COMBO 5C

(CORNERED OPPONENT) STANDING MK ✕ HK ✕ ↩ + MP + MK, THEN JUGGLE WITH EITHER:

→↓↘ + P P
251 damage, 370 stun

→↓↘ + LP
202 damage, 335 stun

COMBO 6

⟳ + P P, THEN JUGGLE WITH EITHER:

→↓↘ + HP
168 damage, 185 stun (requires one stock of EX Gauge)

CROUCHING HK
150 damage, 185 stun

CROUCHING HP
132 damage, 185 stun

If you manage to land EX Mask of Tlalli, you can follow up with most attacks, including normals. A setup you can use if you have a full V-Gauge bar is to grab with EX Mask of Tlalli, juggle with crouching HP ✕ HP + HK, and then as the opponent is in a forced air recovery, dash in for a command throw/throw/frame trap mix-up.

JUMP-INS

COMBO 7A

FORWARD JUMP HP, STANDING HP ✕ ↓↘→ + MK (START CHARGING ↺) ▷ CROUCHING MP ✕ ➲ + LP

314 damage, 525 stun

473 damage, 435 stun ending with ↓↘→ ↓↘→ + P instead of ➲ + LP (does not require charge; uses full EX Gauge)

COMBO 7B

FORWARD JUMP HP, CROUCHING HP ✕ ↓↘→ + HK, THEN FINISH WITH EITHER:

→↓↘ + HP
305 damage, 529 stun

↓↘→ ↓↘→ + P
475 damage, 445 stun (requires full EX Gauge)

COMBO 7C

FORWARD JUMP HP, STANDING HK ✕ HP + HK, STEP FORWARD STANDING HP (START CHARGING ↺) ✕ ↓↘→ + MK, THEN LINK INTO:

CROUCHING MP ✕ ➲ + MP
375 damage, 560 stun (requires full V-Gauge)

Combos 7a and 7b are off of clean jump-ins, but Combo 7b is a bit safer on block (HK Valiant Rebellion is +/-0). Combo 7c is situational, as you'll need full V-Gauge.

COMBO 8

FORWARD JUMP CROSS-UP MK (START CHARGING ↩), STANDING MP ▷ CROUCHING MP, THEN CANCEL INTO EITHER:

➲ + LP
225 damage, 375 stun

➲ + P P
275 damage, 411 stun (requires one stock of EX Gauge)

↓↘→ + LK ✕ ↓↘→ ↓↘→ + P
417 damage, 340 stun (uses full stock of EX Gauge; does not require charge)

→↓↘ + HP (TORRENT OF POWER MODE ONLY)
277 damage, 375 stun

➲ + MP (TORRENT OF POWER MODE ONLY)
270 damage, 375 stun

Necalli's cross-up attack doesn't have the best hitbox, but it's serviceable nonetheless. Use these combos on a confirmed forward jumping cross-up MK hit, or mix it up on block and go for HK or EX Mask of Tlalli, as Necalli will be directly next to his opponent.

COMBO 9

FORWARD JUMP CROSS-UP MK, STANDING MK ✕ HK ✕ MP + MK

190 damage, 305 stun, builds 131 V-Gauge

This is a two-level hit-check combo. You fish for a hit with your cross-up jumping MK into standing MK. At this point in the sequence, you'll have had enough time to confirm your hits before making the decision to finish the standing MK ✕ HK ✕ MP + MK portion, which rewards you with valuable V-Gauge.

COMBO 10

FORWARD JUMP ↓ + HK, STANDING LP, THEN CANCEL INTO EITHER:

→↓↘ + HP
179 damage, 259 stun

→↓↘ + P P
227 damage, 323 stun

↓↘→ + K K
203 damage, 323 stun

Off of Necalli's dive kick, Road of the Sun, you can usually link into one of his three-frame jabs for a combo. Ending with HP/EX Raging Light normally requires a standing opponent, so you can opt to finish with EX Valiant Rebellion to ensure that the combo connects.

GROUNDED COUNTER-HITS

COMBO 11A

COUNTER-HIT STANDING OR CROUCHING LP ▷ STANDING MK ✕ HK ✕ MP + MK

154 damage, 289 stun, builds 131 V-Gauge

COMBO 11B

COUNTER-HIT STANDING OR CROUCHING LP (IMMEDIATELY START CHARGING ↺) ▷ CROUCHING MP ✕ ➲ + LP

162 damage, 294 stun

COMBO 11C

COUNTER-HIT STANDING LK (START CHARGING ↺) ▷ STANDING MP ▷ CROUCHING MP ✕ ➲ + LP

213 damage, 359 stun

Two-level counter-hit-check using standing or crouching jab as a frame trap. Input LP linked into standing MK, watching for the "Counter" system message. On counter-hit confirm, finish the target combo.

COMBO 12A

COUNTER-HIT STANDING HK (START CHARGING ↺), THEN CANCEL INTO EITHER:

➲ + P P
253 damage, 361 stun (requires one stock of EX Gauge)

➲ + LP
189 damage, 315 stun

COMBO 12B

COUNTER-HIT STANDING HK (START CHARGING ↺), CROUCHING MK, THEN CANCEL INTO EITHER:

➲ + P P
281 damage, 430 stun (requires one stock of EX Gauge)

↓↘→ + LK ✕ ↓↘→ ↓↘→ + P
434 damage, 350 stun (requires full EX Gauge)

COMBO 12C

COUNTER-HIT STANDING HK, CROUCHING HP ✕ ↓↘→ + HK, THEN JUGGLE WITH:

↓↘→ ↓↘→ + P
493 damage, 475 stun

→↓↘ + HP (IN TORRENT OF POWER MODE ONLY)
362 damage, 552 stun

→↓↘ + P P (IN EITHER MODE)
351 damage, 601 stun (normal mode)
390 damage, 601 stun (Torrent of Power mode)

COMBO 12D

COUNTER-HIT STANDING HK, STANDING HK ✕ HP + HK, CROUCHING HP ✕ ↓↘→ + HK, ↓↘→ ↓↘→ + P

514 damage, 540 stun (requires full V-Gauge and EX Gauge)

Combo 12a can be used at any distance, whereas Combo 12b requires Necalli to be a bit closer to the opponent. At even closer ranges, you can deal more than 400 points of damage with a full stock of EX Gauge with a Ceremony of Honor finisher. Combo 12c is mainly used to punish whiffed reversals that reward counter-hit on recovery, and Combo 12d is for an optimal damage punish if you're flush with resources.

COMBO 13A

COUNTER-HIT ↘ + HP, WALK FORWARD, STANDING MK ✕ HK ✕ ↩ + MP + MK

225 damage, 325 stun, builds 431 V-Gauge

COMBO 13B

COUNTER-HIT ↘ + HP, WALK FORWARD, STANDING HP ✕ ↓↘→ ↓↘→ + P

445 damage, 255 stun (requires full EX Gauge)

COMBO 13C

COUNTER-HIT ↘ + HP, ➲ ➲, STANDING LP ✕ →↓↘ + HP

219 damage, 303 stun

Sample combos off of a counter-hit ↘ + HP. The timing may feel awkward since you have to walk forward quite a bit during the enemy's hitstun animation for Combos 13a and 13b.

ANTI-AIR COUNTER-HITS

COMBO 14A

COUNTER-HIT ANTI-AIR CROUCHING HP, THEN JUGGLE WITH EITHER:

CROUCHING HK
186 damage, 315 stun

→↓↘ + P P
213 damage, 342 stun

↓↘→ ↓↘→ + P
393 damage, 180 stun (requires full EX Gauge)

COMBO 14B

(TORRENT OF POWER ACTIVATED) COUNTER-HIT ANTI-AIR CROUCHING HP, JUGGLE ↓↘→ + LK ✕ ↓↘→ ↓↘→ + P

472 damage, 270 stun (requires full EX Gauge)

You can go for crouching HP as an anti-air instead of MP/HP Raging Light if you want to take a gamble for extra damage. You sacrifice the invincibility and safety of Raging Light, but it could potentially reward you with a powerful Crush Counter combo.

With Torrent of Power activated, you can deal almost 50 percent of a full stamina bar with Combo 14b—at long distances, you will need to omit LK Valiant Rebellion completely and juggle with just Soul Offering.

V-TRIGGER AND SITUATIONAL COMBOS

COMBO 15

(TORRENT OF POWER ACTIVATED) COUNTER-HIT STANDING HK ▷ CROUCHING HP ✕ ↓↘→ + HK, ↓↘→ ↓↘→ + P

551 damage, 475 stun (requires full EX Gauge)

If you're already in Torrent of Power mode, this is a devastating combo that deals about 60 percent damage to most of the cast on counter-hit (or as a punish to a counter-hit recovery reversal like Shoryuken).

COMBO 16

(TORRENT OF POWER ACTIVATED) CROUCHING MP ✕ ↓↘→ + MK ▷ CROUCHING MP, THEN CANCEL INTO:

↓↘→ + LK ✕ ↓↘→ ↓↘→ + P
491 damage, 340 stun

➲ + LP
284 damage, 375 stun

A high-damage combo off of a fast five-frame crouching MP attack while Torrent of Power is activated. This combo only works off of a counter-hit crouching MP pre-transformation. Crouching MP ✕ ↓↘→ + MK is safe for the most part, however, at -2 on guard.

COMBO 17

(TORRENT OF POWER ACTIVATED) STANDING HP ✕ ↩, ➲ + HP

225 damage, 285 stun

This combo only works with Torrent of Power activated. It also does not require a charge when canceled from an attack, so Necalli can be freely moving at mid range while fishing for a whiff-punish standing HP ✕ HP The Disc's Guidance for good damage.

COMBO 18

(TORRENT OF POWER ACTIVATED) STANDING HP ✕ ↓↘→ + HK, THEN JUGGLE WITH:

↓↘→ ↓↘→ + P (REQUIRES FULL EX GAUGE)
502 damage, 330 stun

→↓↘ + HP
286 damage, 418 stun

↓↘→ + K K
310 damage, 490 stun (requires one stock of EX Gauge)

Under the effects of Torrent of Power, you can now combo into HK Valiant Rebellion off of a non-counter-hitting standing HP. This makes your frame traps better since standing HP is superior to crouching HP in terms of range and HK Valiant Rebellion is exceptional in its advantage (+2 on block).

COMBO 19

(TORRENT OF POWER ACTIVATED) COUNTER-HIT STANDING MK ▷ CROUCHING HP, CANCELED INTO EITHER:

↓↘→ + HK, ↓↘→ ↓↘→ + P
515 damage, 418 stun (requires full EX gauge)

↓↘→ + HK, →↓↘ + HP
326 damage, 492 stun (cornered opponent only)

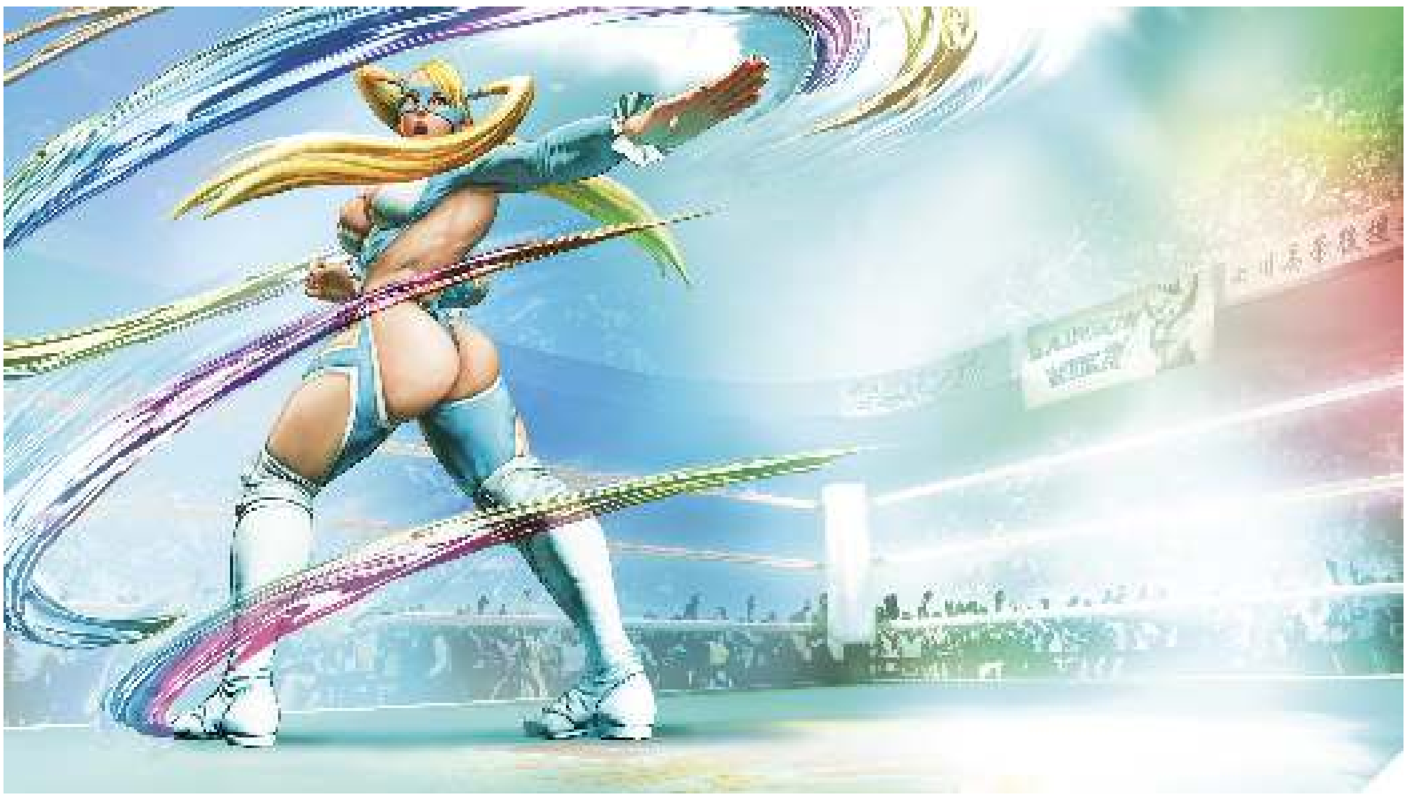
↩, ➲ + HP
273 damage, 375 stun

With Torrent of Power activated, a counter-hit standing MK nets you additional frame advantage in which you can actually link into crouching HP (+9 instead of +7). If you can react to the "Counter" system message quickly enough off of a close standing MK, you can lead into a devastating combo, especially with a loaded EX bar. Otherwise, you can simply use HP The Disc's Guidance (doesn't require charge) if you connect with this mid stage. If you have the opponent in the corner, you can go for HK Valiant Rebellion into HP Raging Light instead.

R. Mika

Bio

SEVEN-COLORED BOMBER



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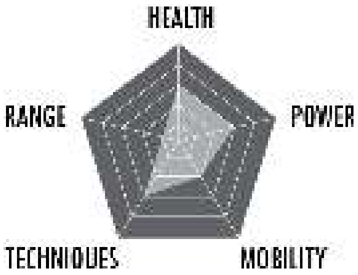
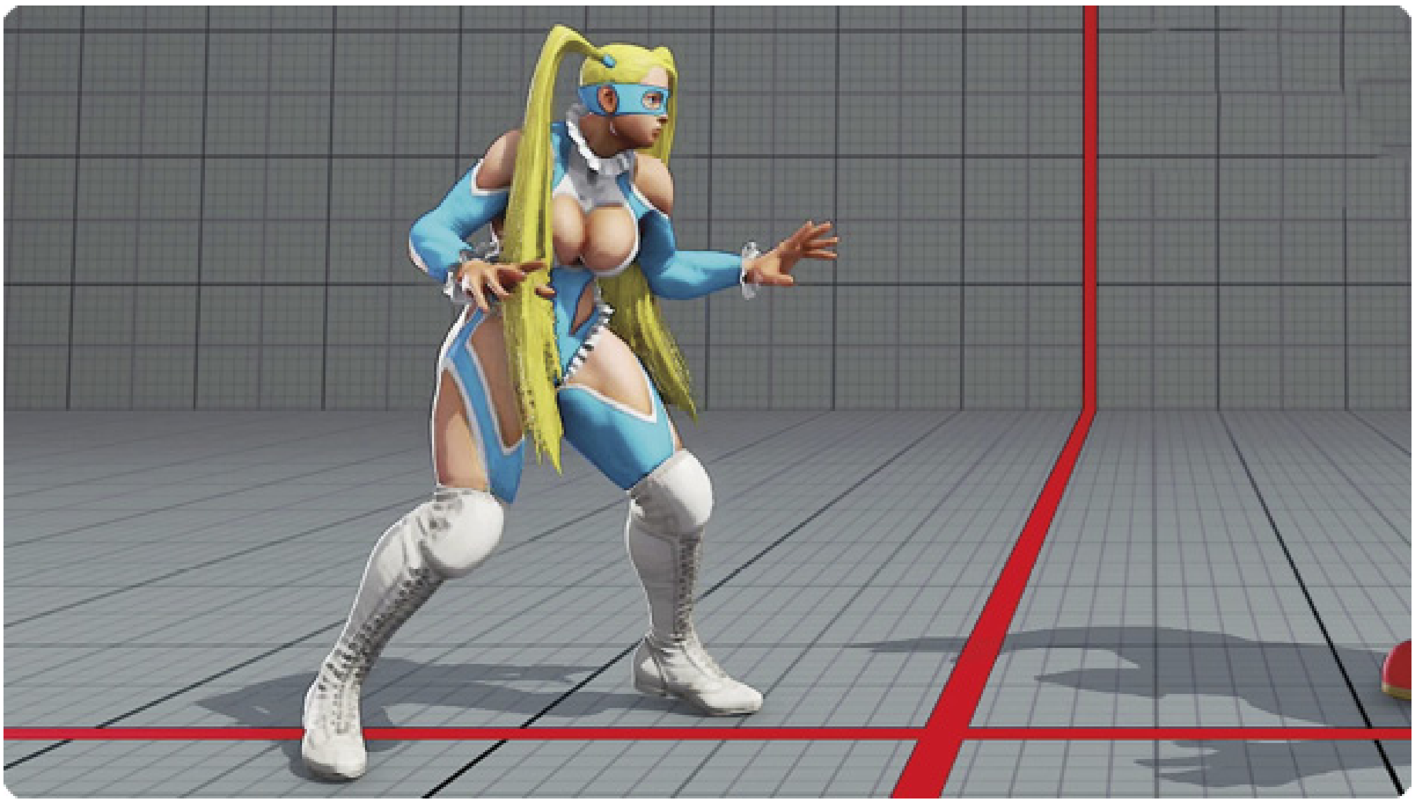


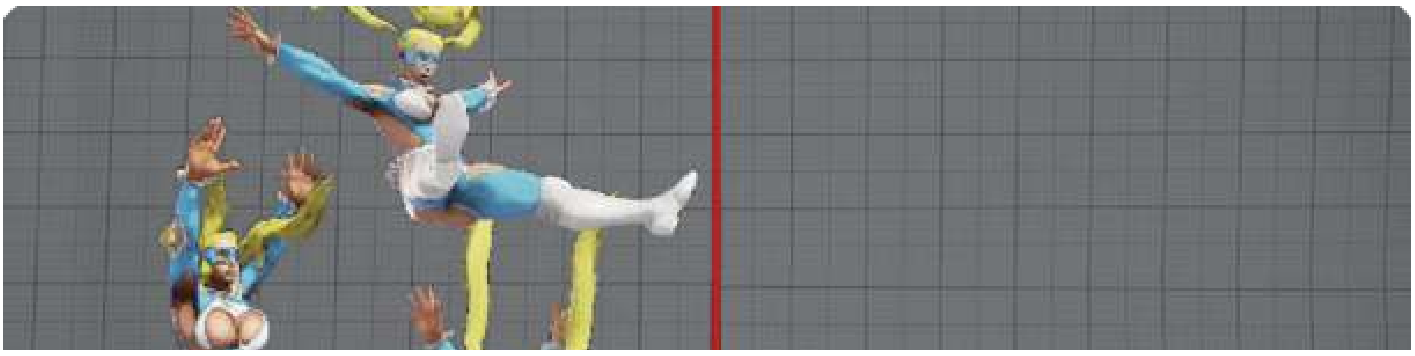
APPEARANCES
Street Fighter Alpha 3 (1998)
Street Fighter V (2016)

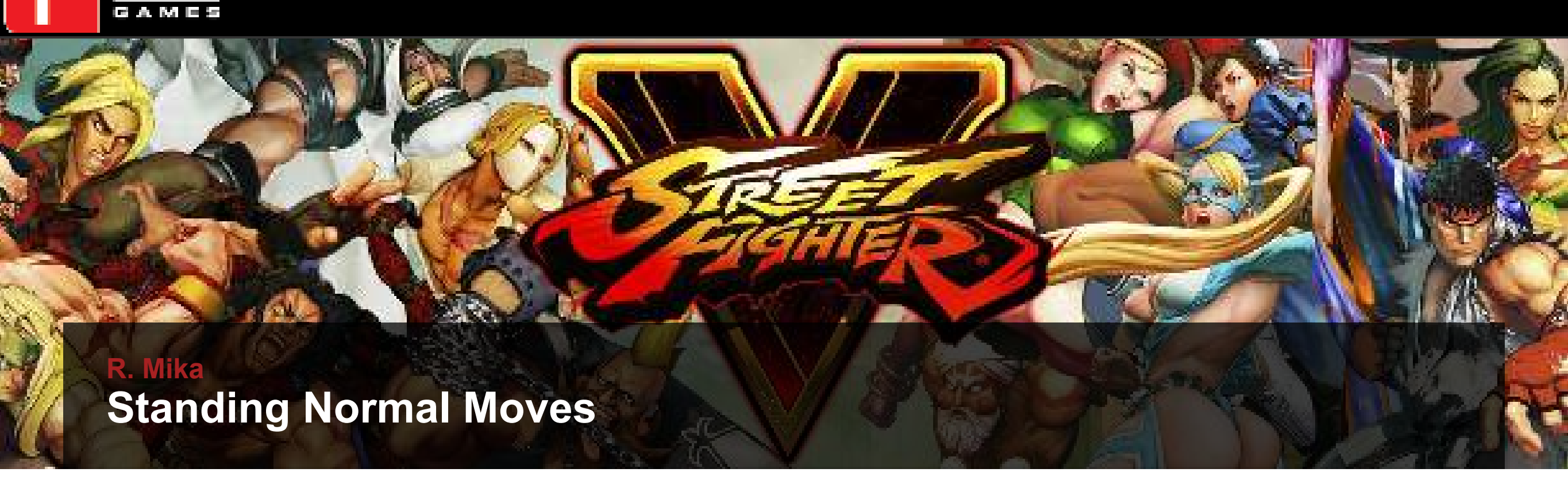
COSTUMES

R. Mika

Data



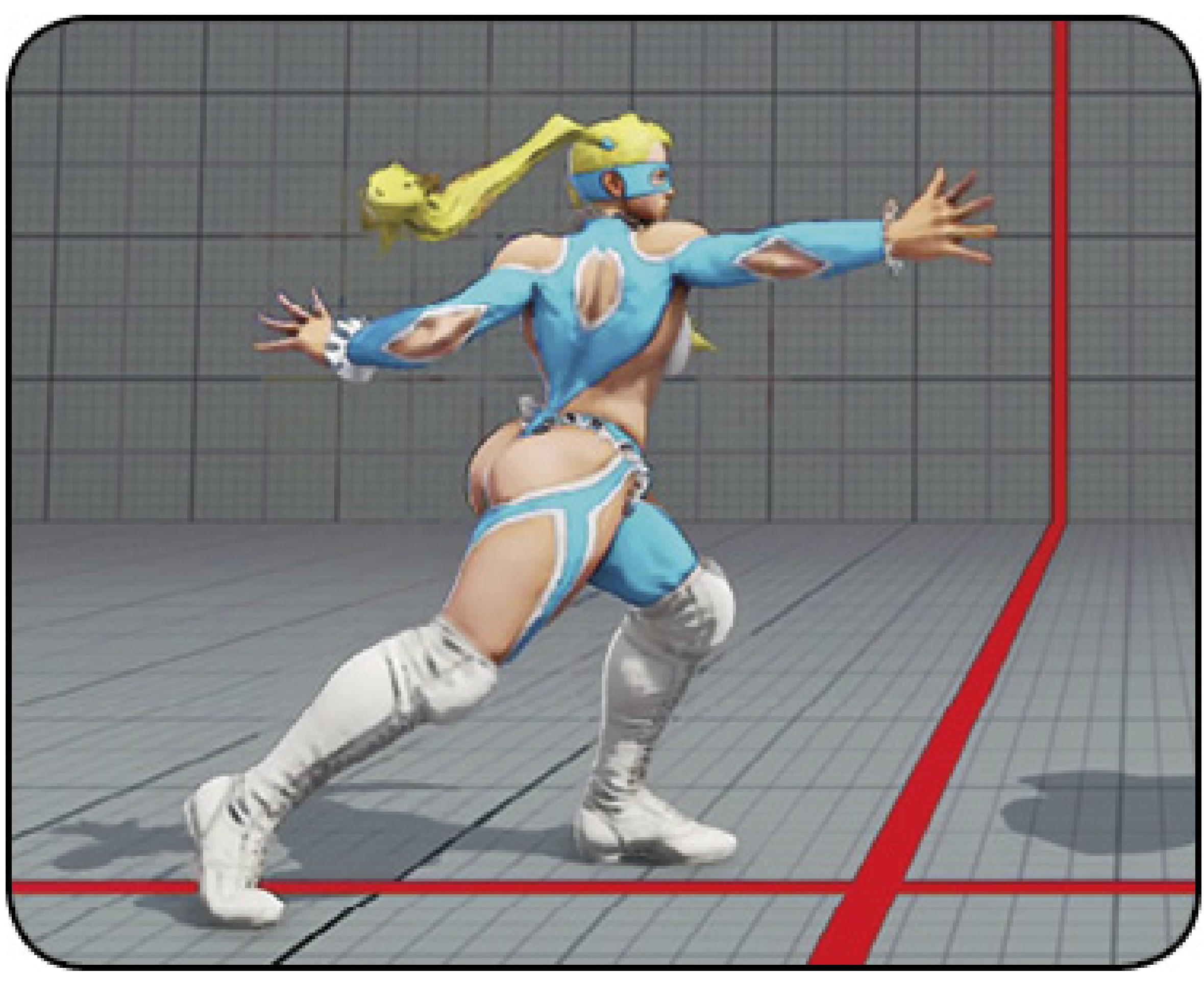




R. Mika

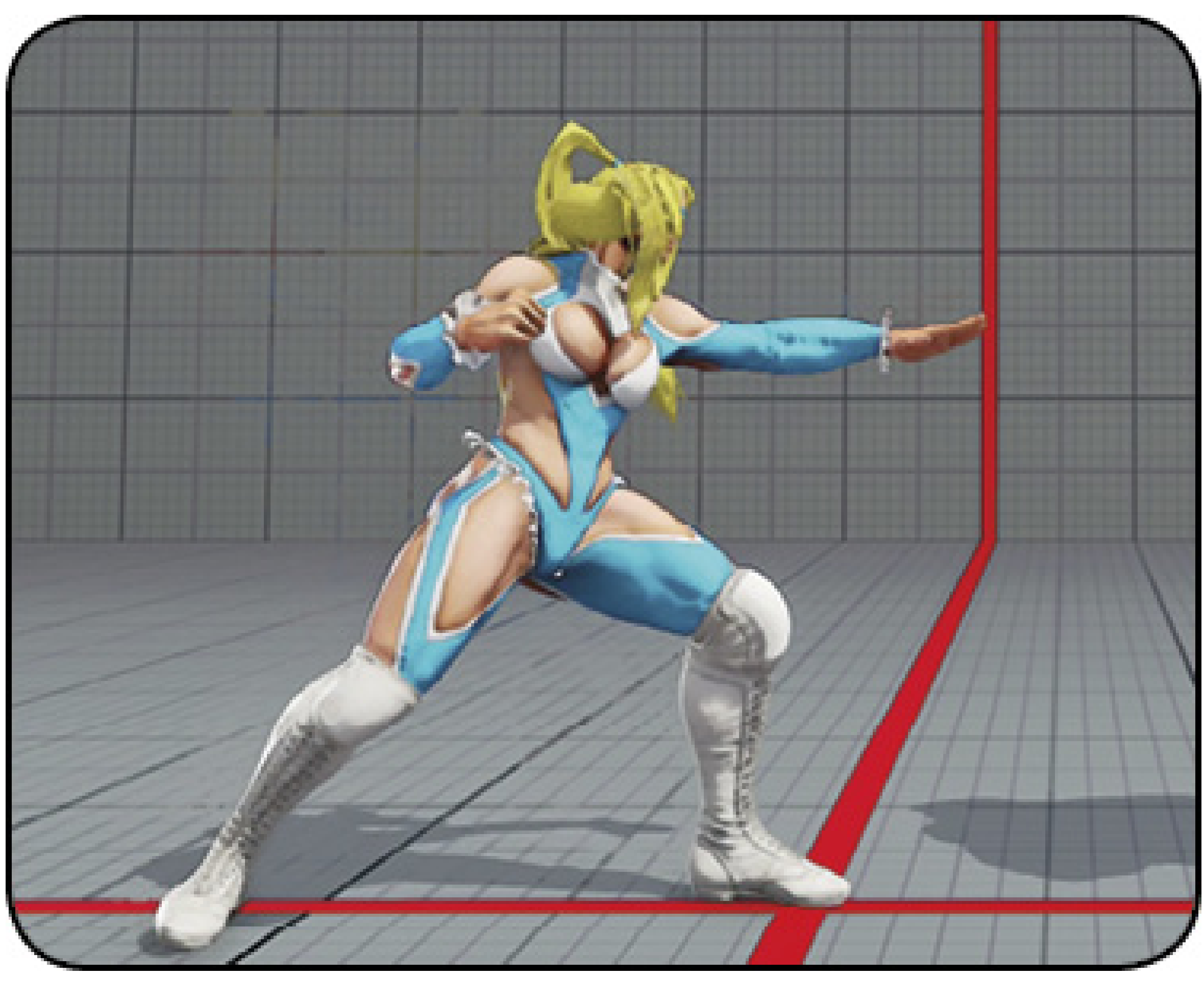
Standing Normal Moves

STANDING JAB LP



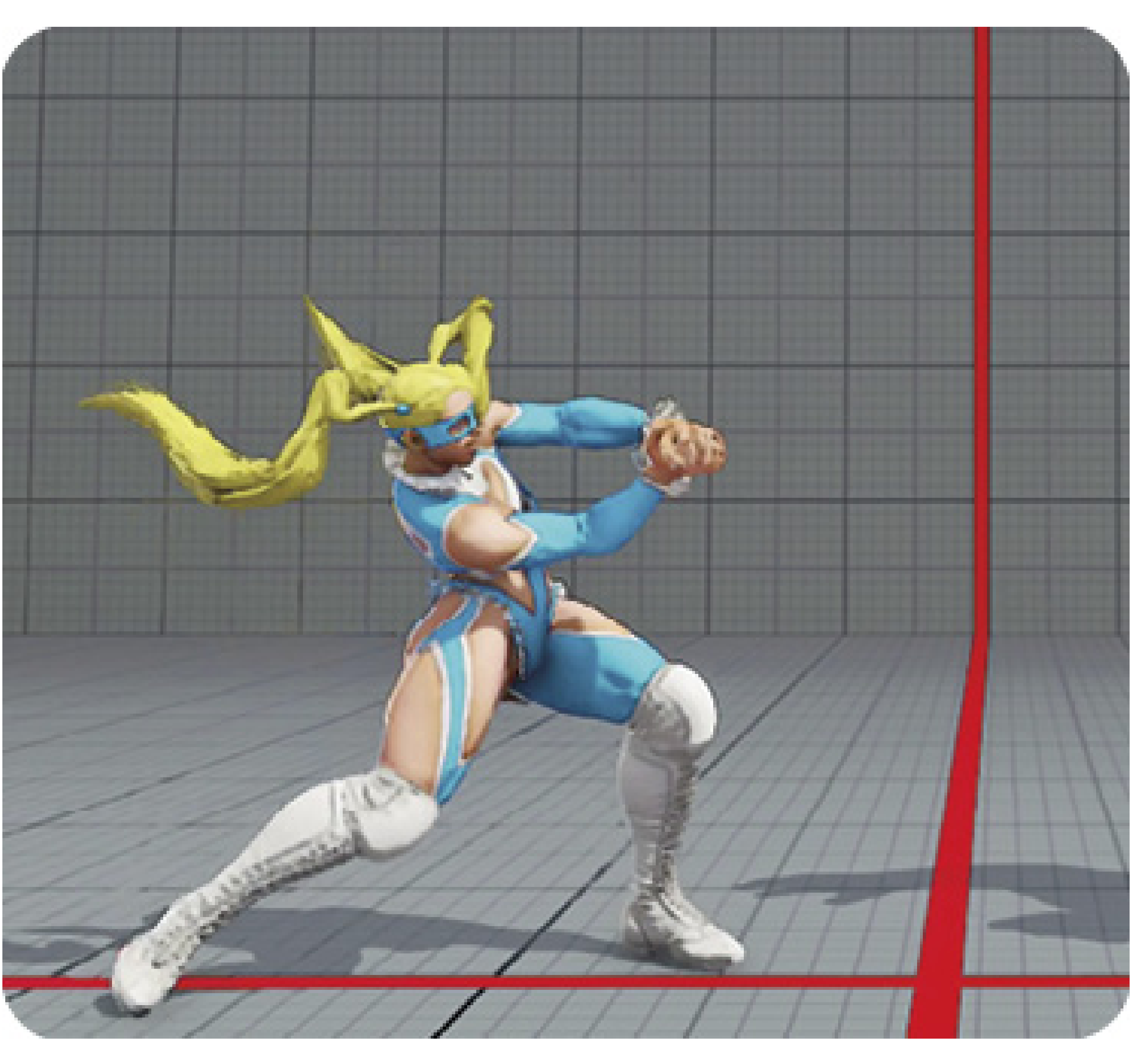
STARTUP	3
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
VTX HIT	±0
VTX GUARD	-1
CANCEL	SP,V
DAMAGE	30
STUN	70
METER GAIN	20/10

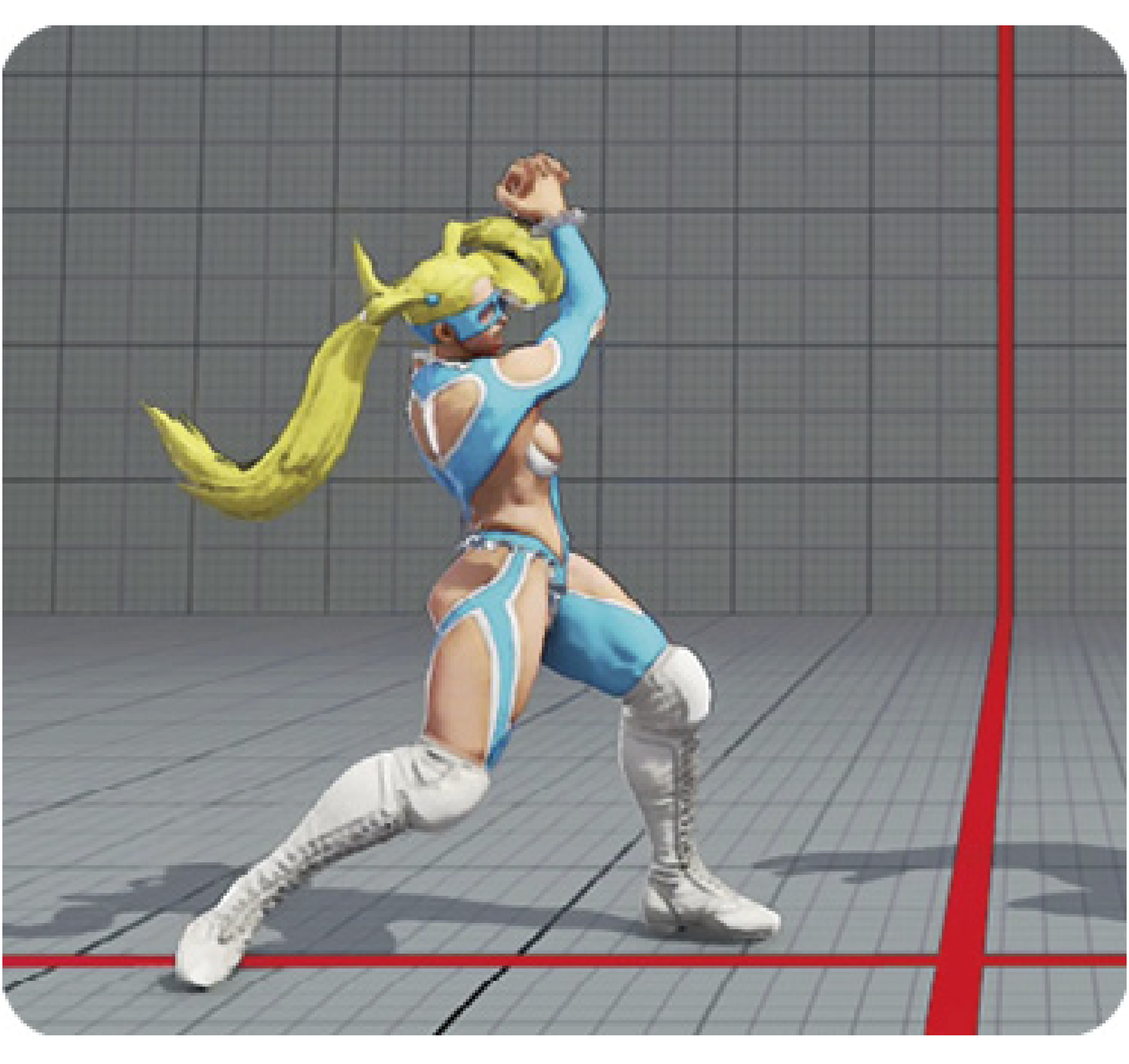
STANDING STRONG MP



STARTUP	5
ACTIVE	3
RECOVERY	10
GUARD LEVEL	HL
ON HIT	7
ON GUARD	-2
VTX HIT	8
VTX GUARD	2
CANCEL	SP,V
DAMAGE	60
STUN	100
METER GAIN	30/15

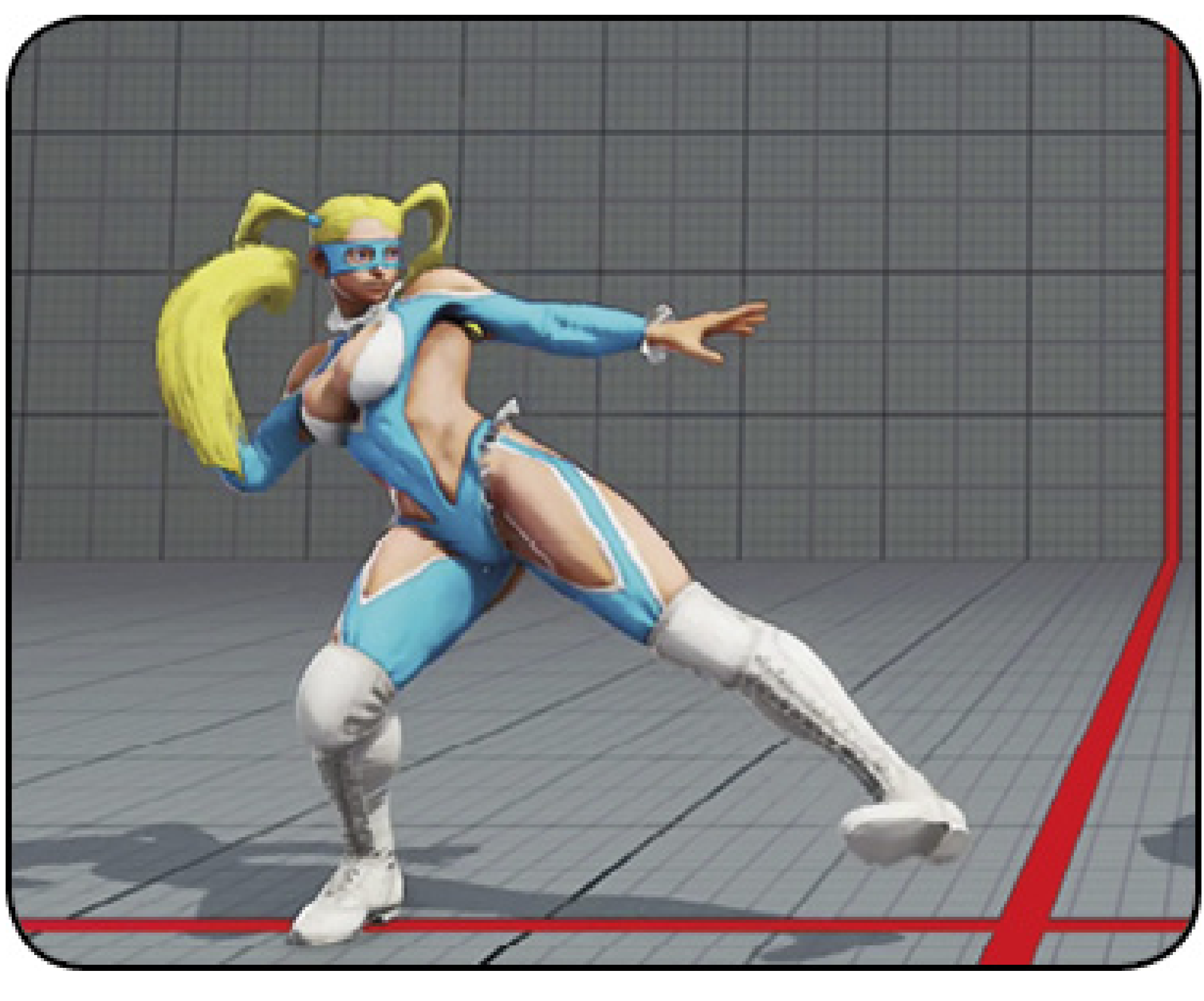
STANDING FIERCE HP





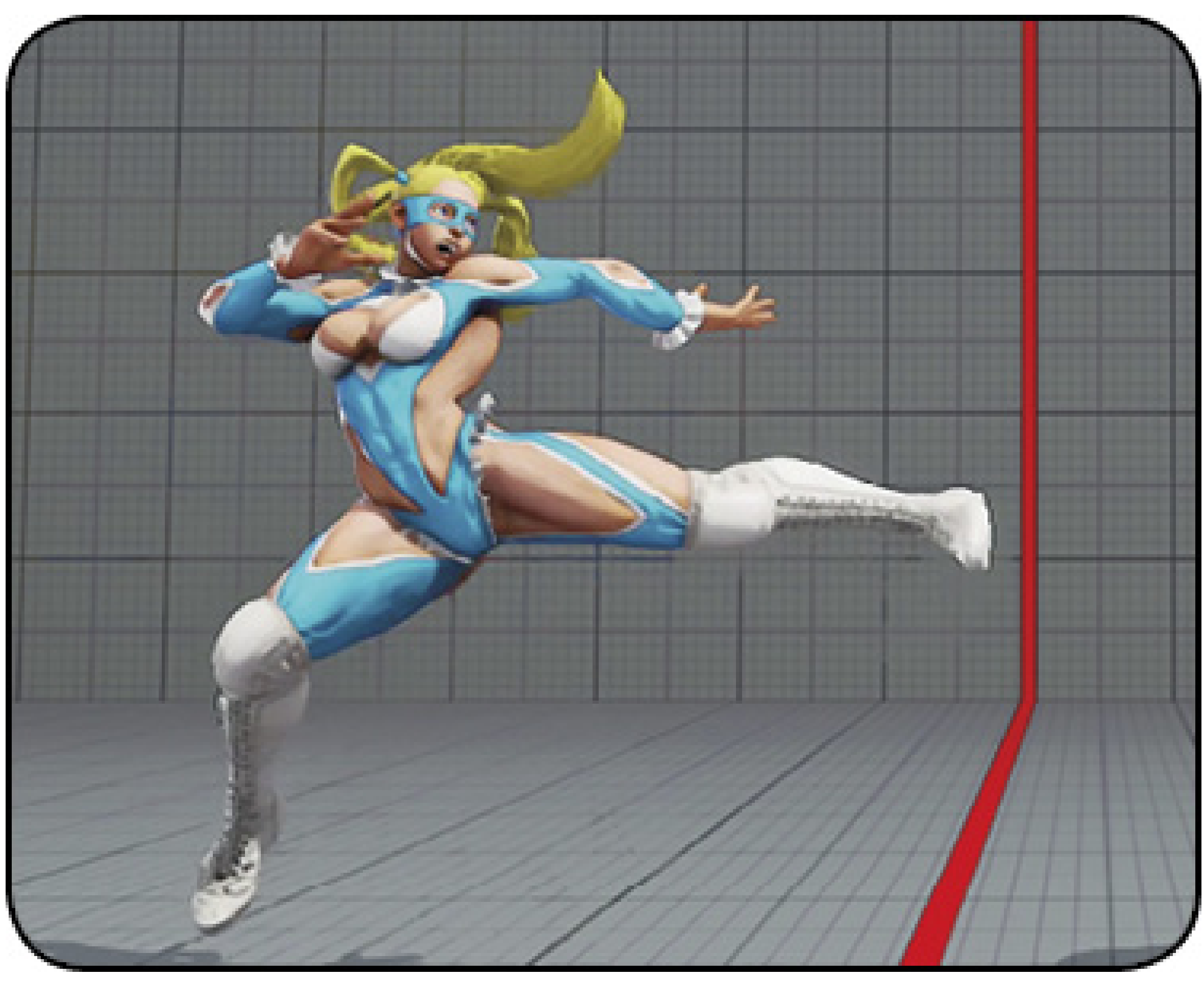
STARTUP	7
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-6
VSX HIT	11
VSX GUARD	6
VTX HIT	SP,V
VTX GUARD	80
CANCEL	150
DAMAGE	50/25
STUN	
METER GAIN	

STANDING SHORT LK



STARTUP	4
ACTIVE	3
RECOVERY	8
GUARD LEVEL	HL
ON HIT	2
ON GUARD	1
VTX HIT	±0
VTX GUARD	±0
CANCEL	V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING FORWARD MK

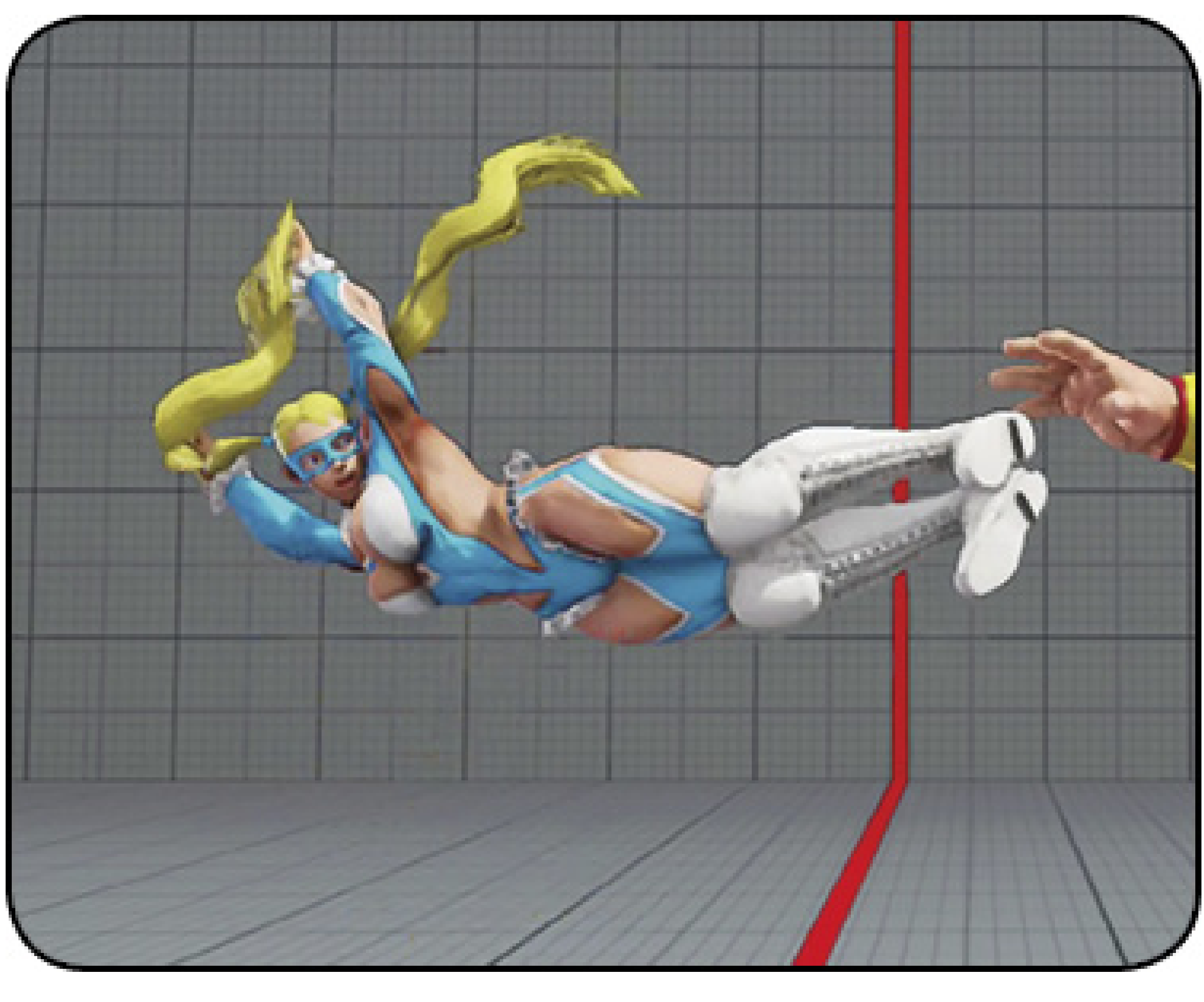


STARTUP	8
ACTIVE	4
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-3
VTX HIT	-1
VTX GUARD	-6
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Frames 8-17 go over low attacks; can move forward during frames 4-17

STANDING ROUNDHOUSE HK

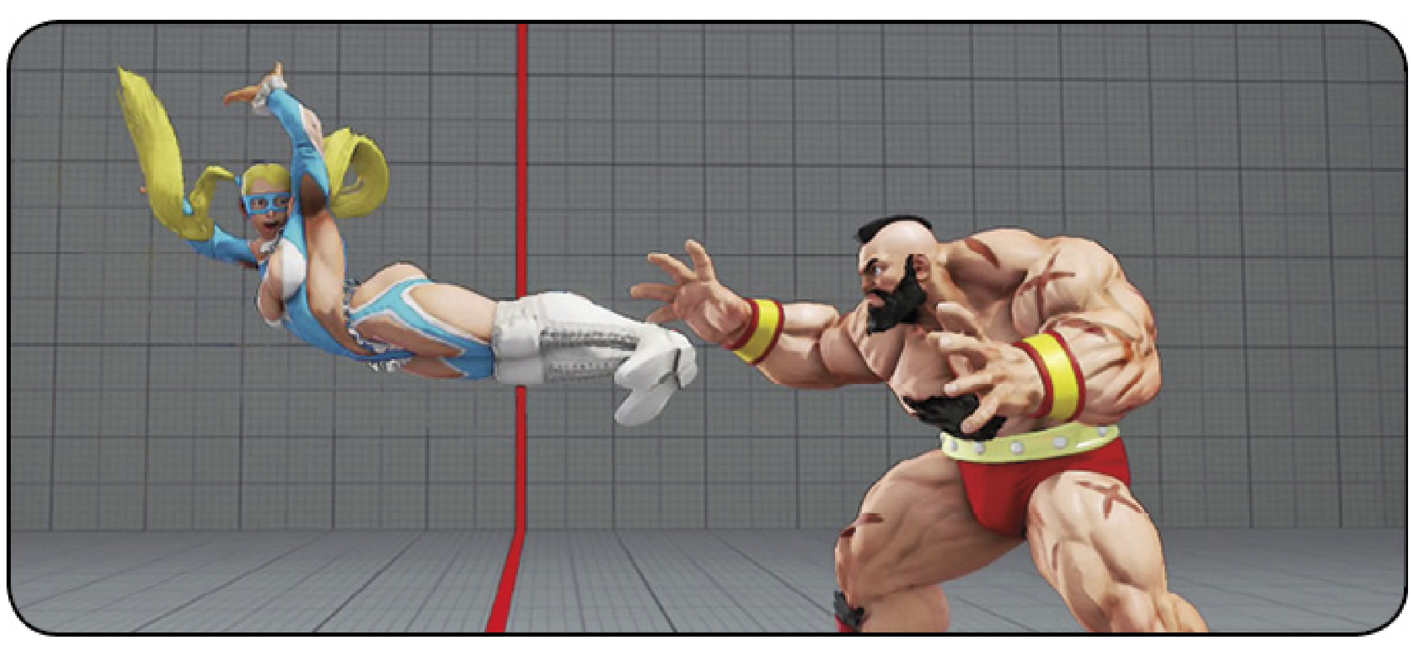


STARTUP	12
ACTIVE	2
RECOVERY	20
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-4
VTX HIT	-2
VTX GUARD	-8
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

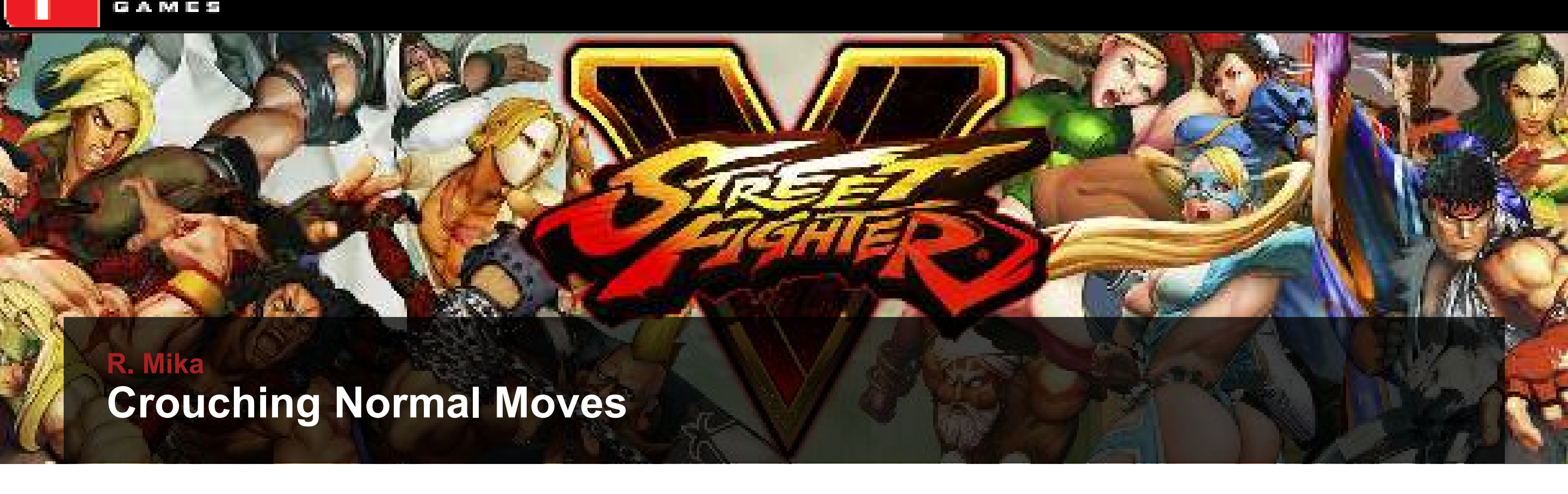
NOTES

Frames 7-12 airborne; on counter-hit: Crush Counter (spinning knockdown), V-gauge +150

CHARGED STANDING ROUNDHOUSE HOLD HK



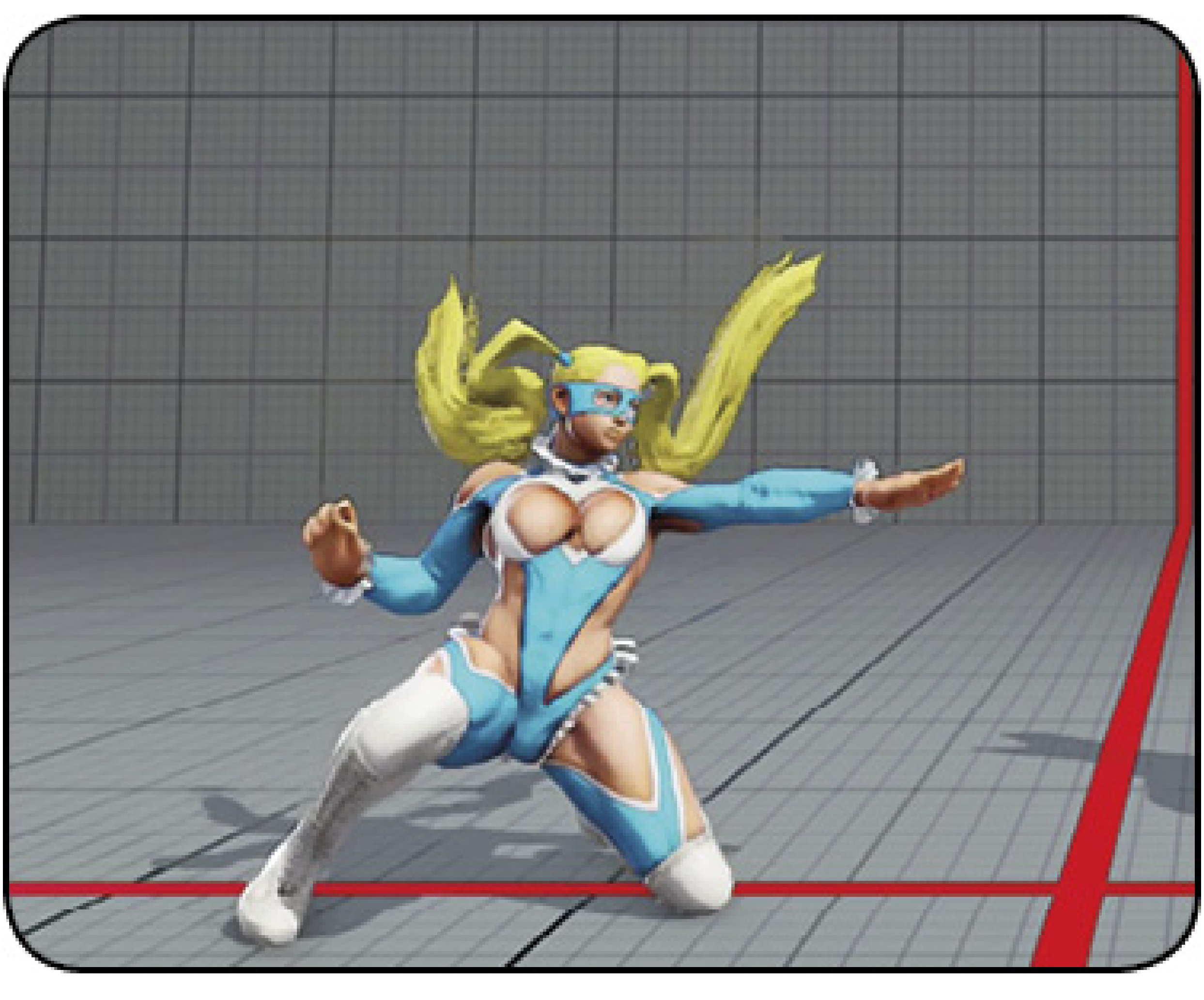
STARTUP	35
ACTIVE	1
RECOVERY	5+20 landing
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	3
VTX GUARD	-5
CANCEL	V



R. Mika

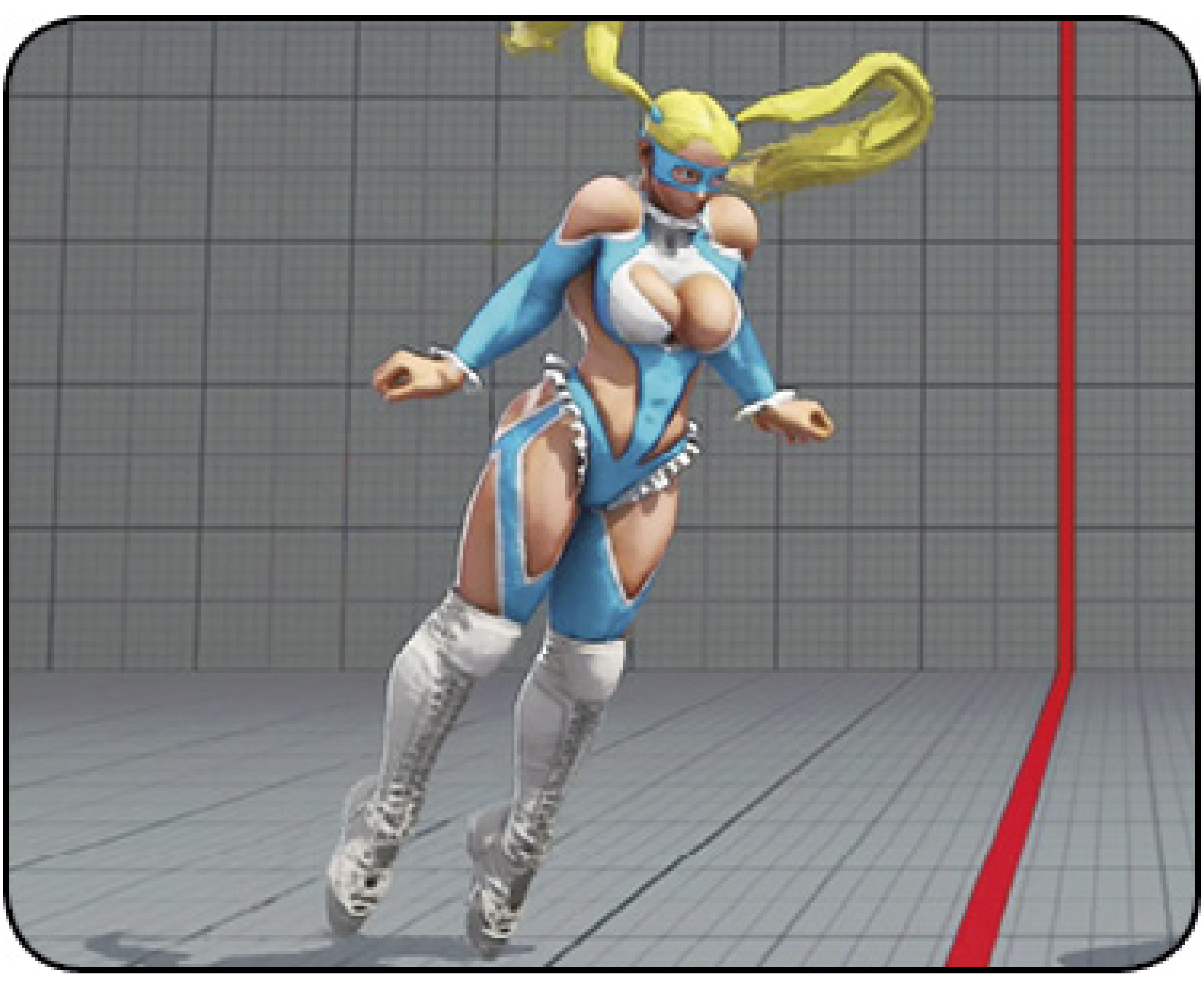
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



STARTUP	3
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
VTX HIT	-1
VTX GUARD	-3
CANCEL	SP,V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING

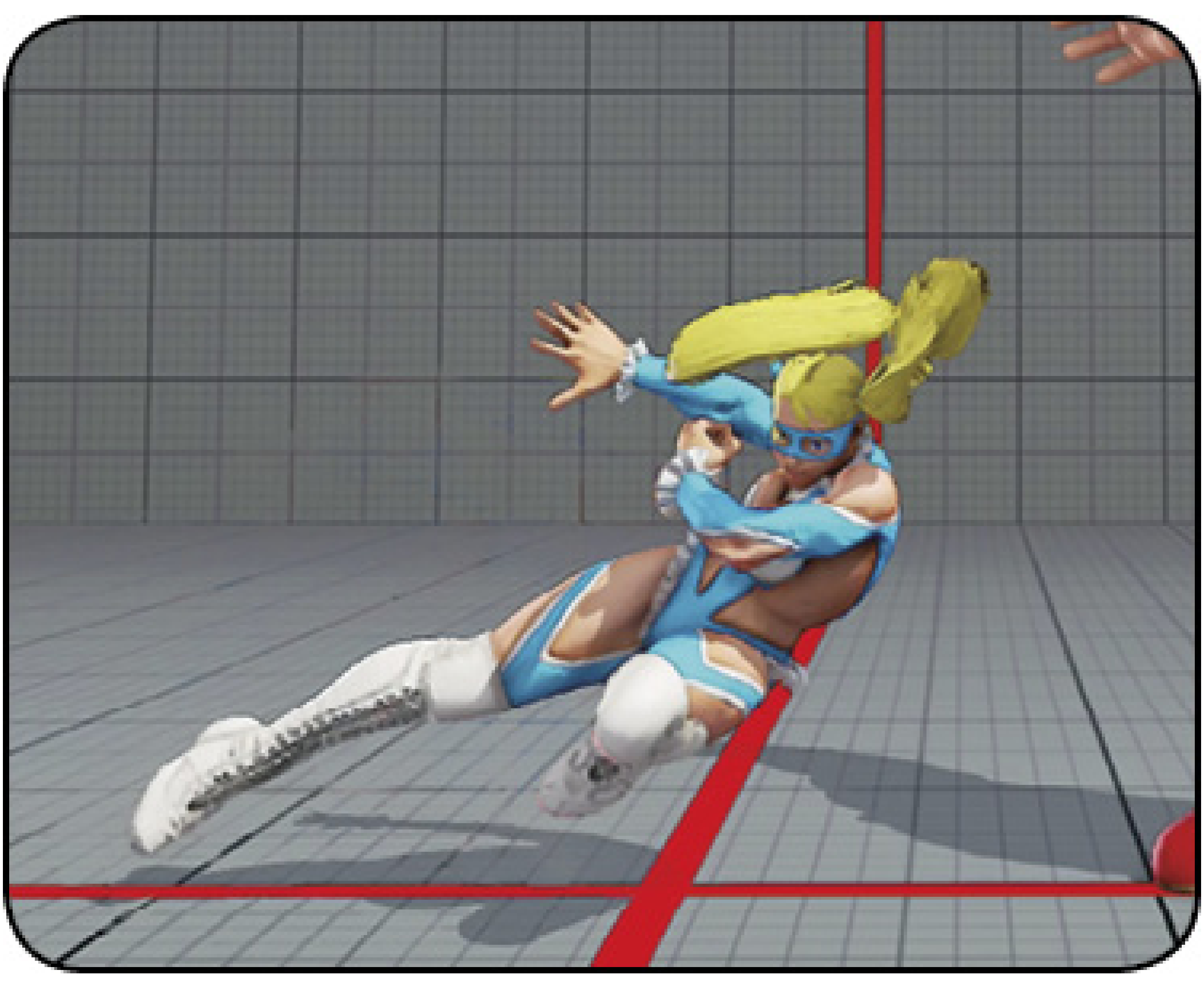


STARTUP	7
ACTIVE	4
RECOVERY	16
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-1
VTX HIT	9
VTX GUARD	7
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

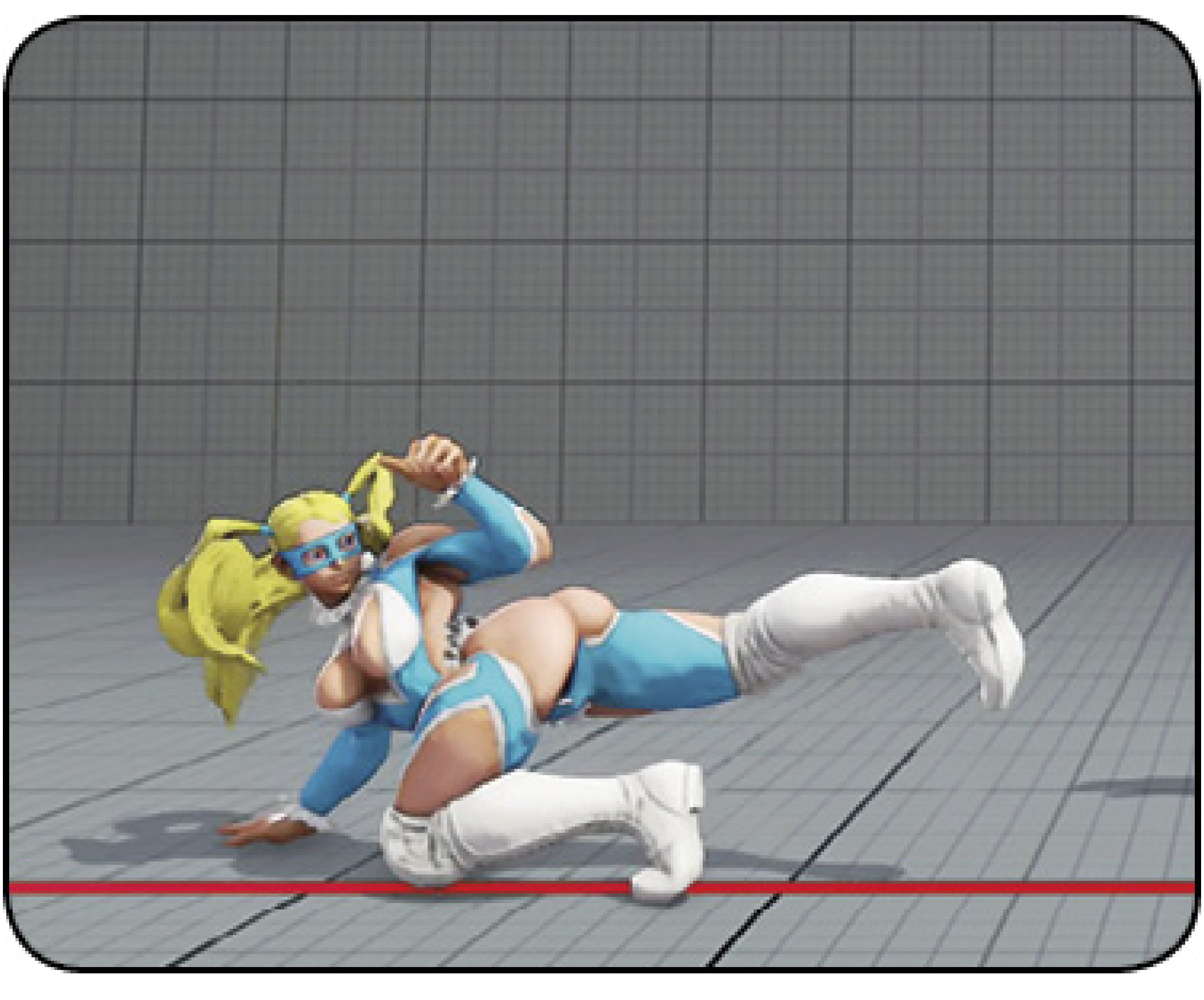
Cannot hit crouching opponents; frames 9-21 airborne

CROUCHING FIERCE HP WHILE CROUCHING



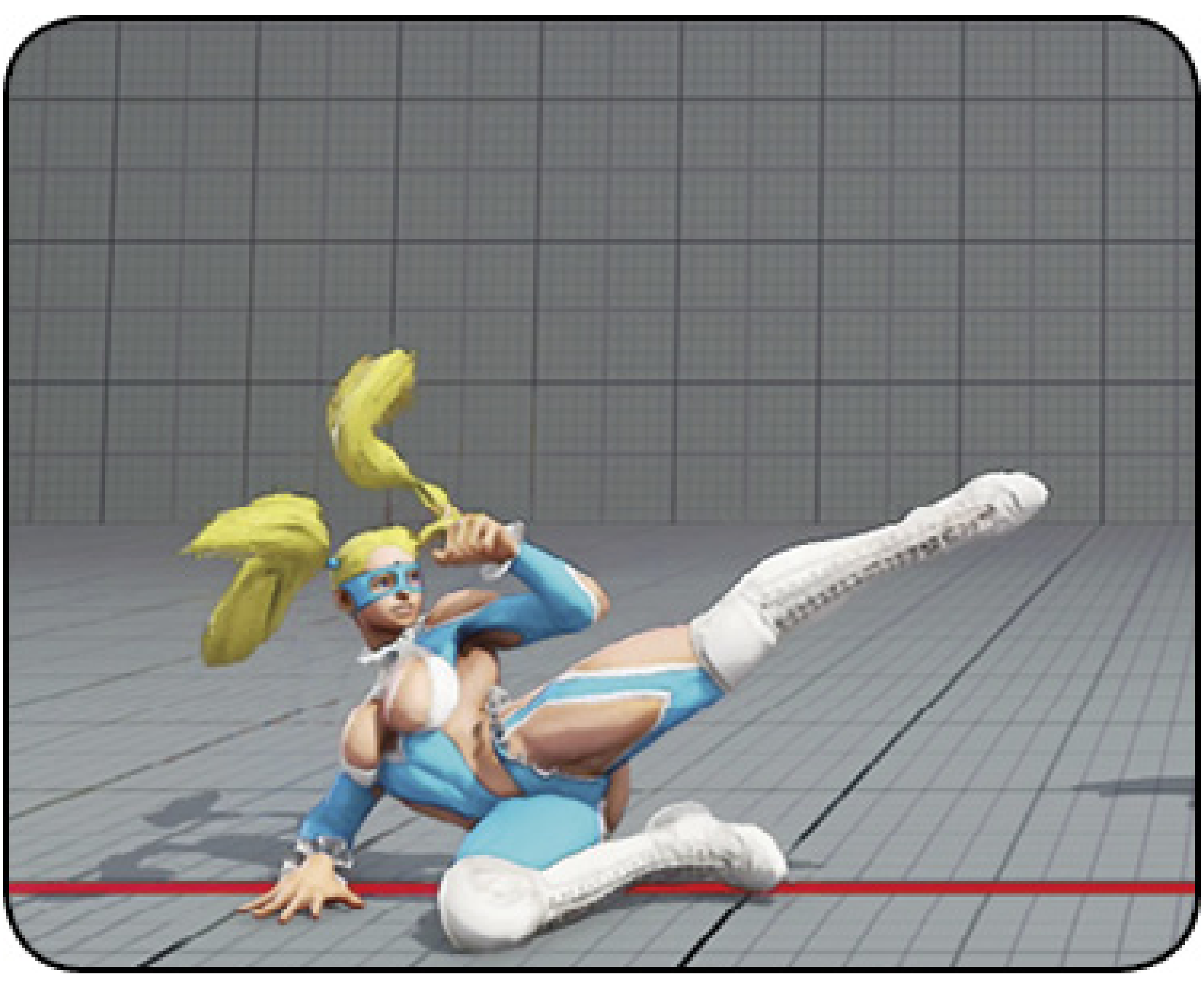
STARTUP	11
ACTIVE	6
RECOVERY	17
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-4
VTX HIT	9
VTX GUARD	7
CANCEL	CA,V
DAMAGE	80
STUN	150
METER GAIN	50/25

CROUCHING SHORT LK WHILE CROUCHING



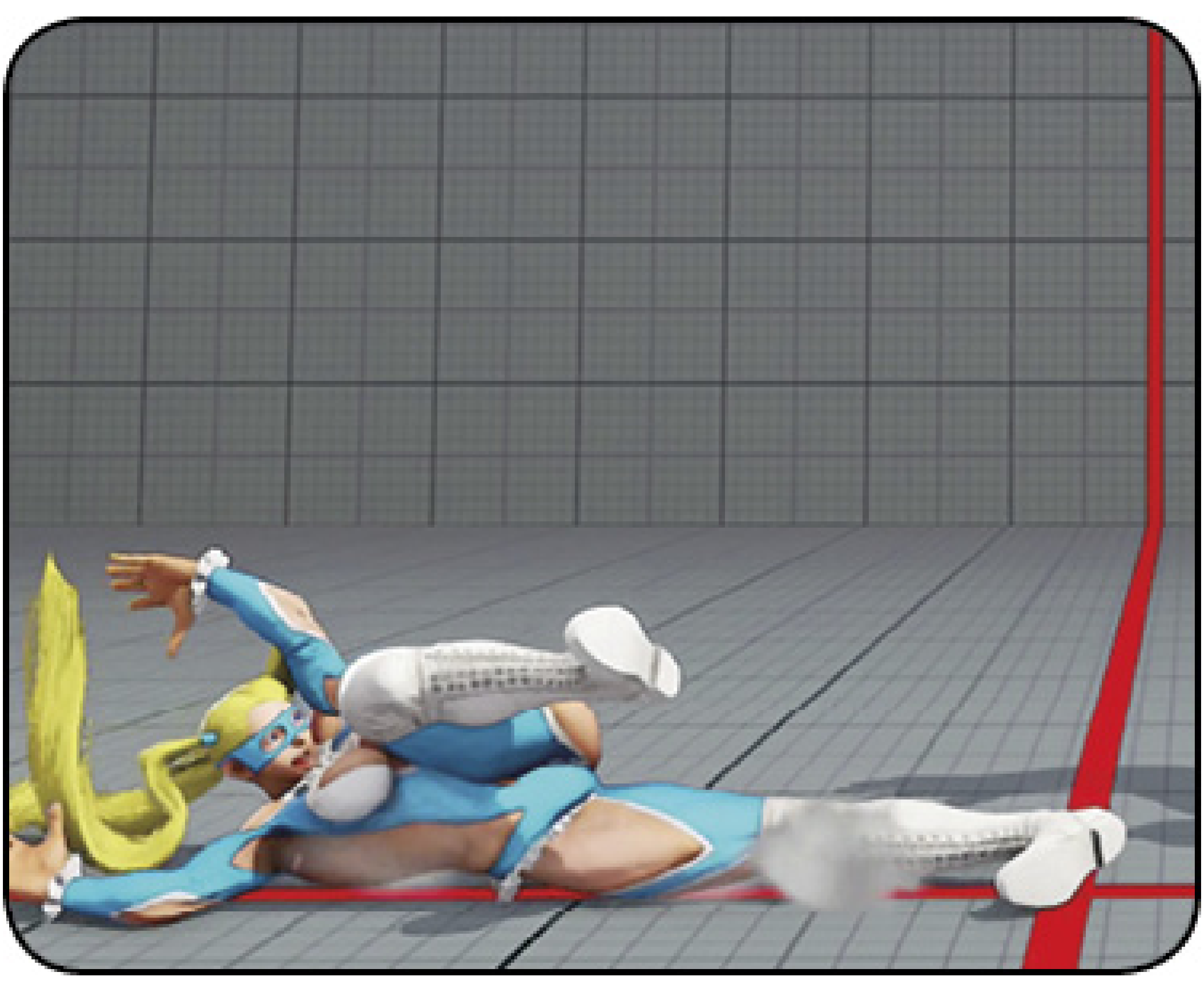
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	3
ON GUARD	1
VTX HIT	1
VTX GUARD	-1
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	7
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	8
VTX GUARD	4
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

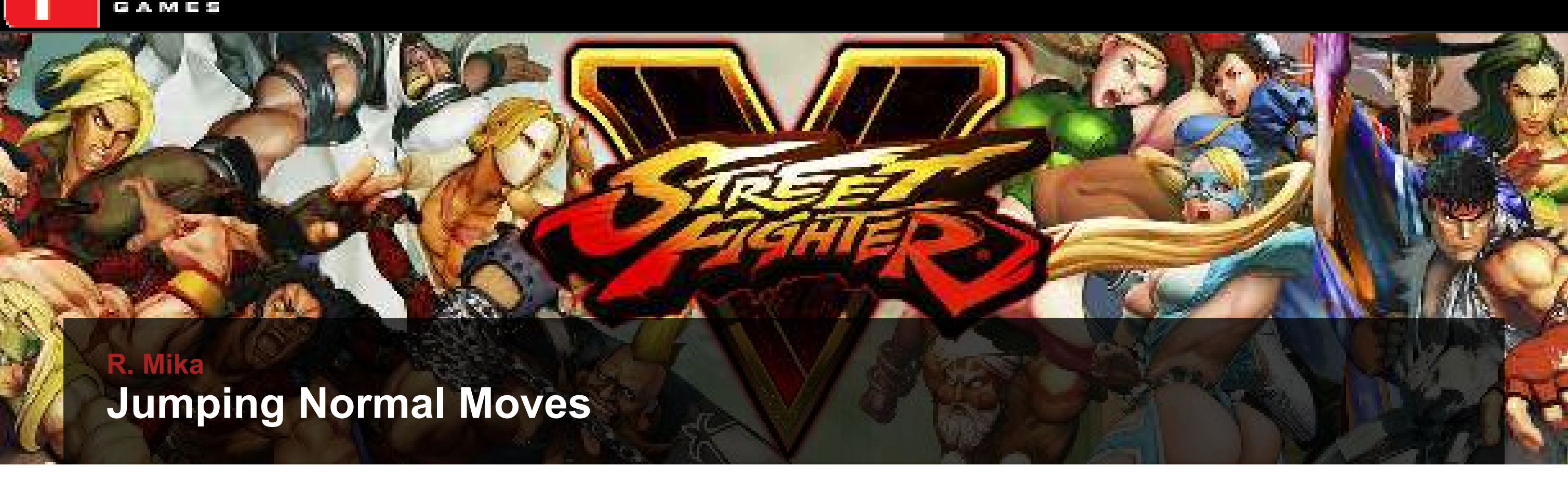
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	12
ACTIVE	8
RECOVERY	21
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
VTX HIT	D
VTX GUARD	5
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

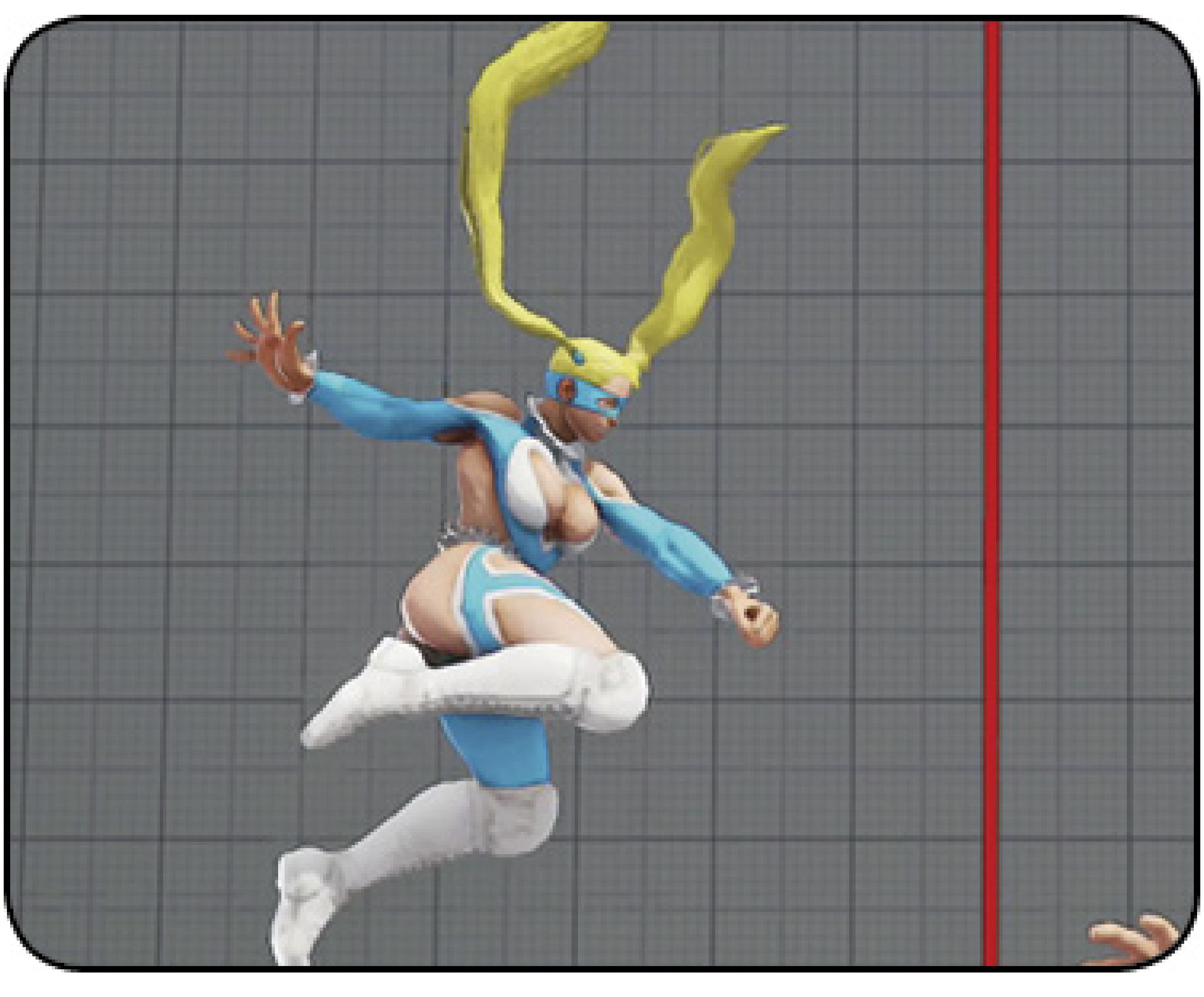
On counter-hit: Crush Counter knockdown prevents quick recovery, +150 V-Gauge



R. Mika

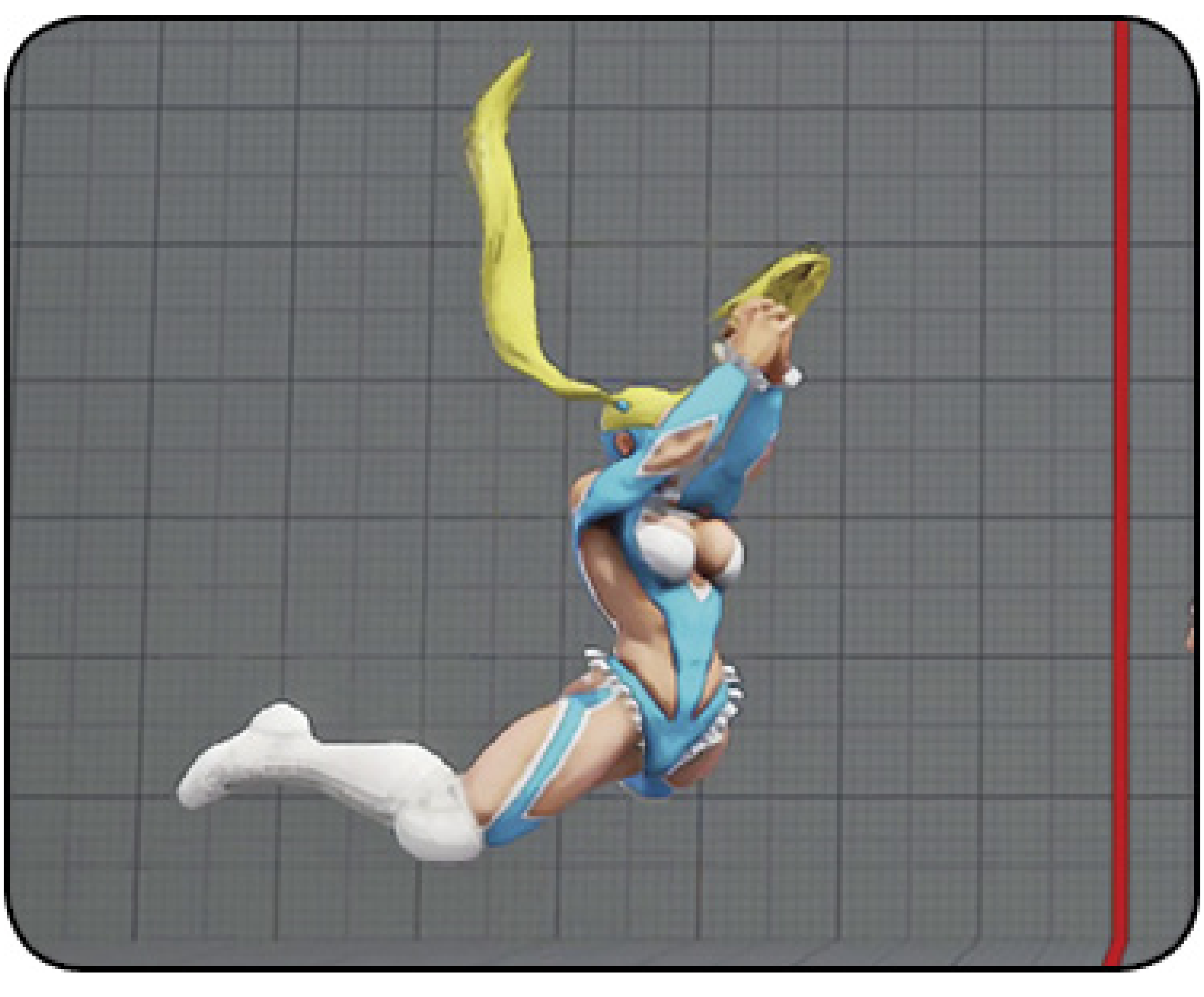
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



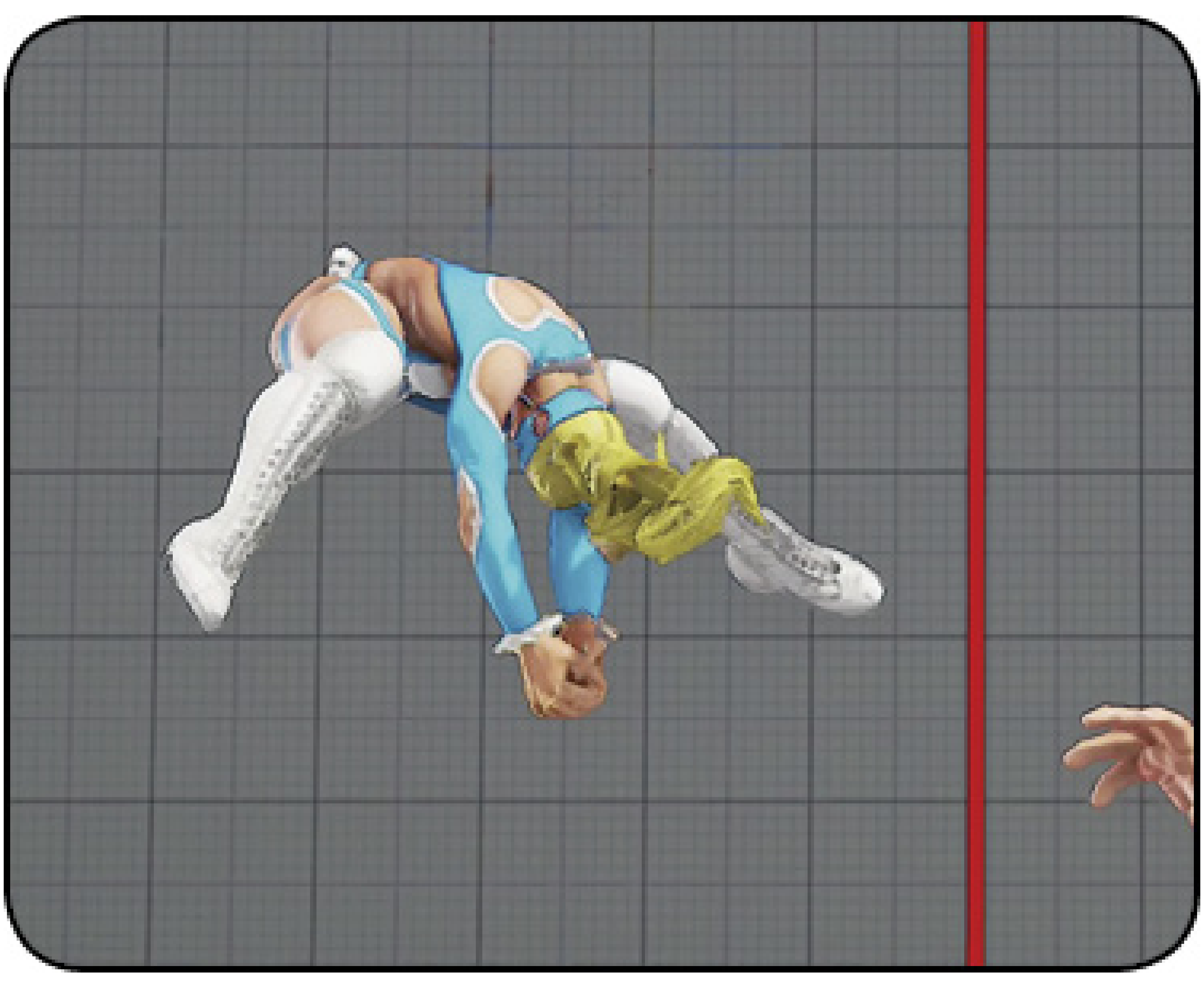
STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



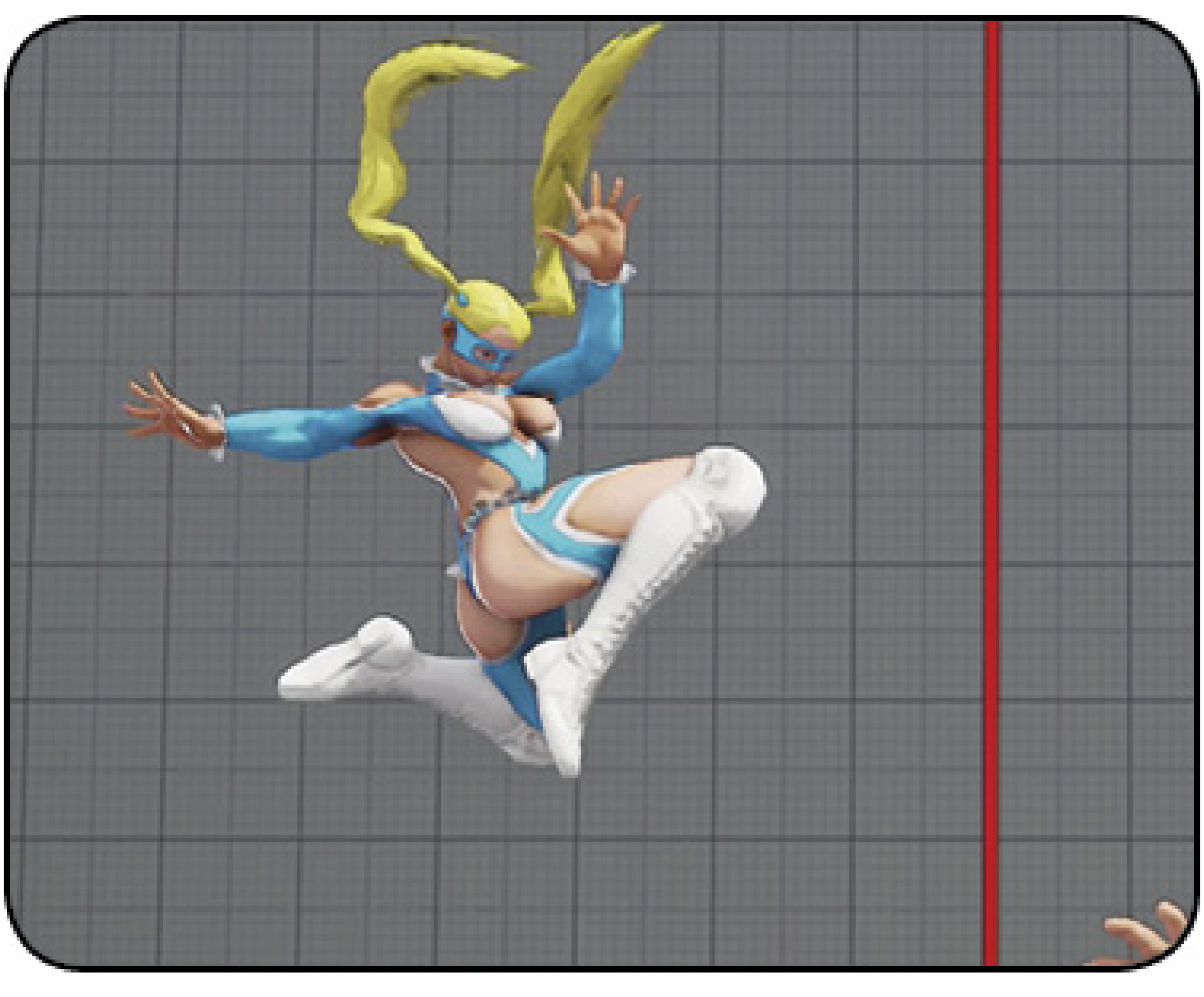
STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



STARTUP	8
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

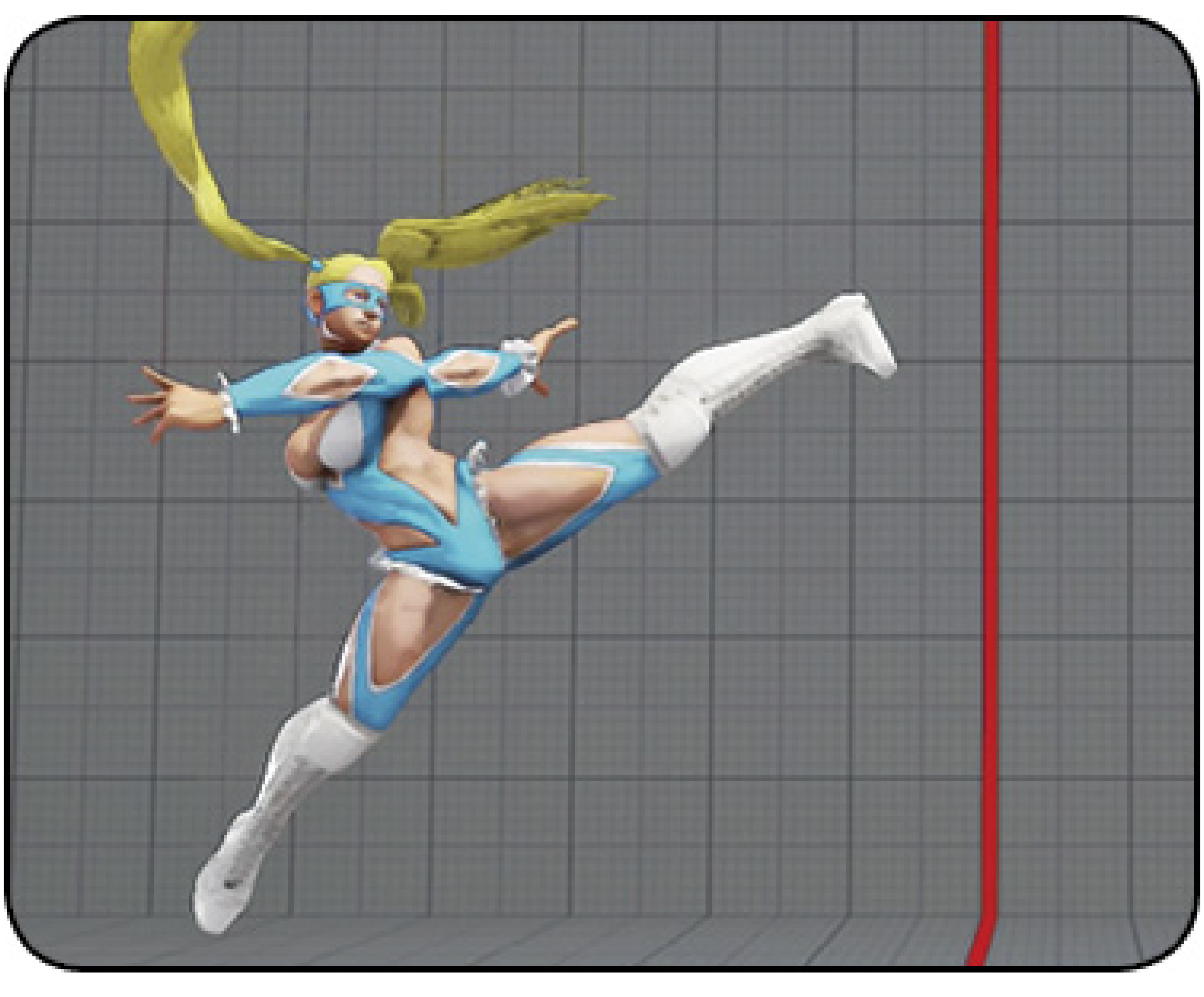


STARTUP	4
ACTIVE	8
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

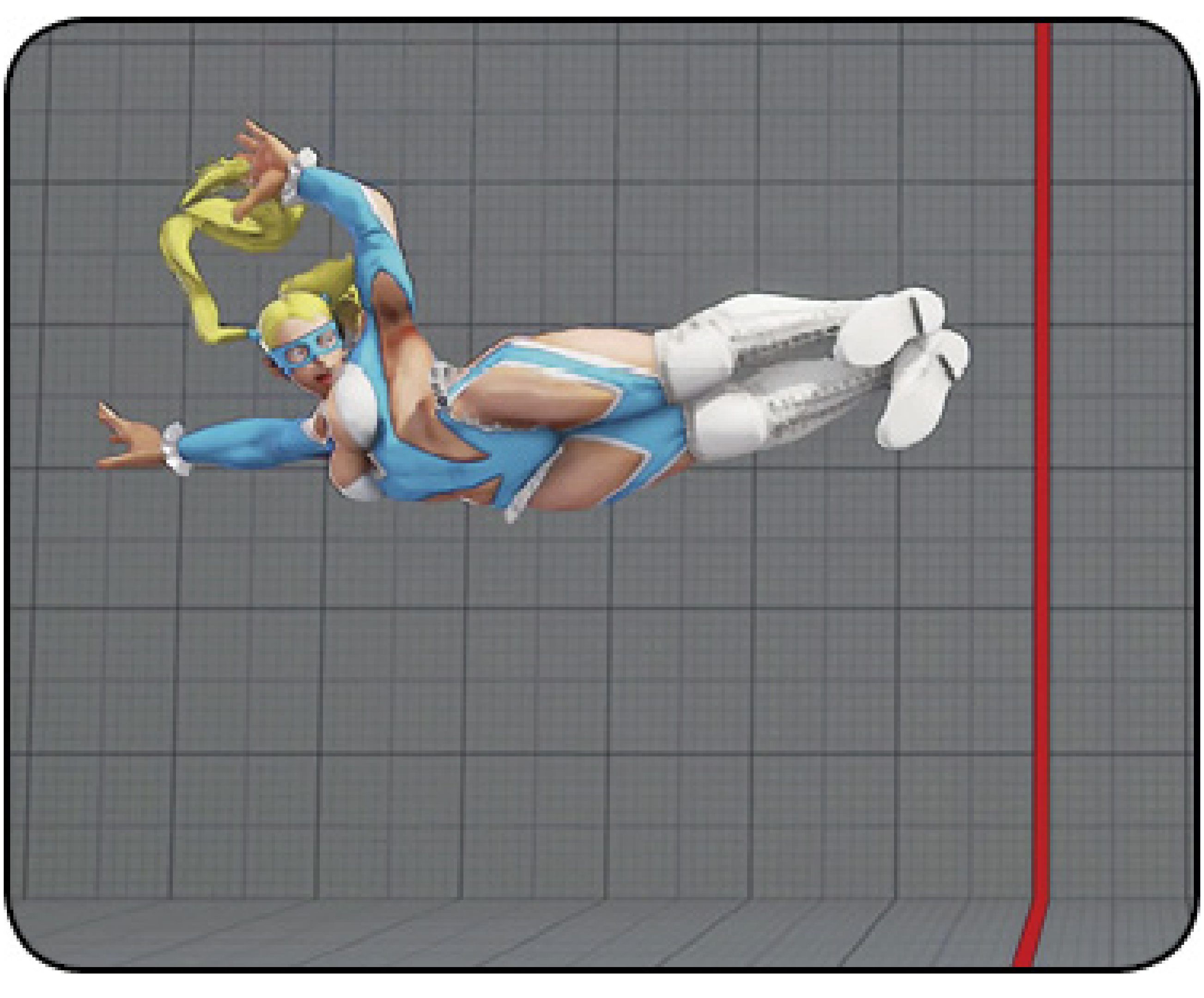
Cross-up

JUMPING FORWARD MK WHILE JUMPING



STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING

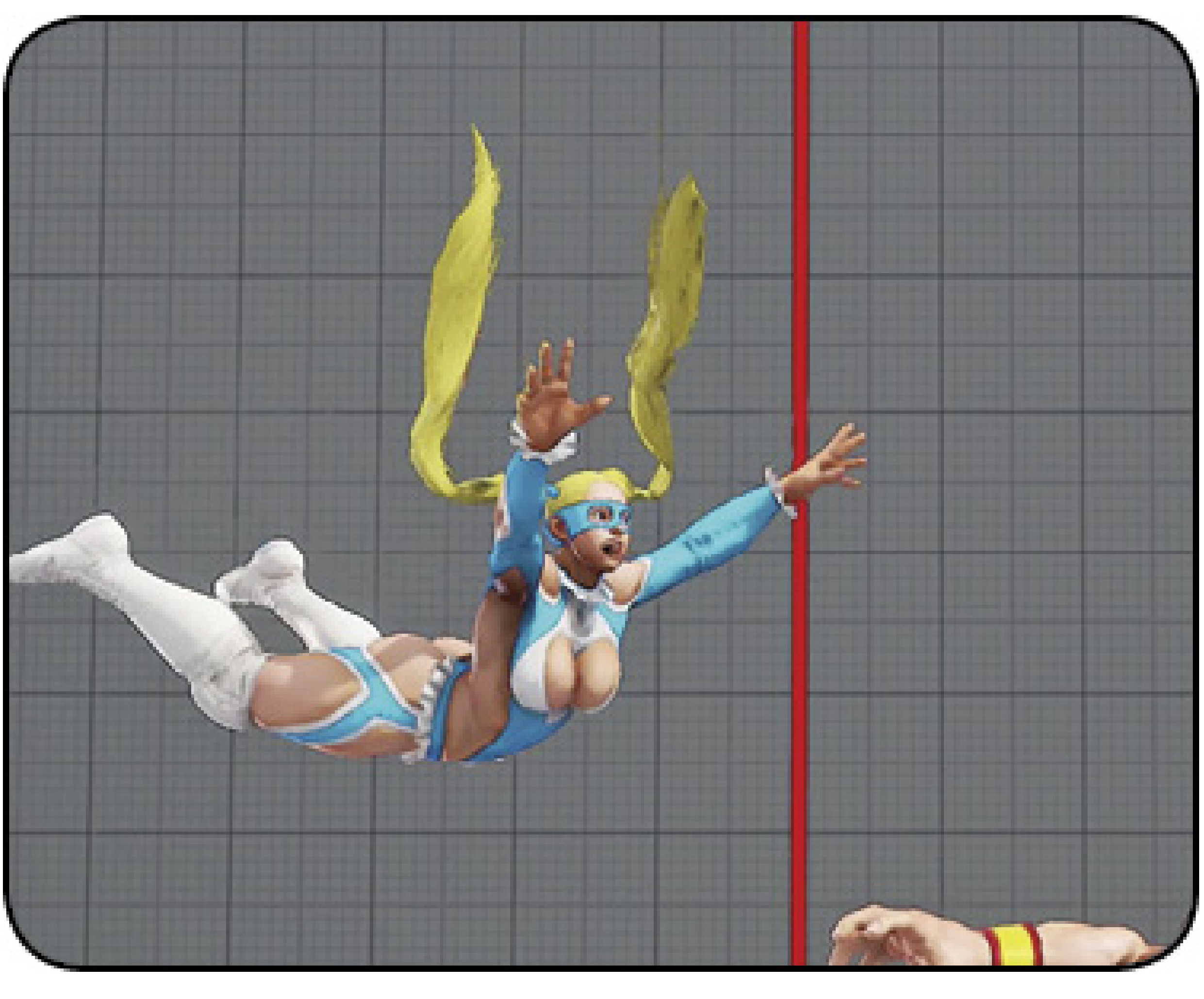


STARTUP	7
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

R. Mika

Unique Attacks

DIVEBOMB ↓ + MP DURING FORWARD JUMP



STARTUP	16
ACTIVE	Till landing
RECOVERY	After landing: 24
GUARD LEVEL	H
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	40/20

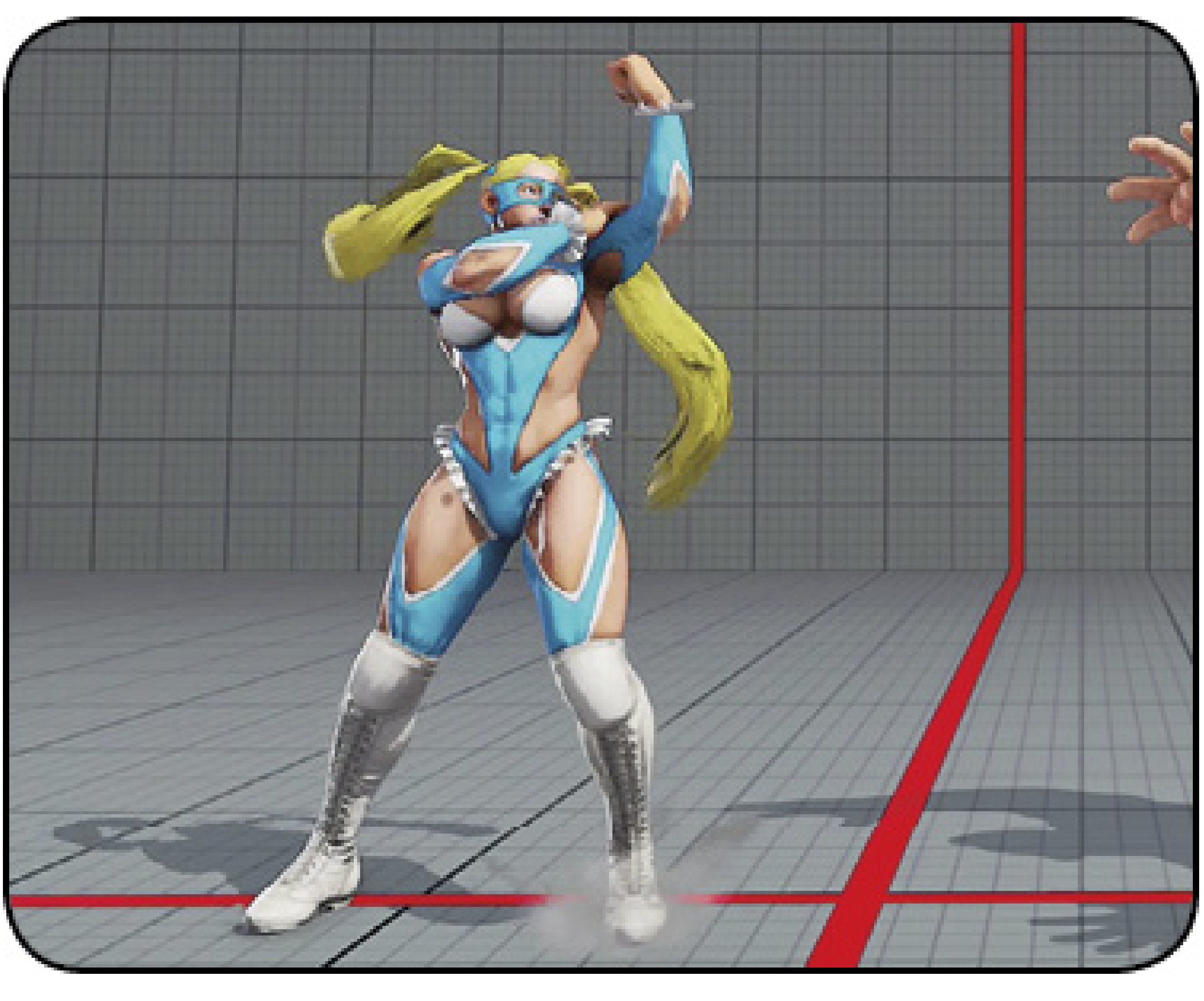
NOTES

Cross-up

Dive Bomb: R. Mika interrupts her normal jump arc with a belly flop straight down. From a frontal jump-in against an opponent who relies on quick normals for their anti-air, you can Dive Bomb to throw off their anti-air timing, knocking them down if they anti-air expecting a normal jump arc. From a jump directly above the adversary, Dive Bomb easily hits on either side, leading to potential cross-up or fake cross-up knockdowns. In theory, Dive Bomb can be good for *SFII/SFIV* Dee Jay-like tactics. From the same jumping starting point, it confuses enemies by sometimes crossing up with jumping LK and sometimes Dive Bombing from the front. The only catch (and it's big) is that R. Mika is extremely vulnerable upon landing if Dive Bomb misses or is guarded—about as vulnerable as if you decided to just start mashing out blocked Shooting Peach specials at point-blank range.

Still, a knockdown move that can cross up is a knockdown move that can cross up, and using Dive Bomb very ambiguously and sparingly will sometimes surprise enemies. This is definitely a back pocket, once every few rounds tactic, though, not something to rely on regularly. If you happen to Dive Bomb someone starting their jump, which can occur if you go for Dive Bomb cross-ups, you can juggle upon landing with EX Shooting Peach.

LADY MIKA → + HP



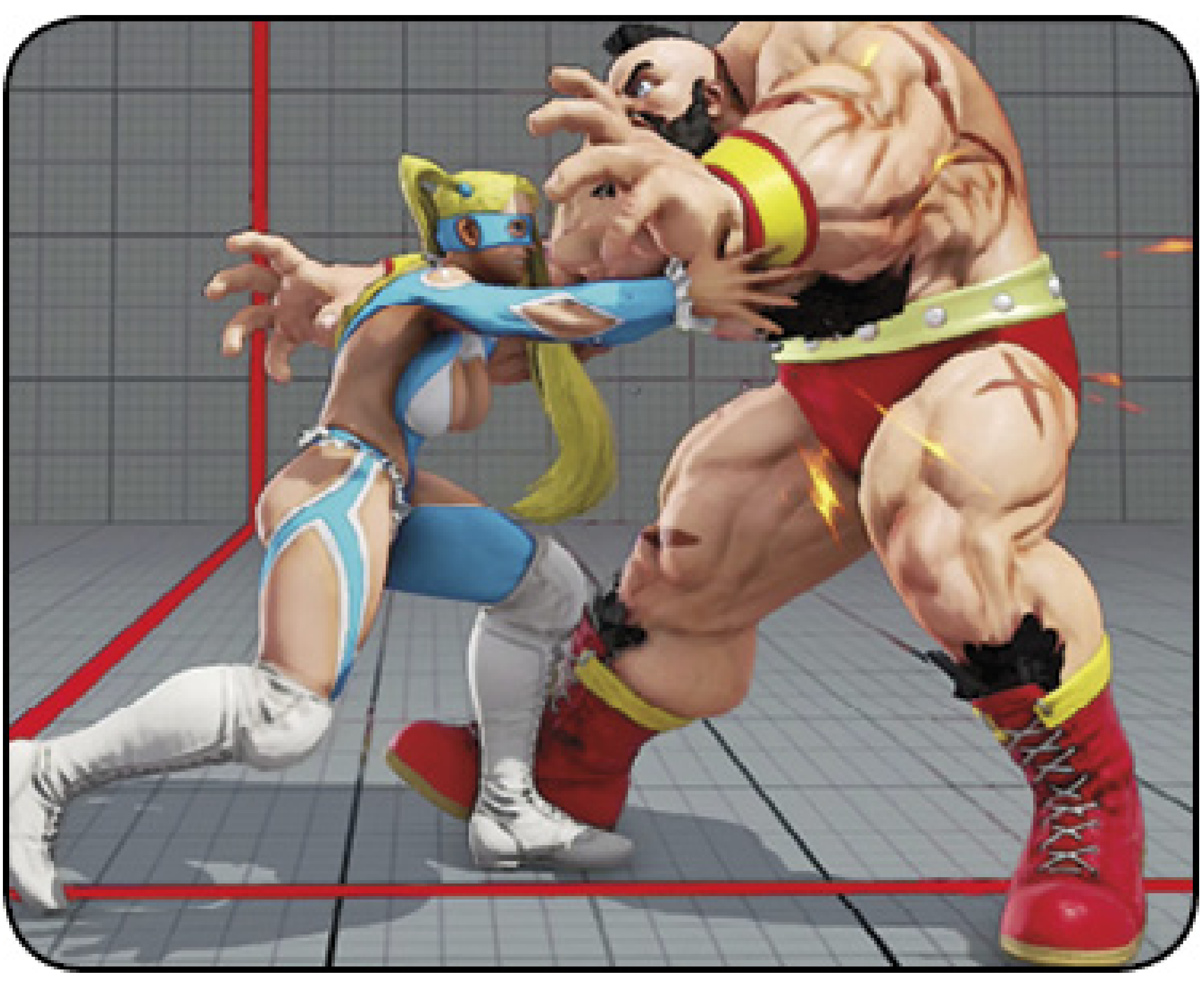
STARTUP	10
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	D
ON GUARD	3
VTX HIT	D
VTX GUARD	6
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

On counter hit: Crush Counter (flipping juggable hitstate), +150 V-Gauge

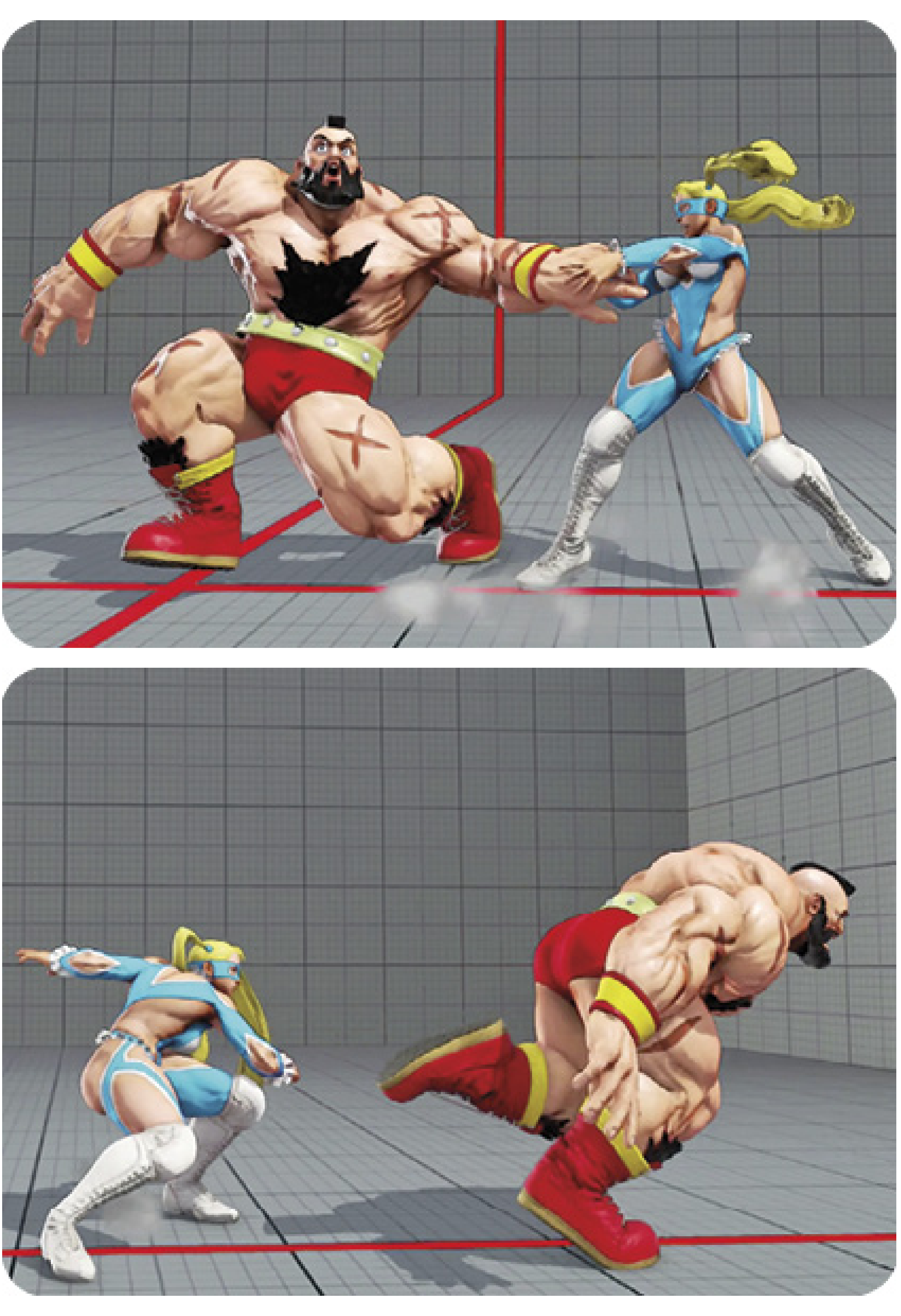
Lady Mika: R. Mika lunges forward with a tight, close-range uppercut. This doesn't have enough range to function as a poke and is intended as a point-blank hit-check. Since it's a unique attack that uses a heavy button, it will also cleanly beat out opposing light and medium pokes that hit on the same frame as Lady Mika, strengthening its use up close. If guarded, R. Mika is left at +3, the best advantage she has after any blocked attack. Lady Mika has a hitbox that extends above R. Mika's head during active frames, so you can also use it as an anti-air. It's slower than crouching MP for this purpose and should be aimed at jumps starting from farther away, but it will work if you have time to get it out. On hit, R. Mika launches her opponent into a jugglable flip (see **Combo 8**). As a Crush Counter, this launches the foe into an even bigger jugglable flip (**Combo 9**), making Lady Mika a great move to keep in mind for reversal punish counter-hits, like after a shoto whiffs a Shoryuken near R. Mika. Lady Mika is also great for extending Passion Press combos and setting up resets in corners.

PASSION PRESS → OR ← + MP



STARTUP	6
ACTIVE	4
RECOVERY	13
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	50
STUN	100
METER GAIN	30/15

PASSION ROPE THROW DURING PASSION PRESS, → OR ← + MP



STARTUP	2
ACTIVE	2
RECOVERY	38
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	30 on wall hit
STUN	—
METER GAIN	Damage dealt on wall hit

NOTES

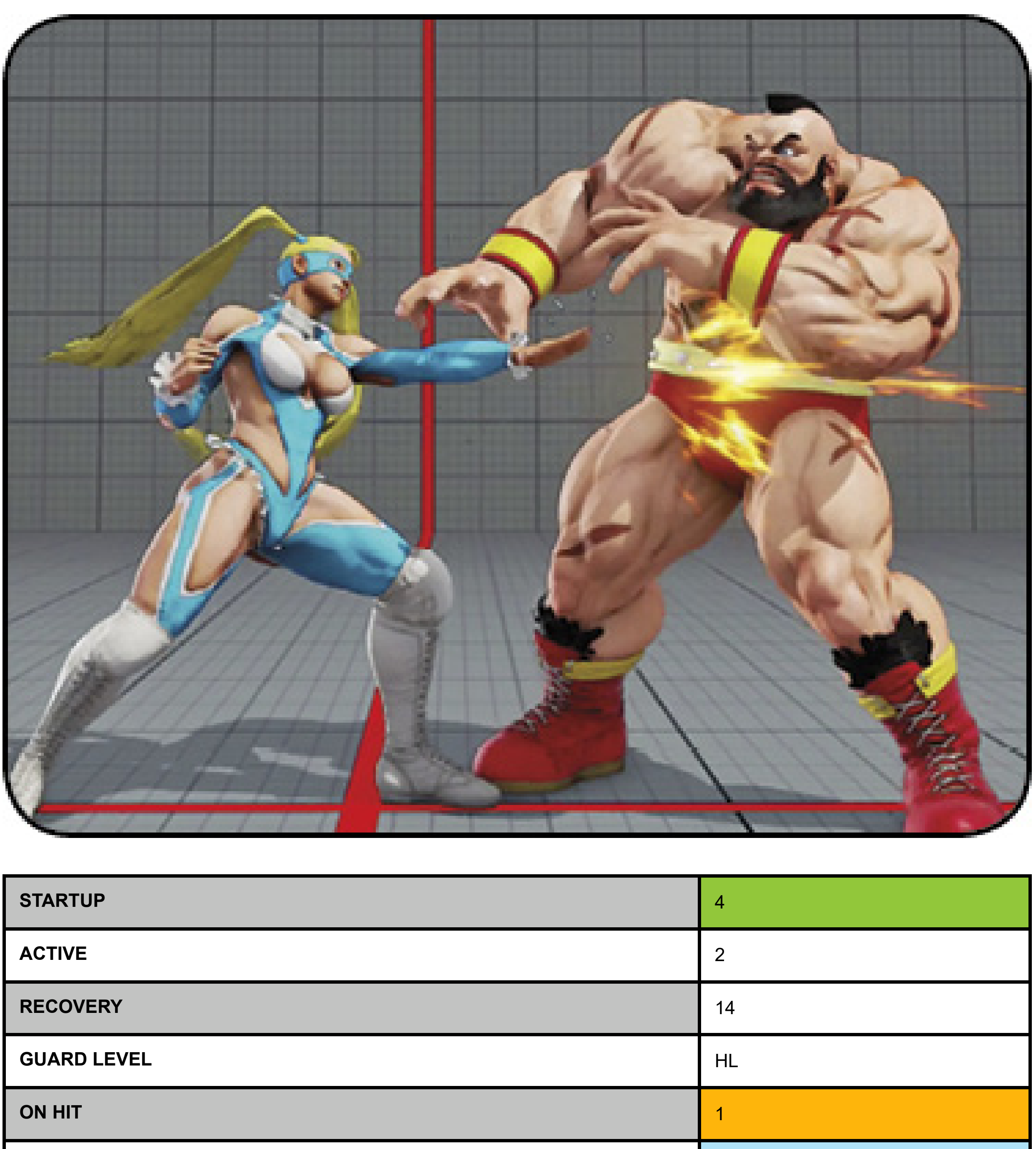
Input selects direction of throw

Passion Press and Passion Rope Throw: R. Mika reaches with a clasping punch that can transition into a hit-throw follow-up. If Passion Press is blocked, canceling to Passion Rope Throw will cause a dangerous point-blank throw whiff. But on hit, canceling to Passion Rope Throw sends the enemy in a staggering run in the direction of your choice. It doesn't matter which direction you use for the Passion Press poke (sort of like Chun-Li's → / ← + MP), but the direction you use for the hit-throw follow-up chooses the direction in which they'll run. If a corner is nearby, it's an easy decision—send your opponent to the corner, where they'll bounce off the wall and stumble a bit more. Midscreen, they'll simply fall after stumbling for a couple seconds. While they're staggering or after they've bounced off the wall, you can juggle them. R. Mika is at her strongest bouncing foes back and forth off corners, making them eat command throws and juggle combos. Adversaries are technically airborne while running, so hits against them will behave accordingly. (Basically, Lady Mika and charged standing HK will launch them for another juggle chance, but normals will cause them to air recover in place, allowing for grab attempts or meaty pokes overlapping their landing, basic reset stuff.)

Passion Press as a poke is very comparable to standing MP, starting up only one frame slower. It also leaves R. Mika at -2 when blocked and actually has a bit more range. This can come in handy sometimes during combos from non-ideal ranges, like V-Trigger-canceling a poke from a couple steps away; standing MP might not reach, but Passion Press will. After Passion Rope Throw midscreen, you can either immediately perform HK Wingless Airplane to land directly next to where your foe will fall, closer to a corner and ready to pressure their wakeup, or you can immediately tap them as they stumble away with → + MK (hold →). This is much easier to link midscreen if you used Passion Rope Throw to swap sides with your opponent instead of throwing them toward the side they're already on. You can also juggle with EX Shooting Peach immediately after Passion Rope Throw midscreen.

For a flashy midscreen variation, you can Passion Rope Throw, then immediately backdash. This pulls the screen backward a little bit, so that the opponent actually bounces off their end of the screen like it was a corner. From the backdash, you can then whiff crouching HP in order to be near them in time to launch with Lady Mika into some juggle finisher.

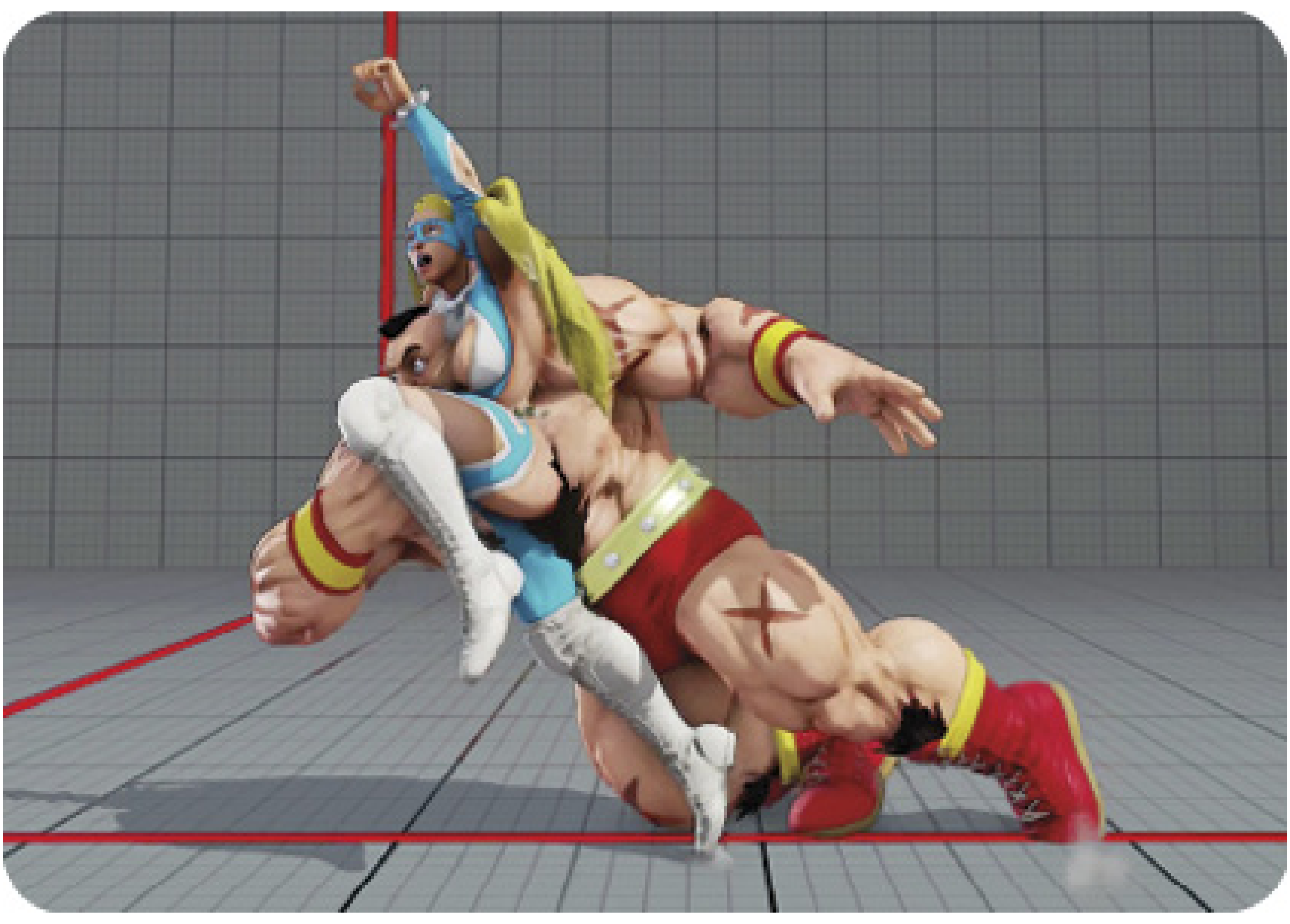
STOMP CHOP STANDING LK XX MP

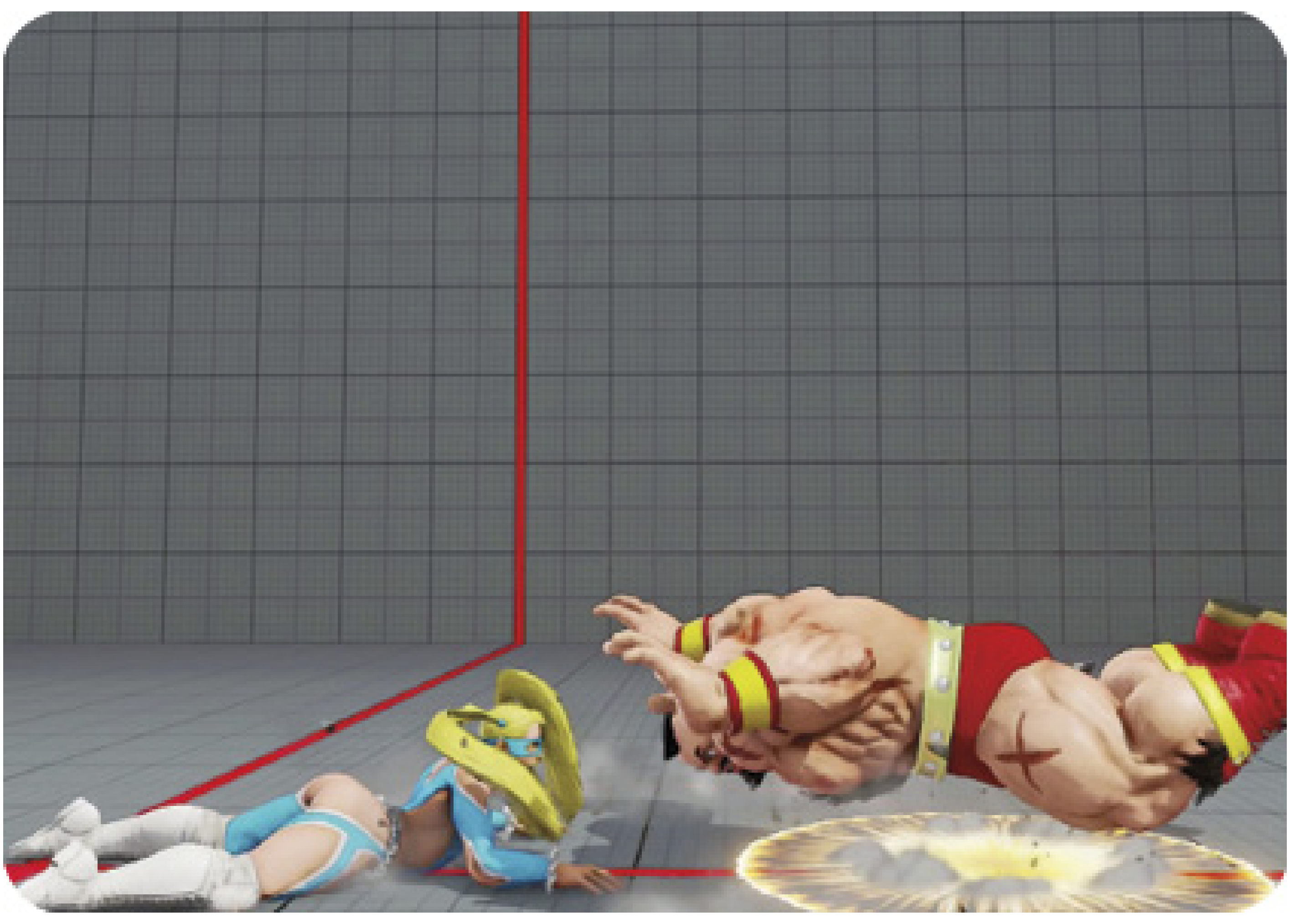


STARTUP	4
ACTIVE	2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-5
VTX HIT	5
VTX GUARD	2
CANCEL	SP,V
DAMAGE	50
STUN	100
METER GAIN	30/15

Stomp Chop: R. Mika's target combo, consisting of standing LK chained into standing MP. Standing LK is an excellent starter poke, with a four-frame startup, good range, an invincible boot tip, and an advantage of +1 when guarded. After chaining standing LK to standing MP, you can cancel to a special move or Peach Assault, R. Mika's Critical Art. Like with most target combos, the standing MP variation that ends Stomp Chop leaves R. Mika with less frame advantage. Having Stomp Chop blocked puts you at -5, which is guaranteed punish territory. Stomp Chop is great for combos, but save it for verifying standing LK after another hit (most likely after cross-up jumping LK, point-blank standing MP, or charged standing HK). Also, avoid performing the standing strong extension on block, so you can maintain up-close frame advantage.

DAYDREAM HEADLOCK LP + LK

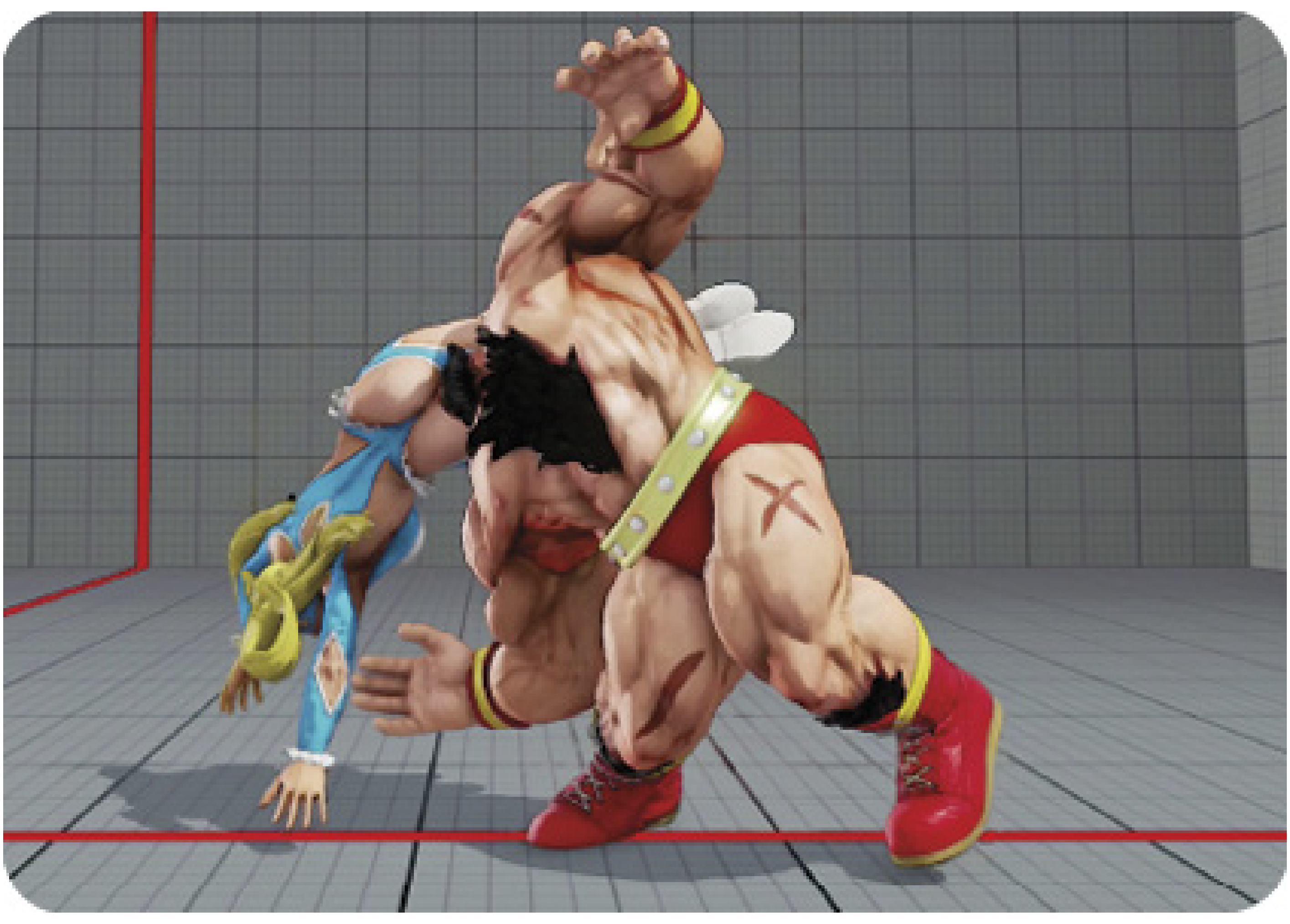


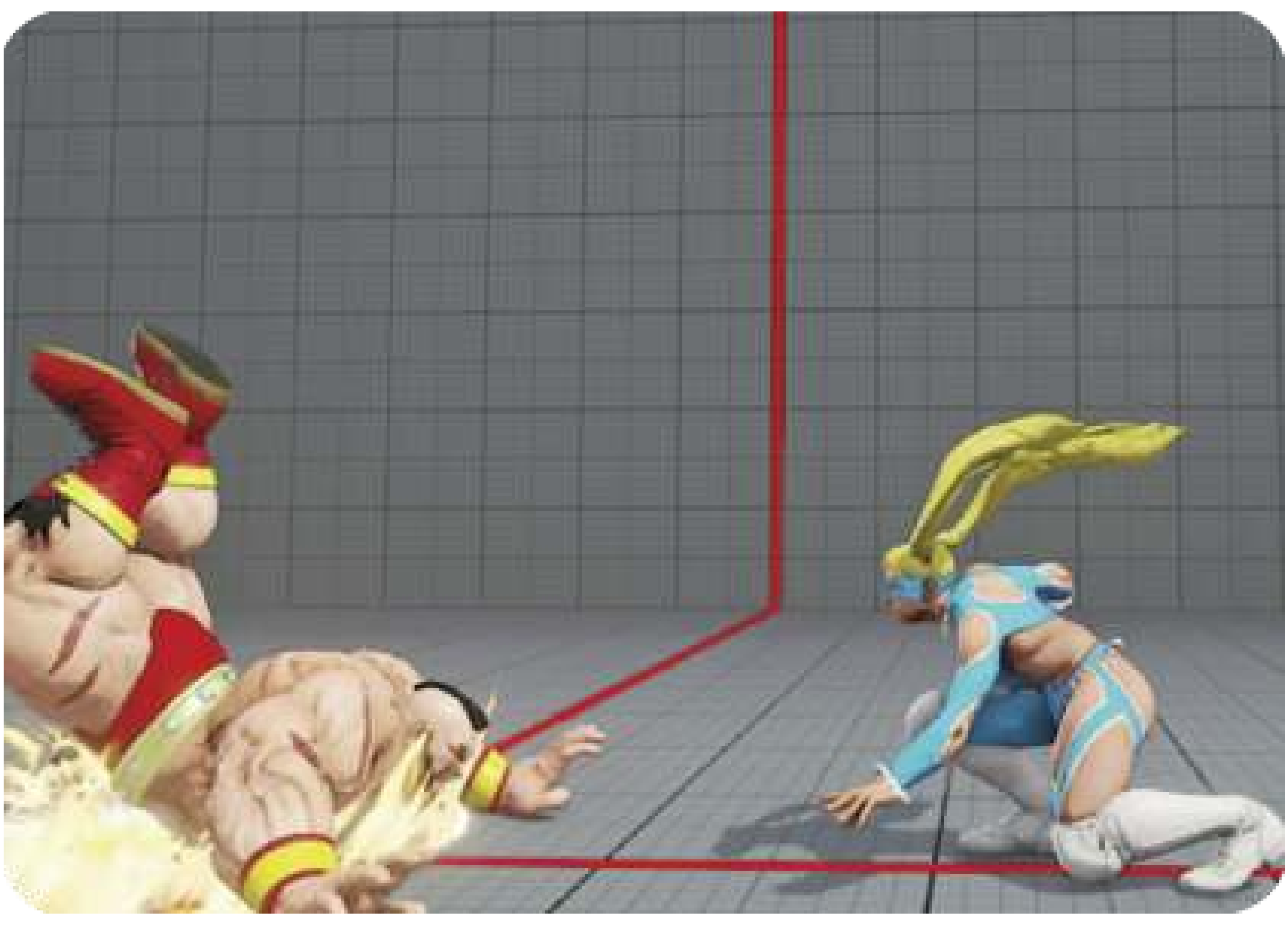


STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw
ON HIT	D
DAMAGE	130
STUN	200
METER GAIN	100

Daydream Headlock: R. Mika's forward throw actually keeps the victim in the same place where they were originally grabbed since R. Mika pulls them back toward her side of the screen for a second before bodyslamming them to their original position. So, she doesn't gain any ground toward the corner, and she actually loses a little momentum since the foe can quick-rise immediately. If the opponent quick-rises, R. Mika is left at +3, so a forward dash or jump immediately after Daydream Headlock is actually very dangerous. This throw basically results in a mid-range reset situation. For a throw that pushes the adversary toward their corner, use Brimstone instead, but beware that command grabs have far more recovery when whiffed than normal throws. Opponents may neutral jump in R. Mika's face hoping to dodge a command grab and fall with a full combo, but a normal throw whiff won't allow that to happen, and you'll be able to anti-air them easily.

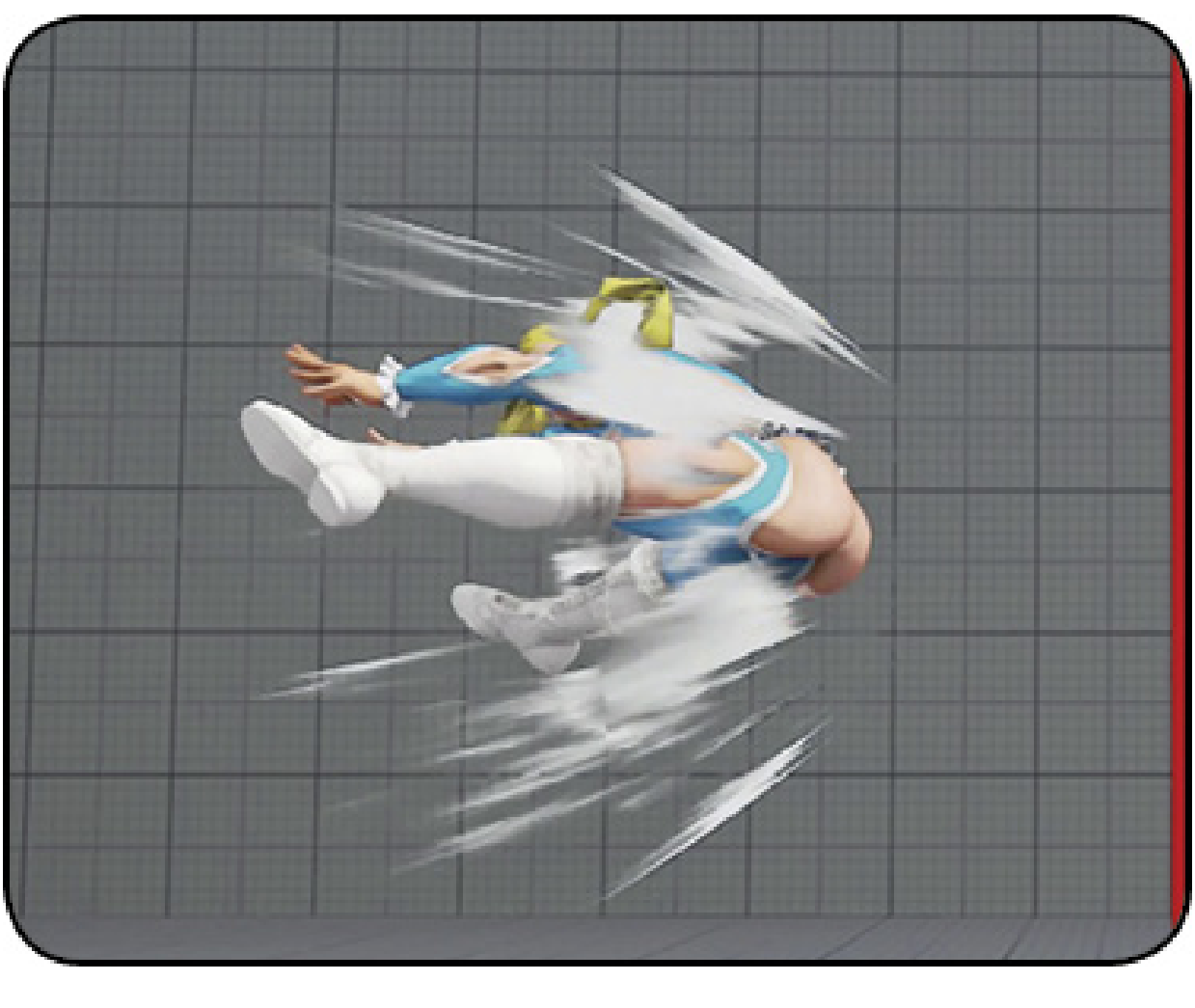
SELL DOWN ← + LP + LK





STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw
ON HIT	D

LP SHOOTING PEACH ↶ + LP

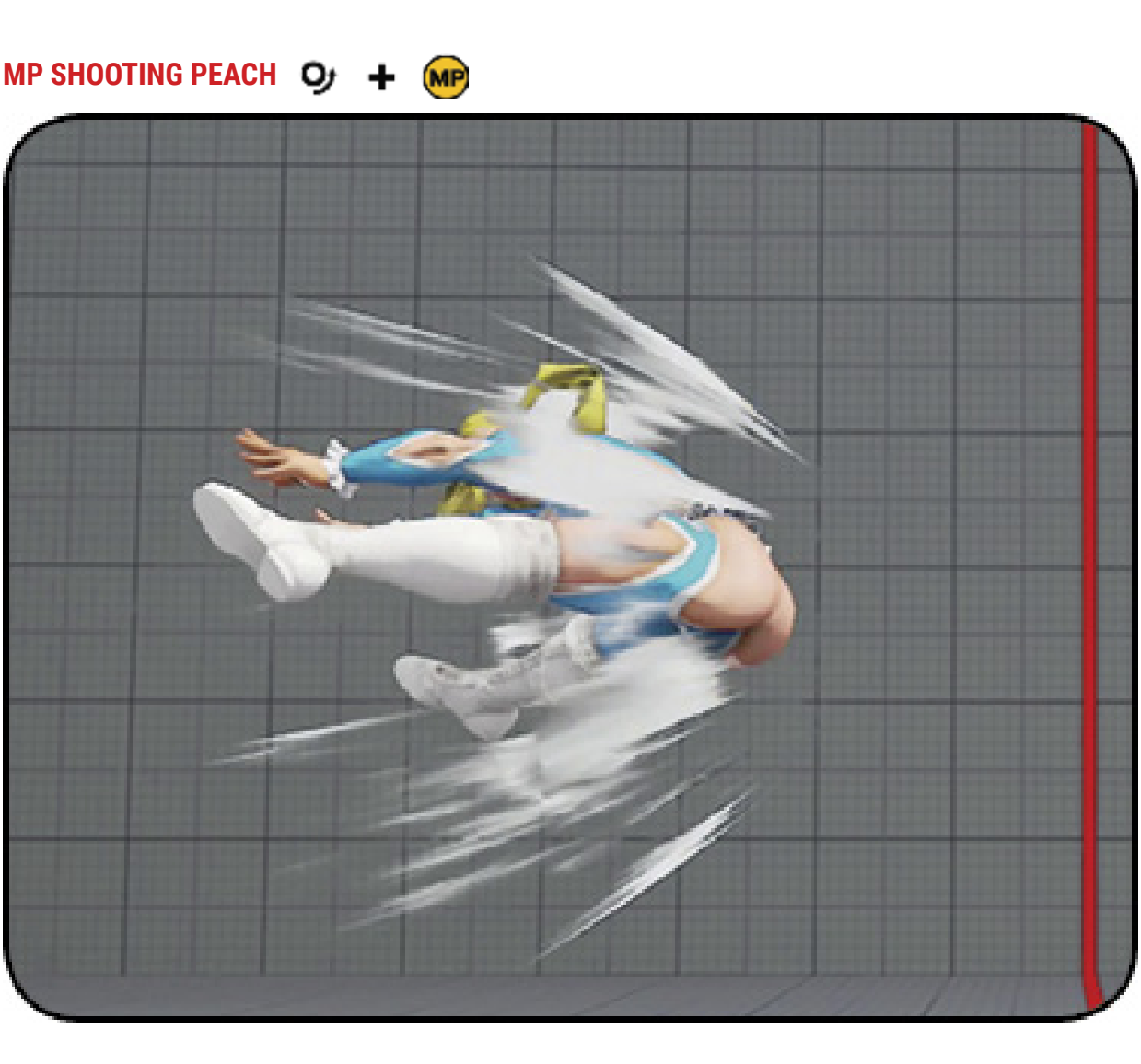


STARTUP	10
ACTIVE	6
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-7
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	20/40/20

NOTES

Frames 8-24 airborne

MP SHOOTING PEACH ↶ + MP

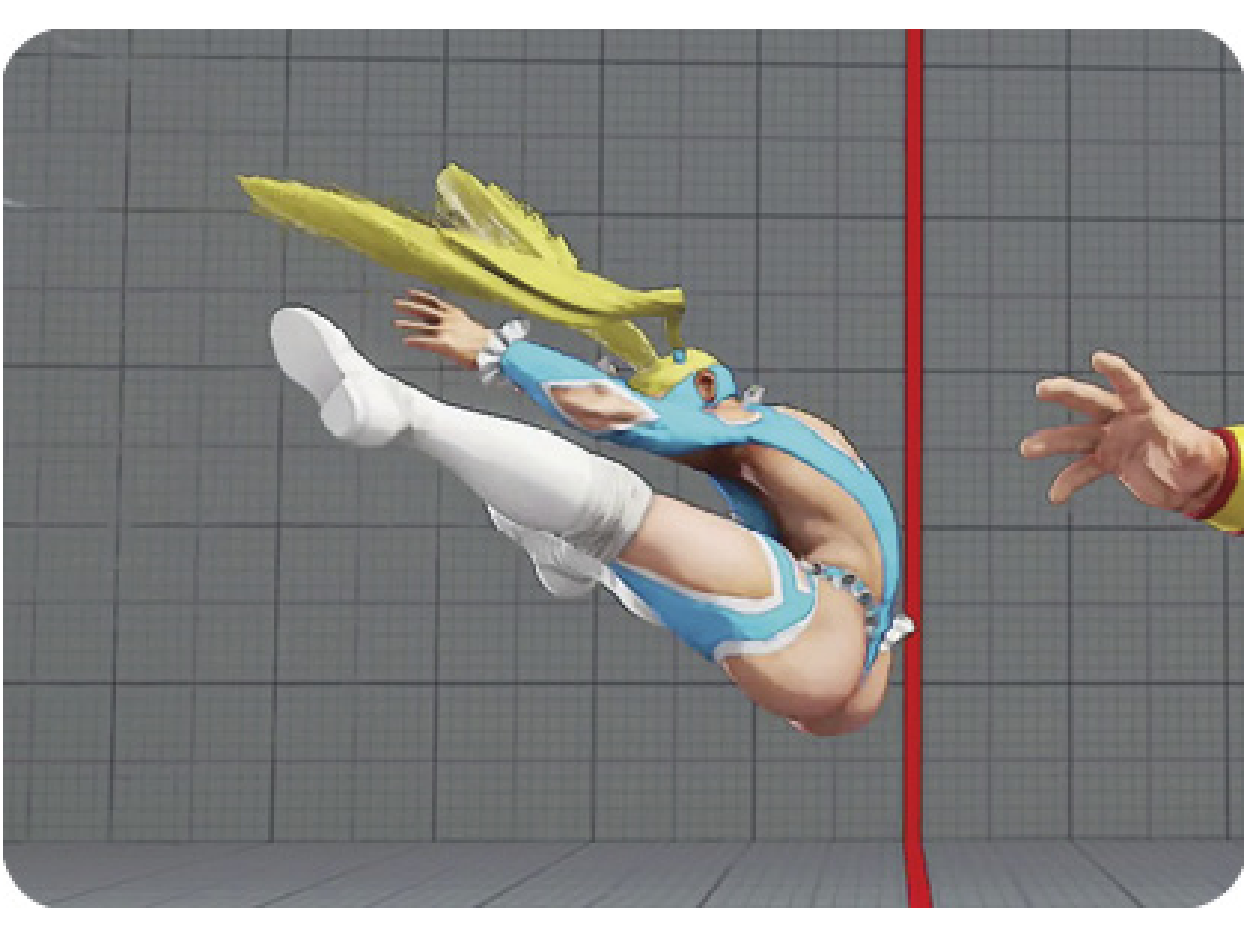


STARTUP	13
ACTIVE	8
RECOVERY	25
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	20/40/20

NOTES

Frames 12-28 airborne

HP SHOOTING PEACH ↶ + HP

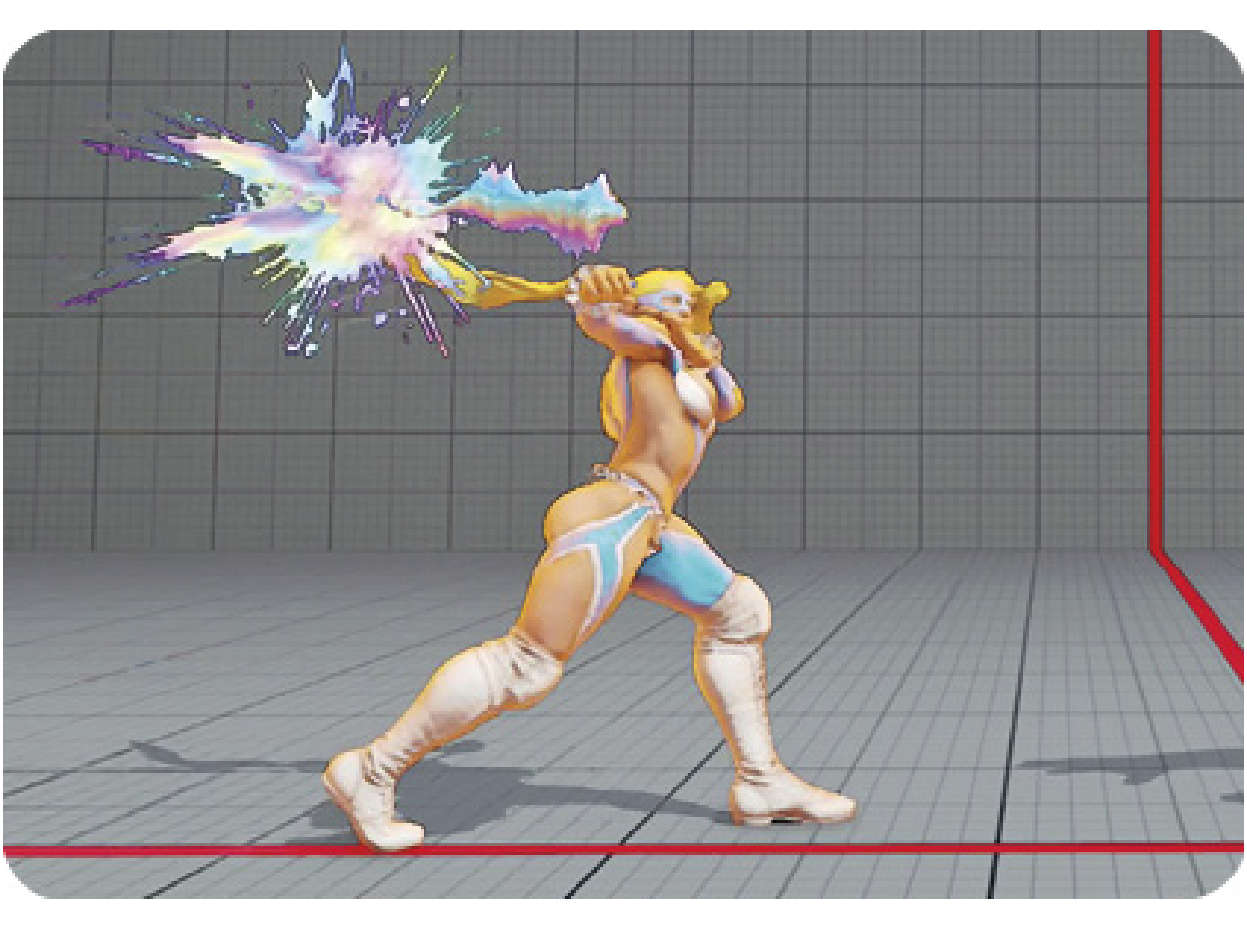


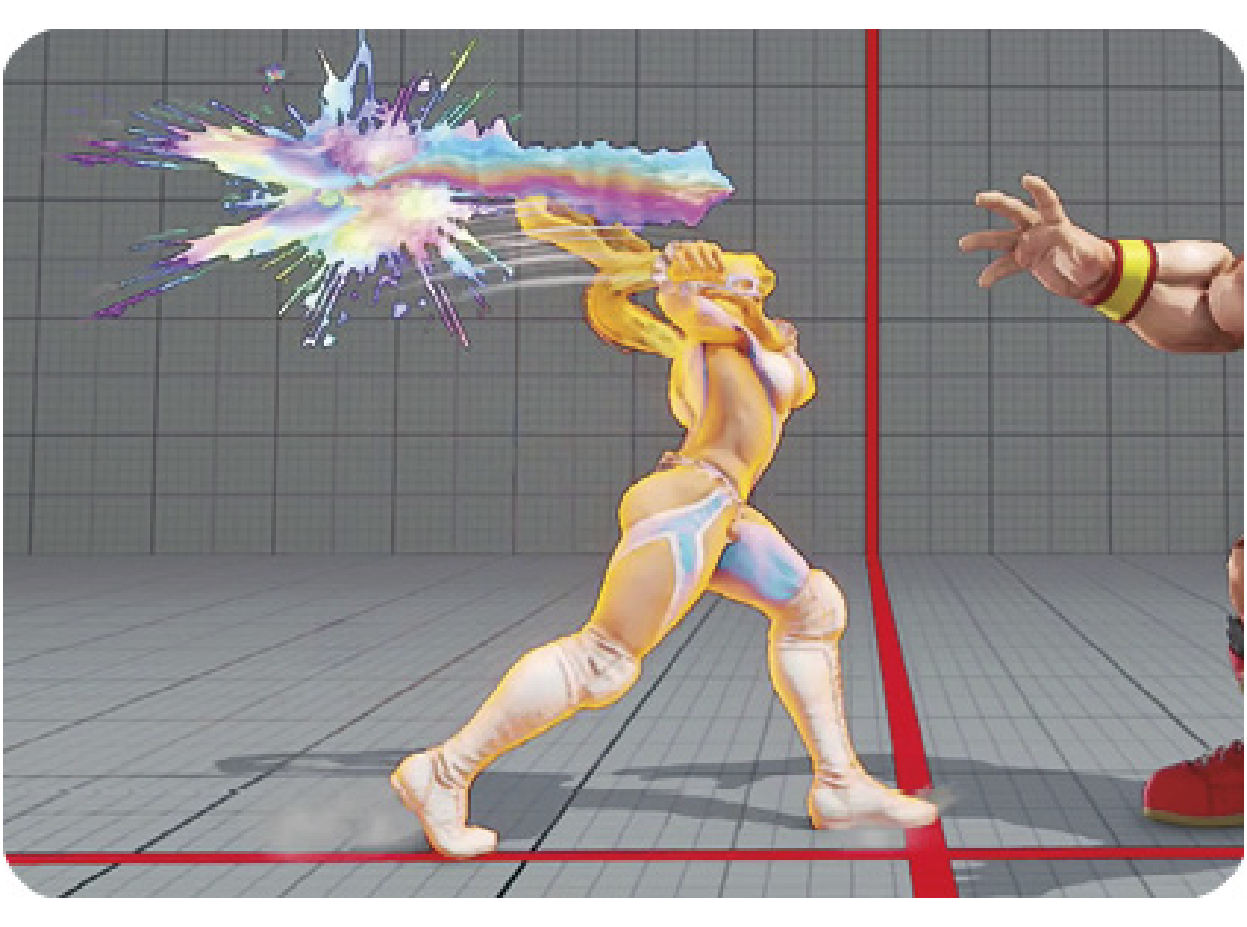
STARTUP	20
ACTIVE	13
RECOVERY	17
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-12
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	20/40/20

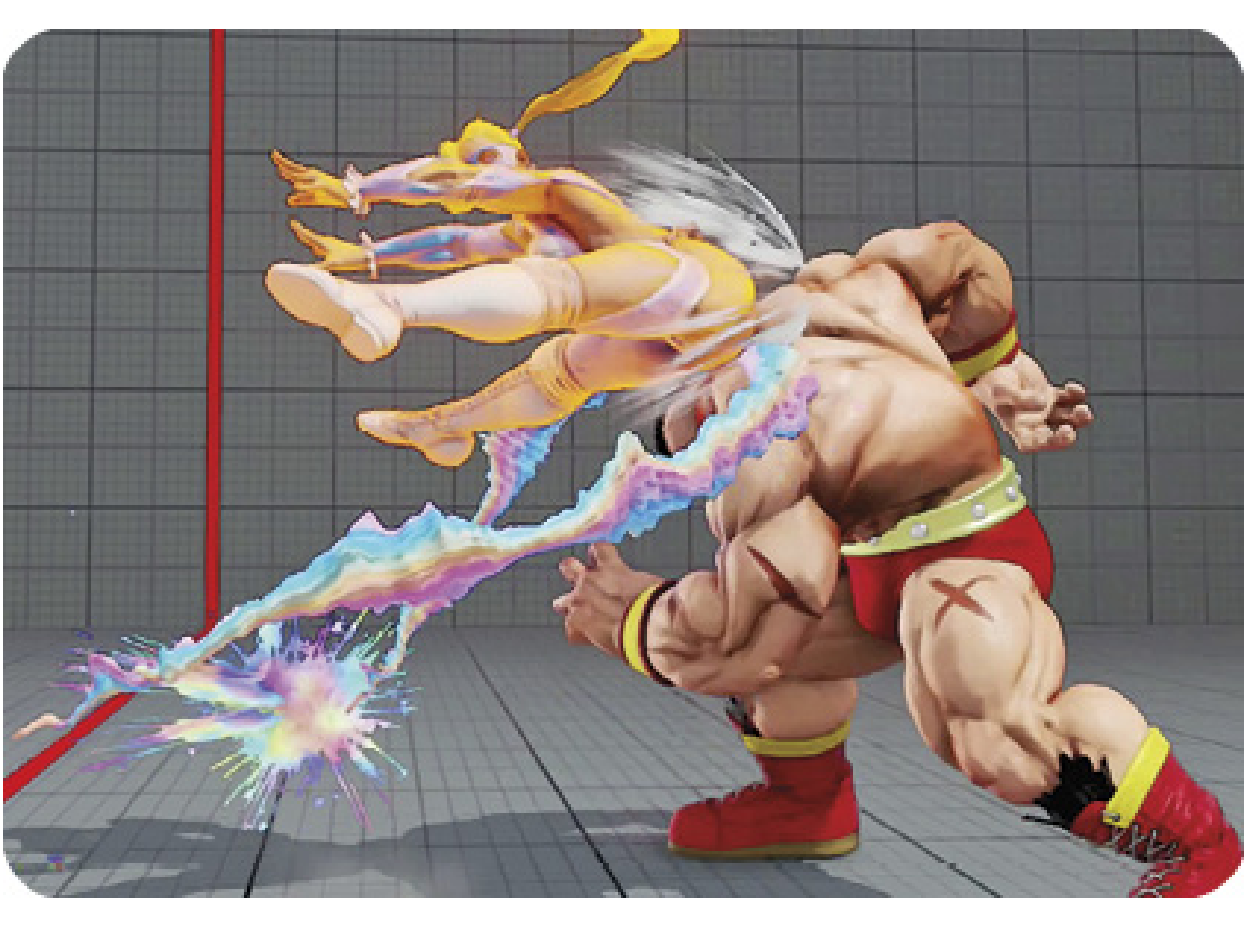
NOTES

Frames 15-35 airborne

EX SHOOTING PEACH ↶ + P P







STARTUP	5
ACTIVE	5,2,10
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
CANCEL	—
DAMAGE	40,40,50
STUN	20,20,160
METER GAIN	-300

NOTES

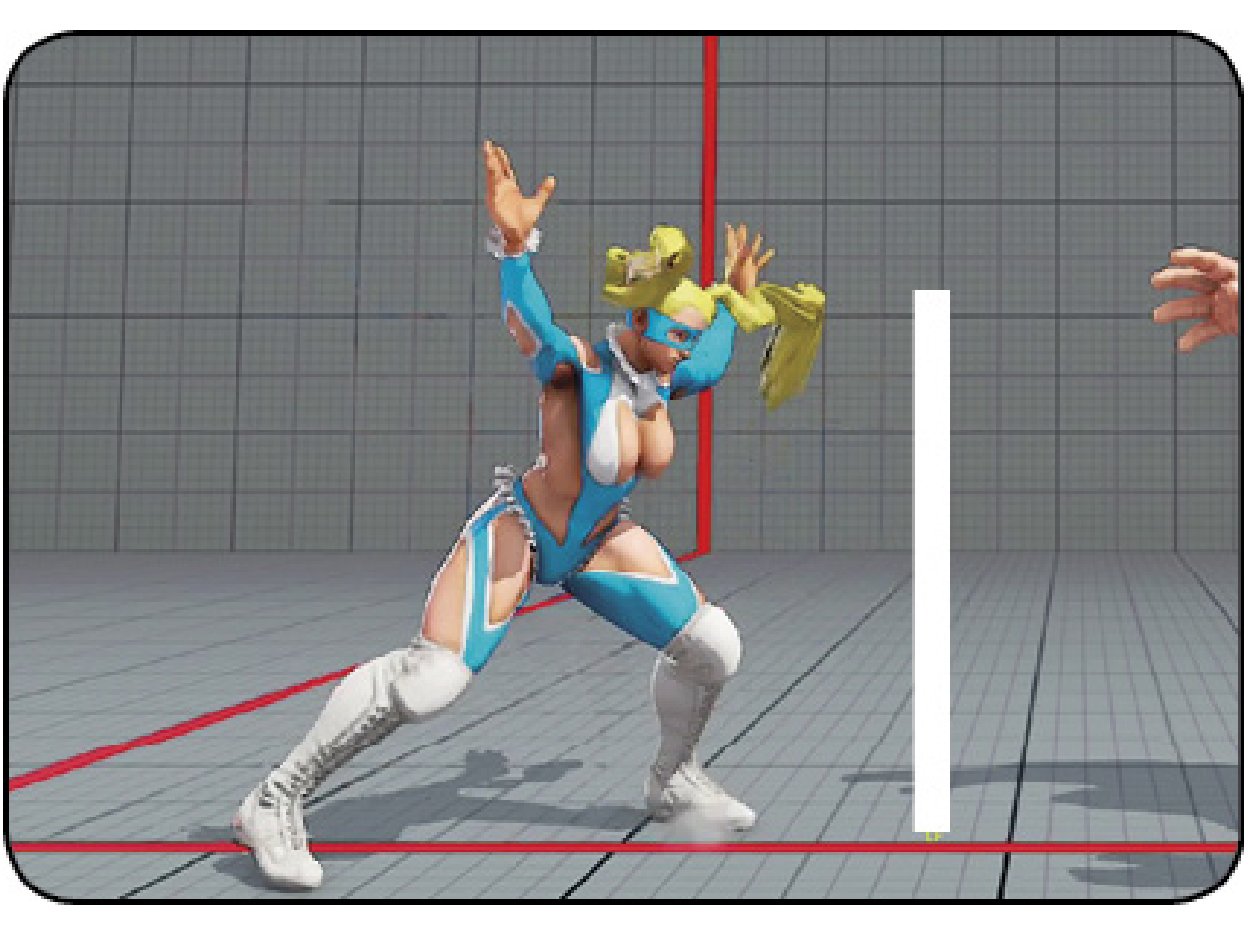
Frames 3-9 have upper body armor; third hit only executes if second hit (active on 23rd frame) connects

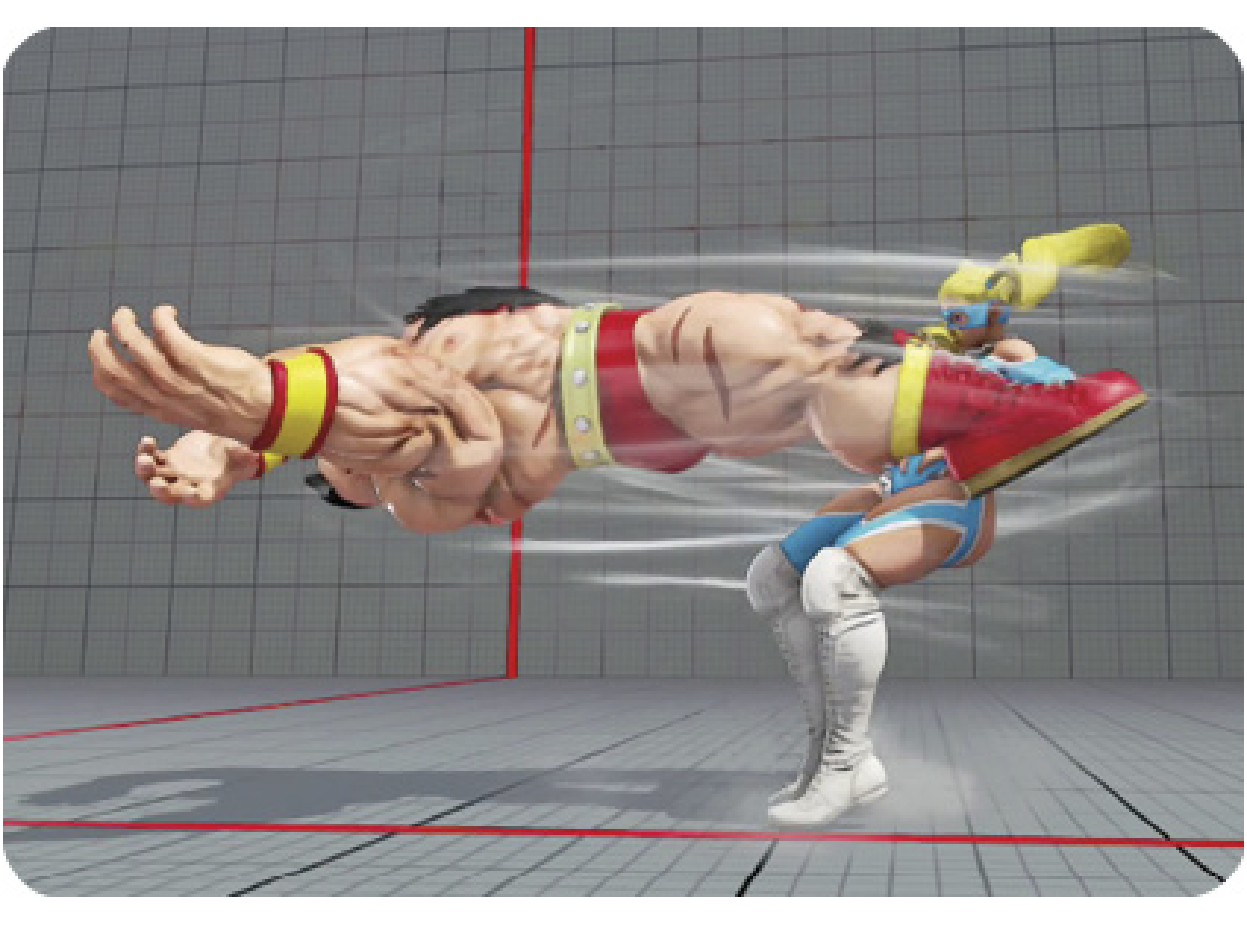
Shooting Peach: For the normal versions, R. Mika spins around and propels herself backward through the air, smacking anyone in her way with her rear end. Shooting Peach is a staple combo finisher, with the best version matching the button you're canceling from: LP Shooting Peach from jabs, MP from standing MP, and HP Shooting Peach from standing HP. While Shooting Peach is airborne, thus going over throw attempts and low moves, any version is also very punishable when blocked. This makes them unsuitable as engagement tools by themselves. There's an exception if you manage to hit with one of the last few active frames of HP Shooting Peach (either through perfect spacing or a very meaty hit), which briefly still has a hitbox when R. Mika starts descending.

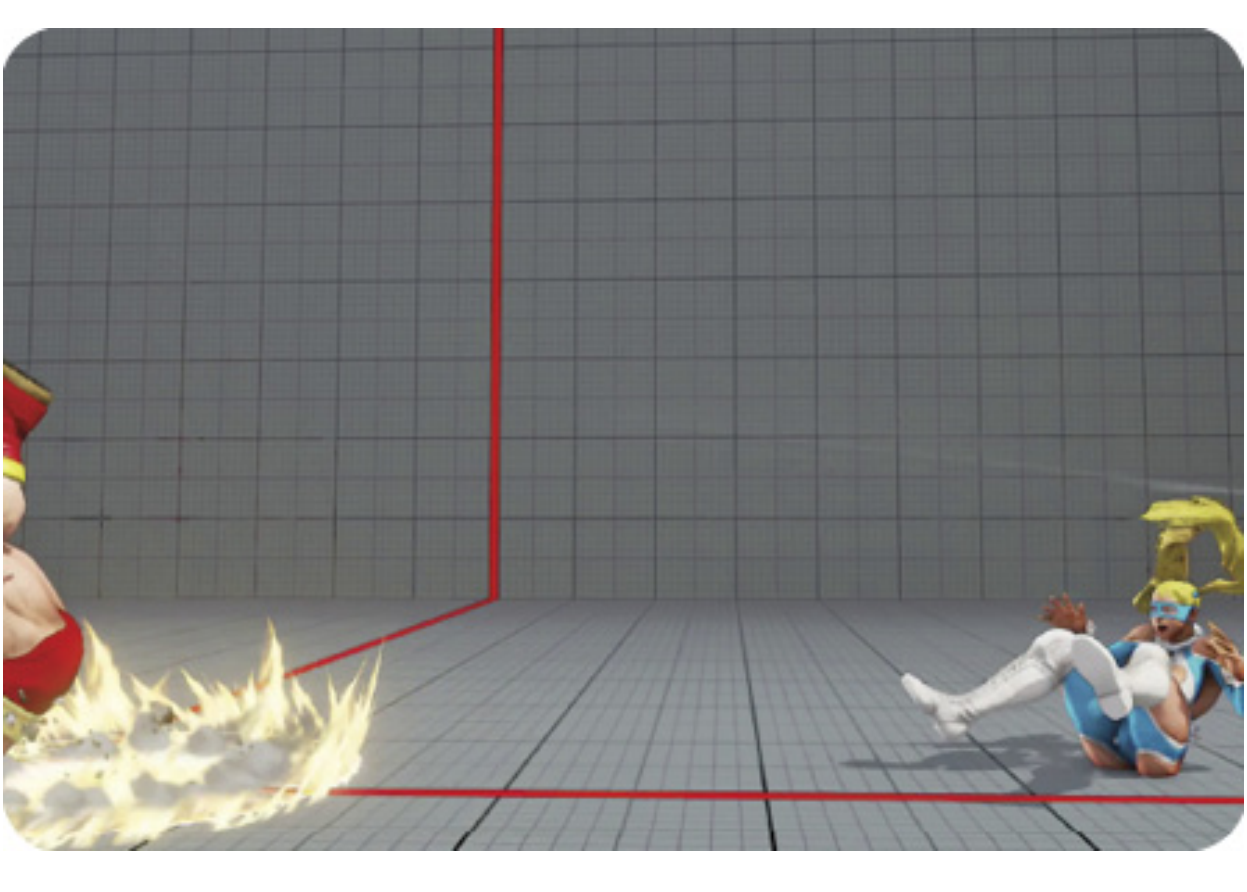
After combos ending in Shooting Peach, immediately jump forward. If the opponent quick-rises in place, you can instantly cross up with jumping LK and resume close-range offense; if they don't quick-rise, you can reposition and cross-up their normal wakeup anyway.

EX Shooting Peach is basically a different move, and it's one of R. Mika's most important weapons. R. Mika plows forward with two ground-based clothesline punches—she actually hits first with her shoulder, not the swing follow-through—and if the second swing connects, she'll proceed with a hopping rump hit finish, like normal Shooting Peach. EX Shooting Peach has armor to absorb one hit from frames 3-9, the same window as Ryu's Mind's Eye parry, and is basically as close as you'll get to a reversal without spending a full EX Gauge guessing on a Critical Art. It won't save R. Mika if the opponent hits her meaty, so using it as a real reversal will just get her counter-hit. However, you can squeeze it through frame traps that give you at least a three-frame gap. You can also time this armor window to plow through single-hit pokes and projectiles from mid range. For example, if you're against the classic shoto blockstring of crouching MK XX Hadoken from Ken, you can blow through any normal fireball by using EX Shooting Peach immediately after blocking crouching forward. This also works against Ryu, but only if he's poking with crouching forward into LP Hadoken. Finally, EX Shooting Peach has very good juggle potential, and R. Mika just happens to have lots of ways to set up a juggle. Try to juggle opponents late, just before they hit the ground, and you'll get all three hits with good corner carry.

LP RAINBOW TYPHOON ⟲ + LP

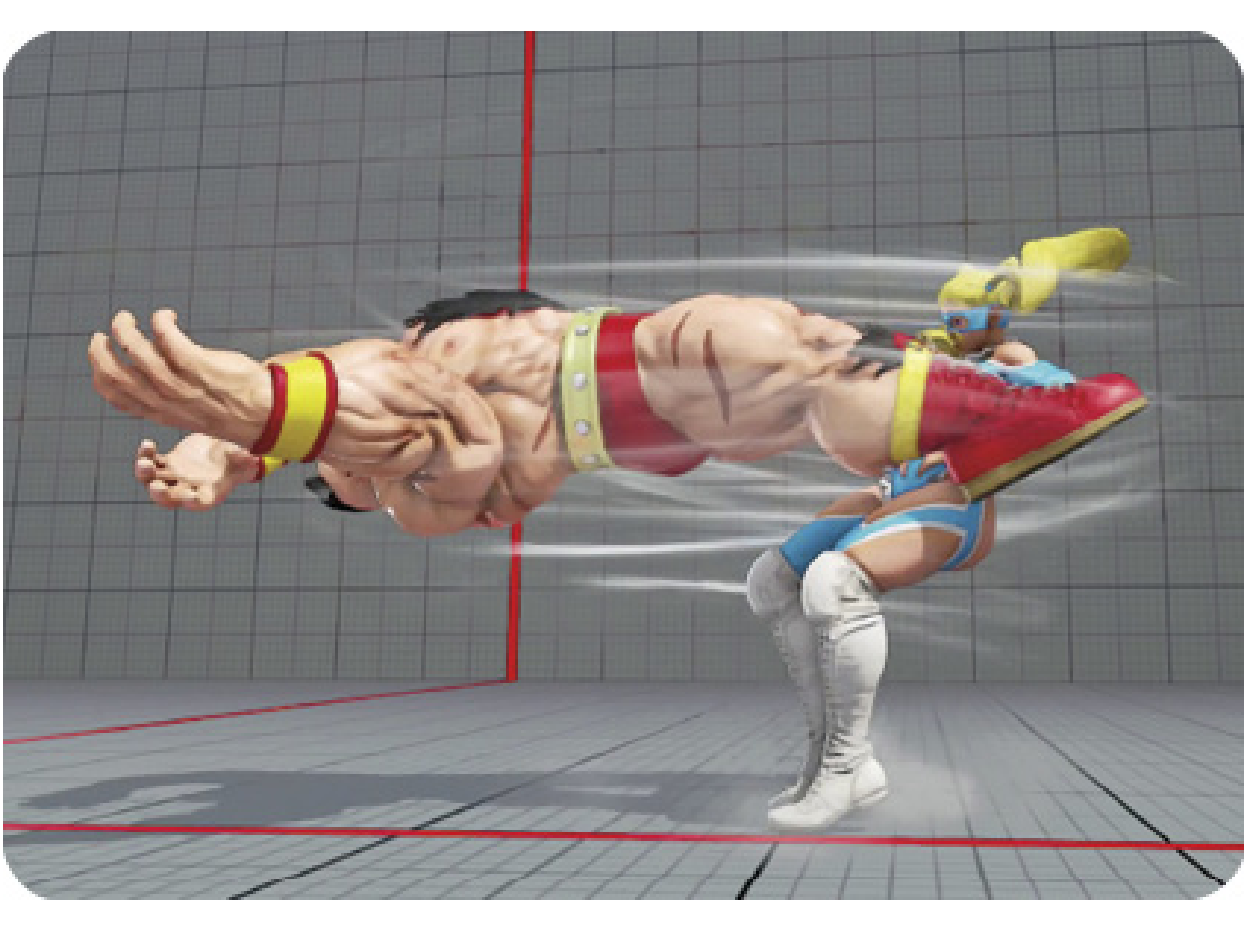


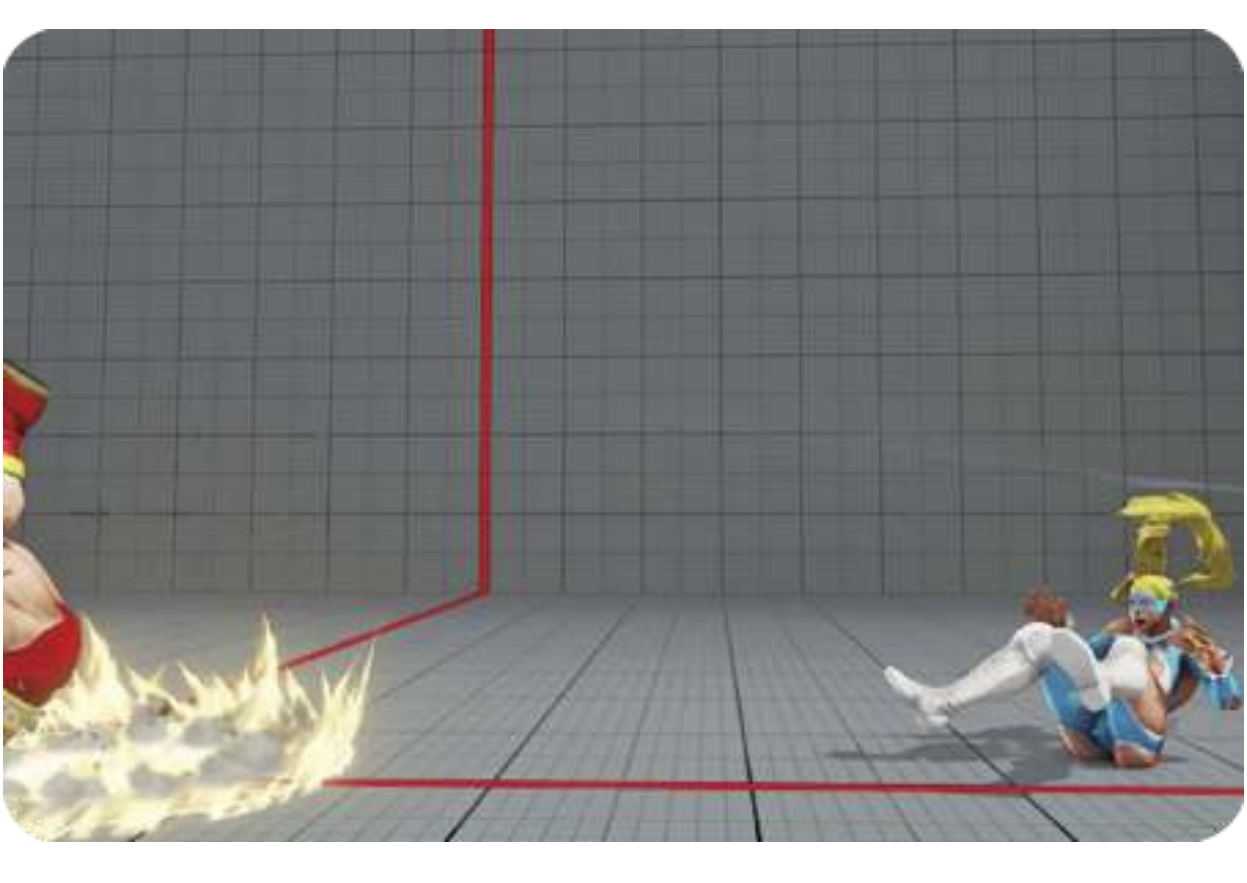




STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	160
STUN	200
METER GAIN	40/80

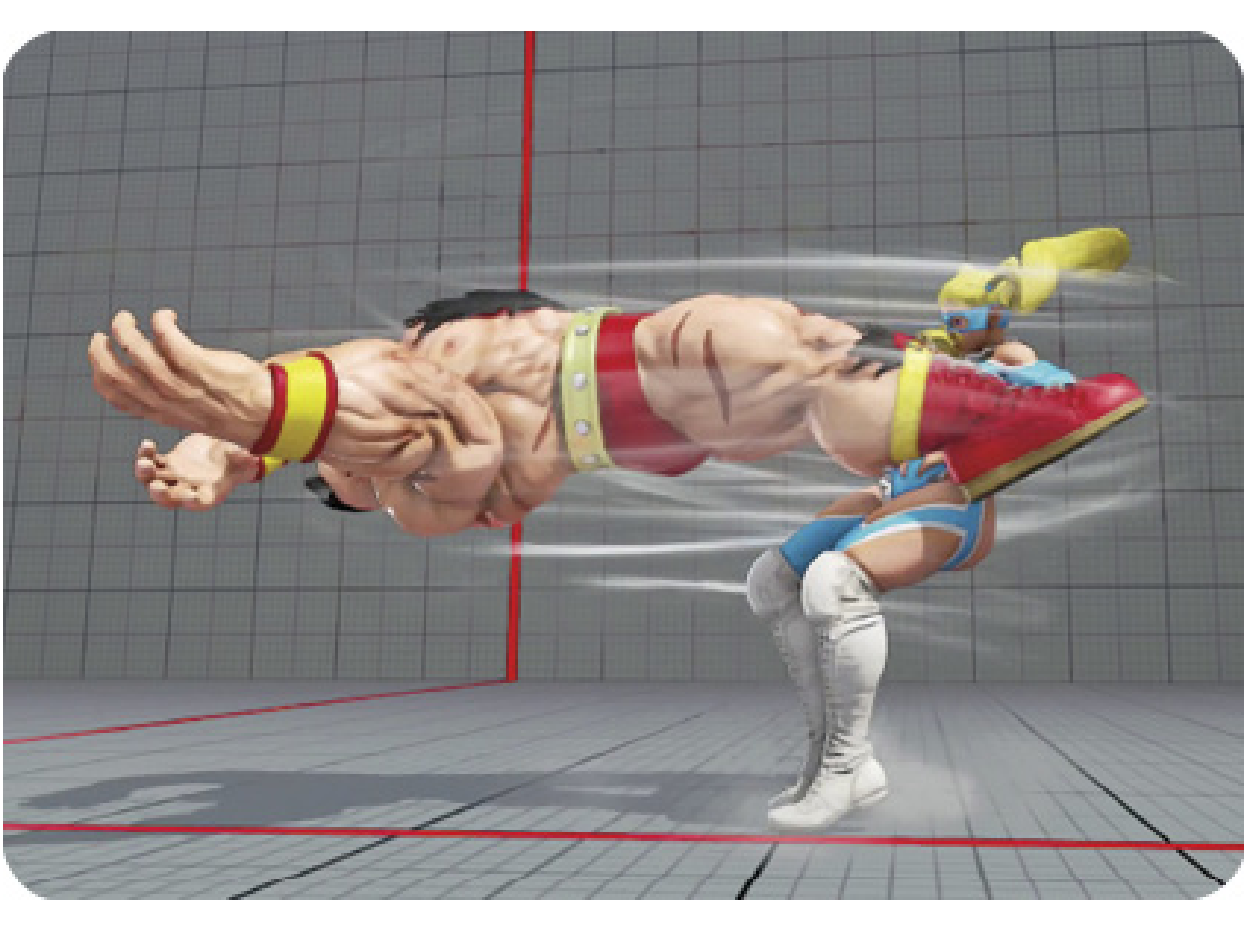
MP RAINBOW TYPHOON ⟲ + MP





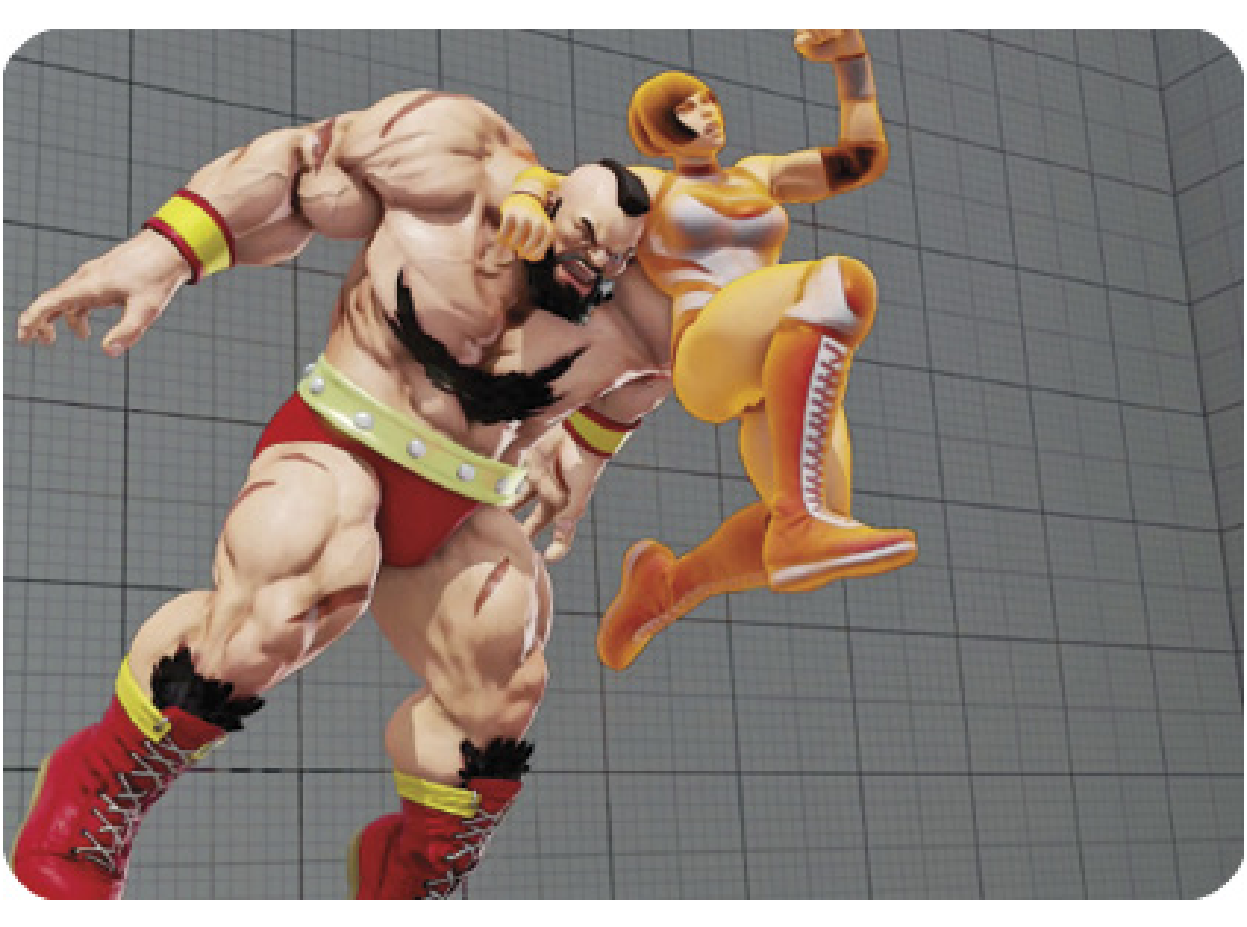
STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	170
STUN	200
METER GAIN	40/80

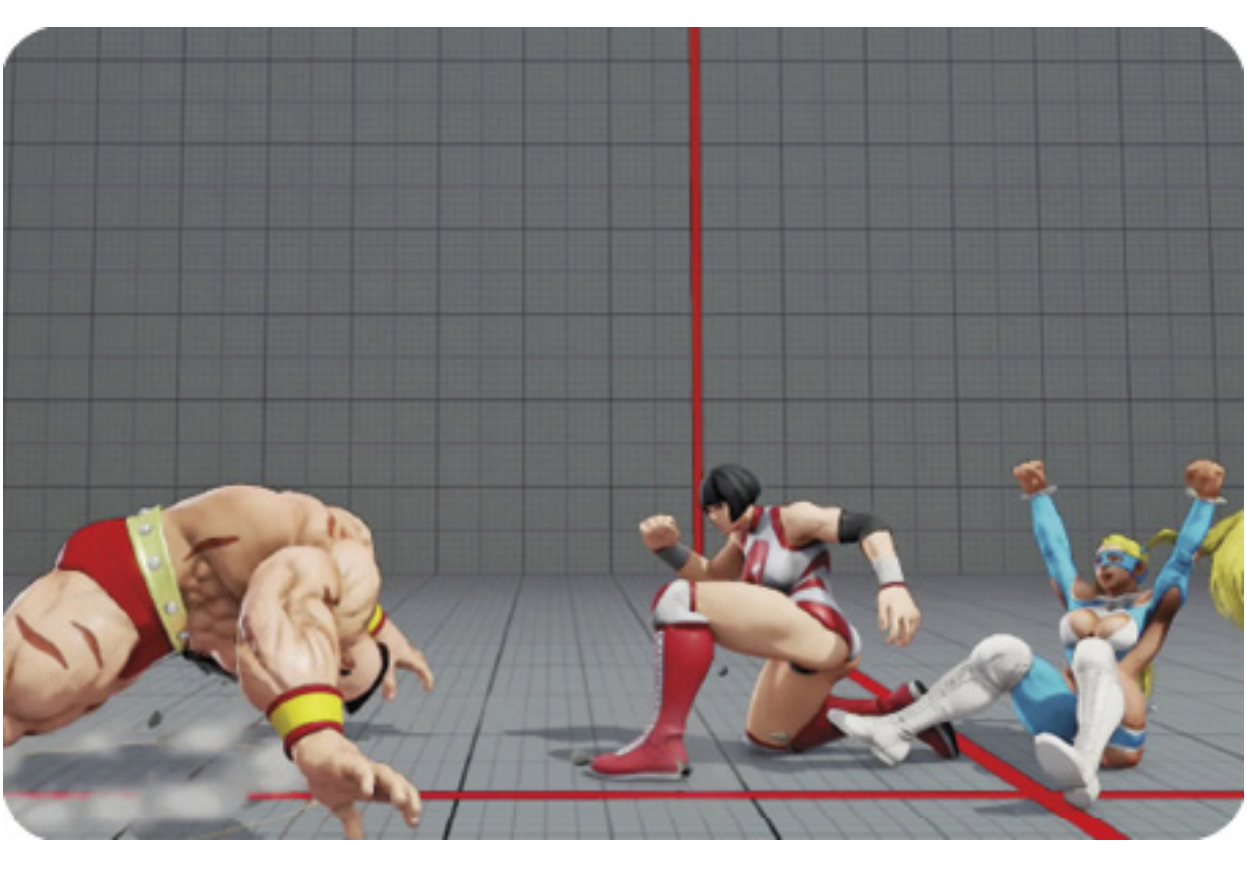
HP RAINBOW TYPHOON ⟲ + HP



STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	180
STUN	200
METER GAIN	40/80

EX RAINBOW TYPHOON ⟲ + P P

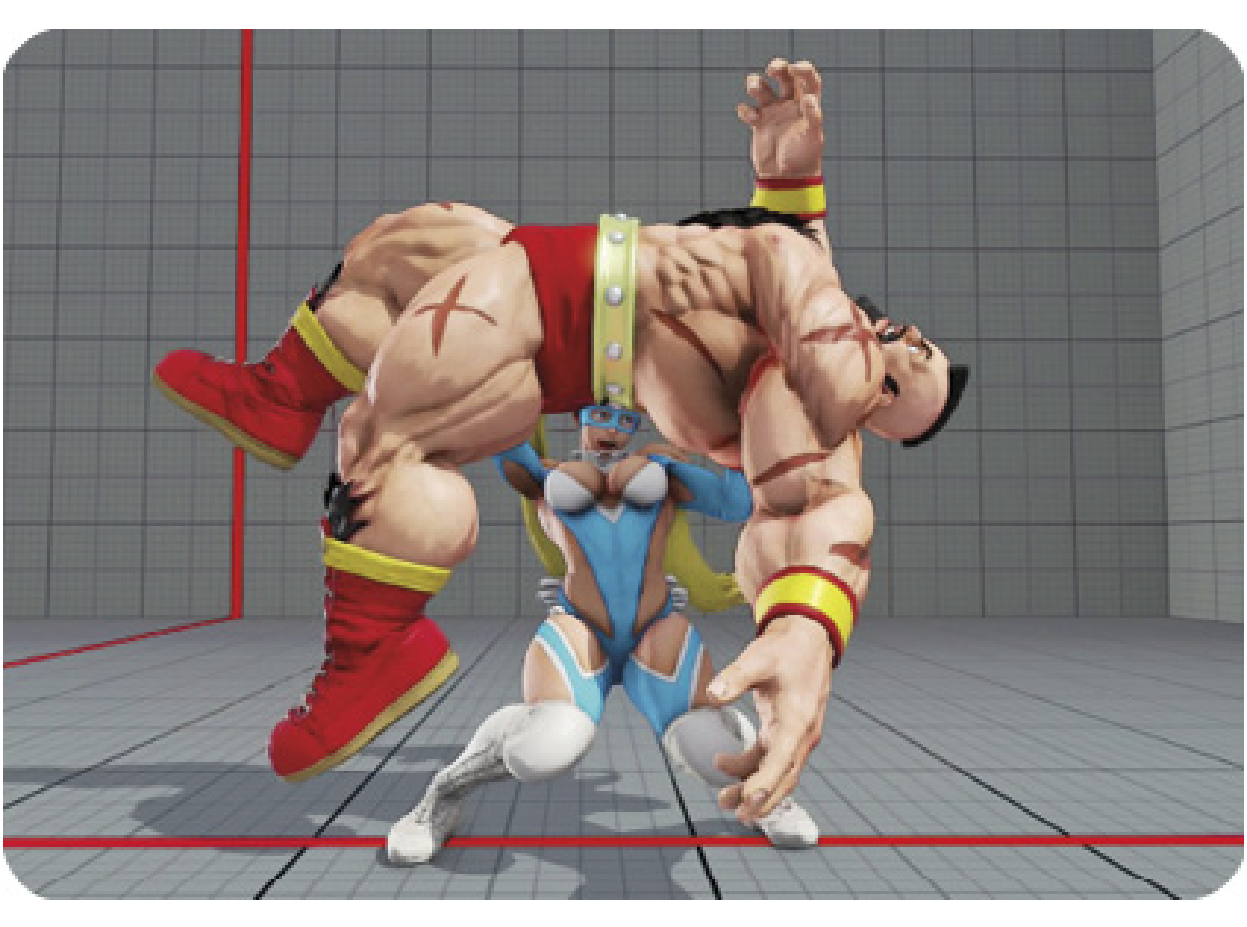


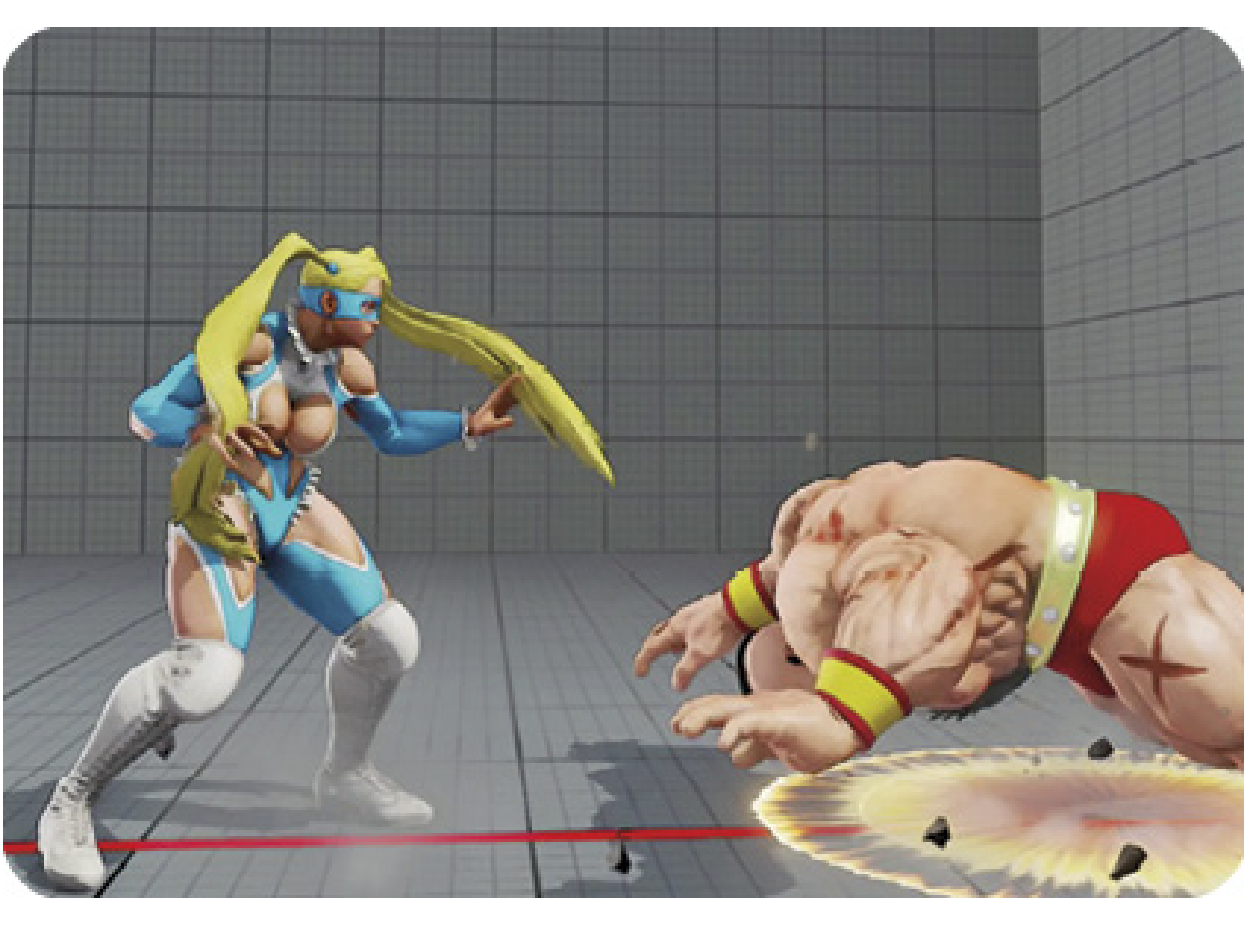


STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	30, 190
STUN	250
METER GAIN	-300

Rainbow Typhoon: During her most damaging command grab, R. Mika swings the opponent by their legs backward over her shoulders and clear across the screen. For normal versions, lighter buttons have more range but less damage. The EX version deals the most damage and stun and has the best range by far—you can still reach with EX Rainbow Typhoon after ticking with two blocked crouching jabs. Its high base damage also means it benefits the most from R. Mika's V-Skill, which powers up your next throw attempt. Rainbow Typhoon swaps sides with the opponent and creates a lot of space. This diminishes its importance when R. Mika is at her most threatening overall, fighting a cornered foe. But this can improve her position when she's near a corner, or give you space to go for a V-Skill power-up if your adversary doesn't always quick-rise. On an extremely passive challenger who is running away, you can also use full-screen Rainbow Typhoon throw whiffs to build EX Gauge. (Obviously, don't do this if your opponent shows any aggressive inclinations.)

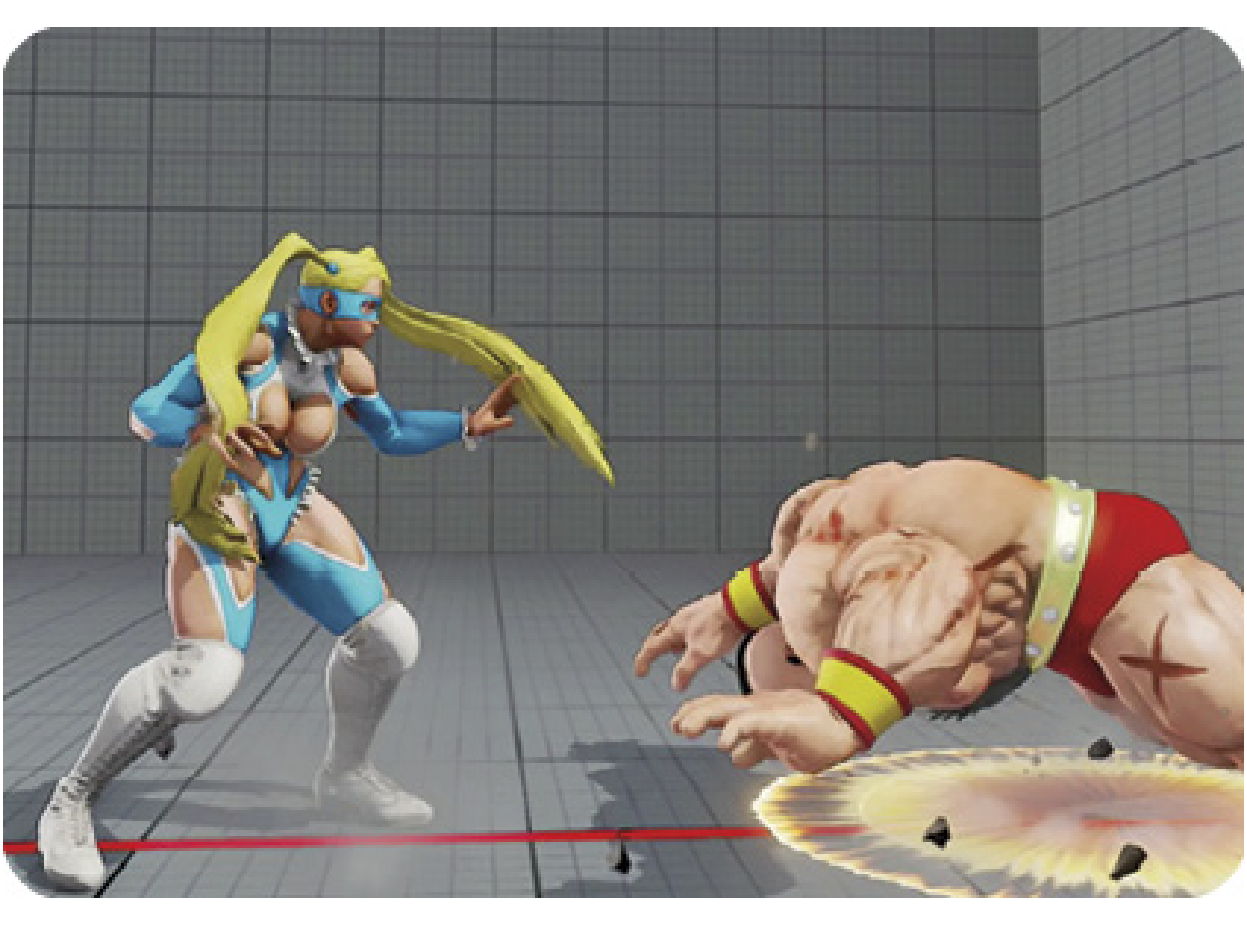
LK BRIMSTONE ⟲ + LK





STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	130
STUN	150
METER GAIN	10/80

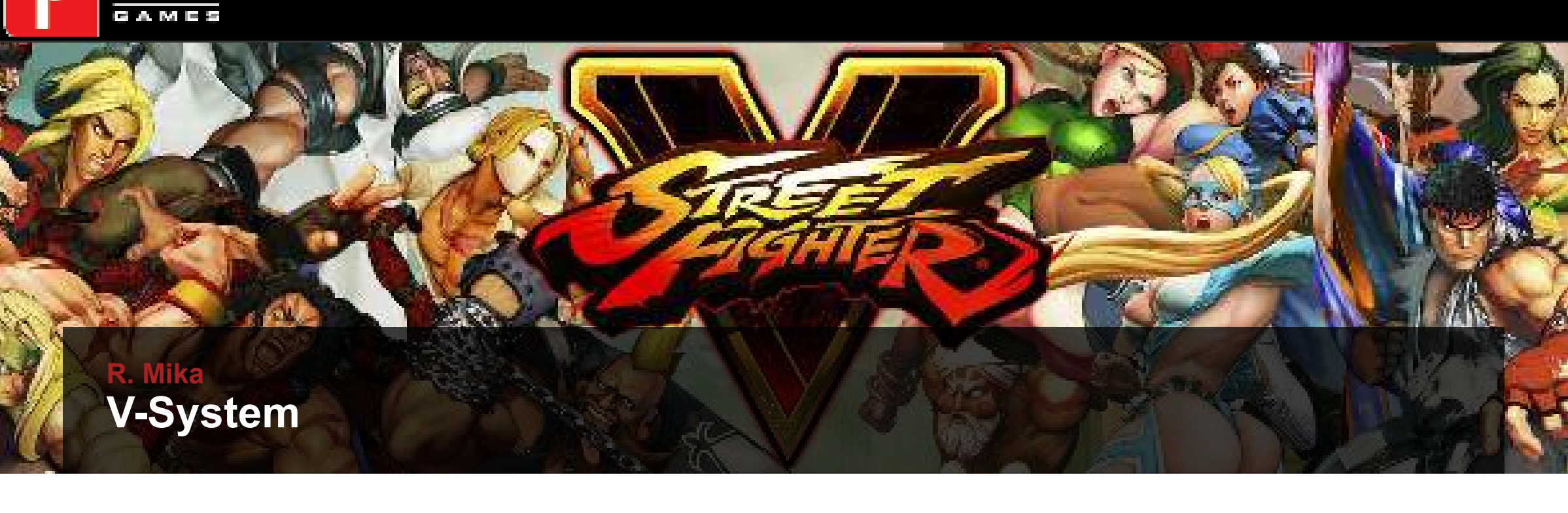
MK BRIMSTONE ⟲ + MK



STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	140
STUN	150
METER GAIN	10/80

HK BRIMSTONE ⟲ + HK

PEACH ASSAULT ↻ ↻ + Ⓟ

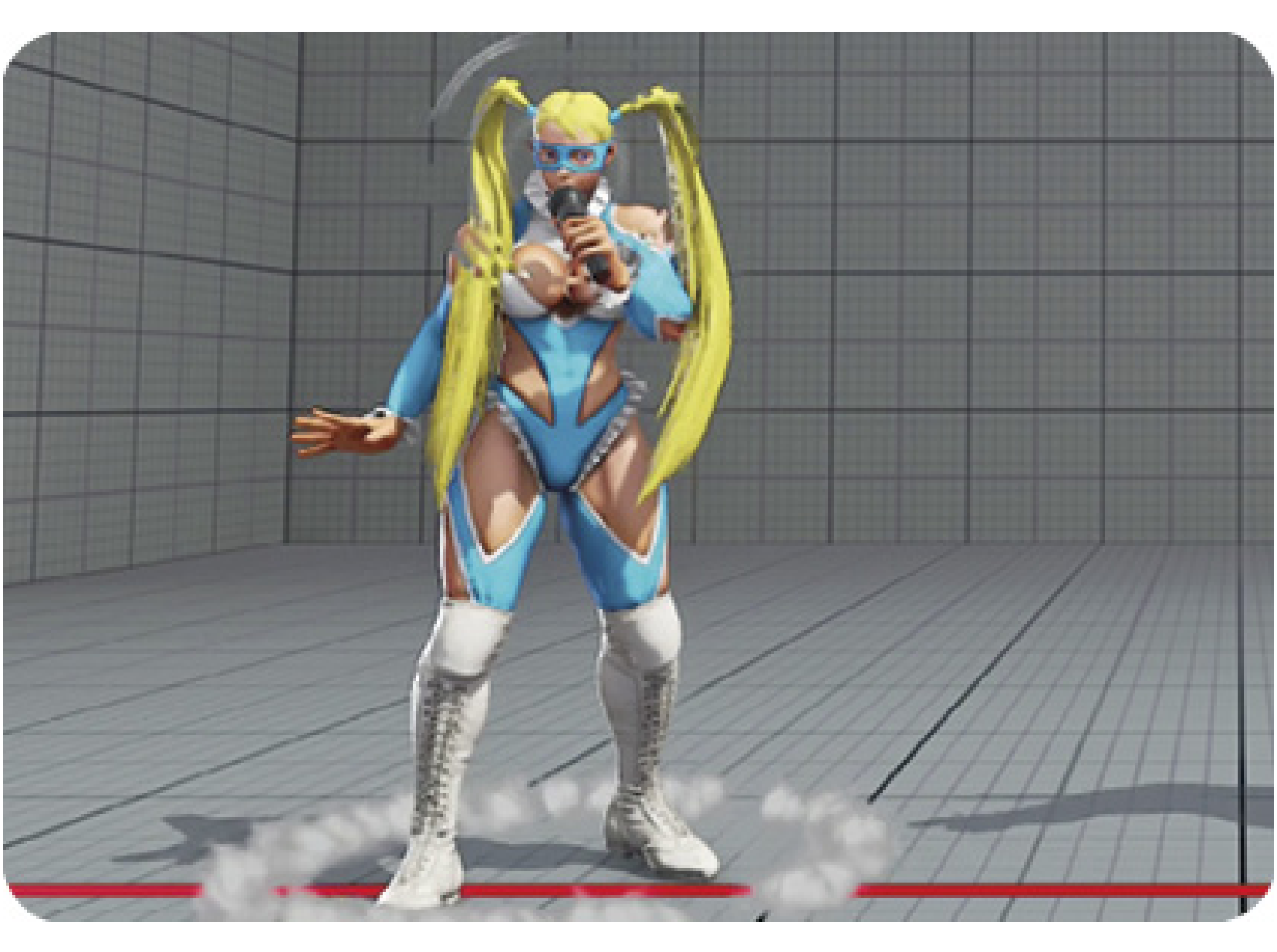


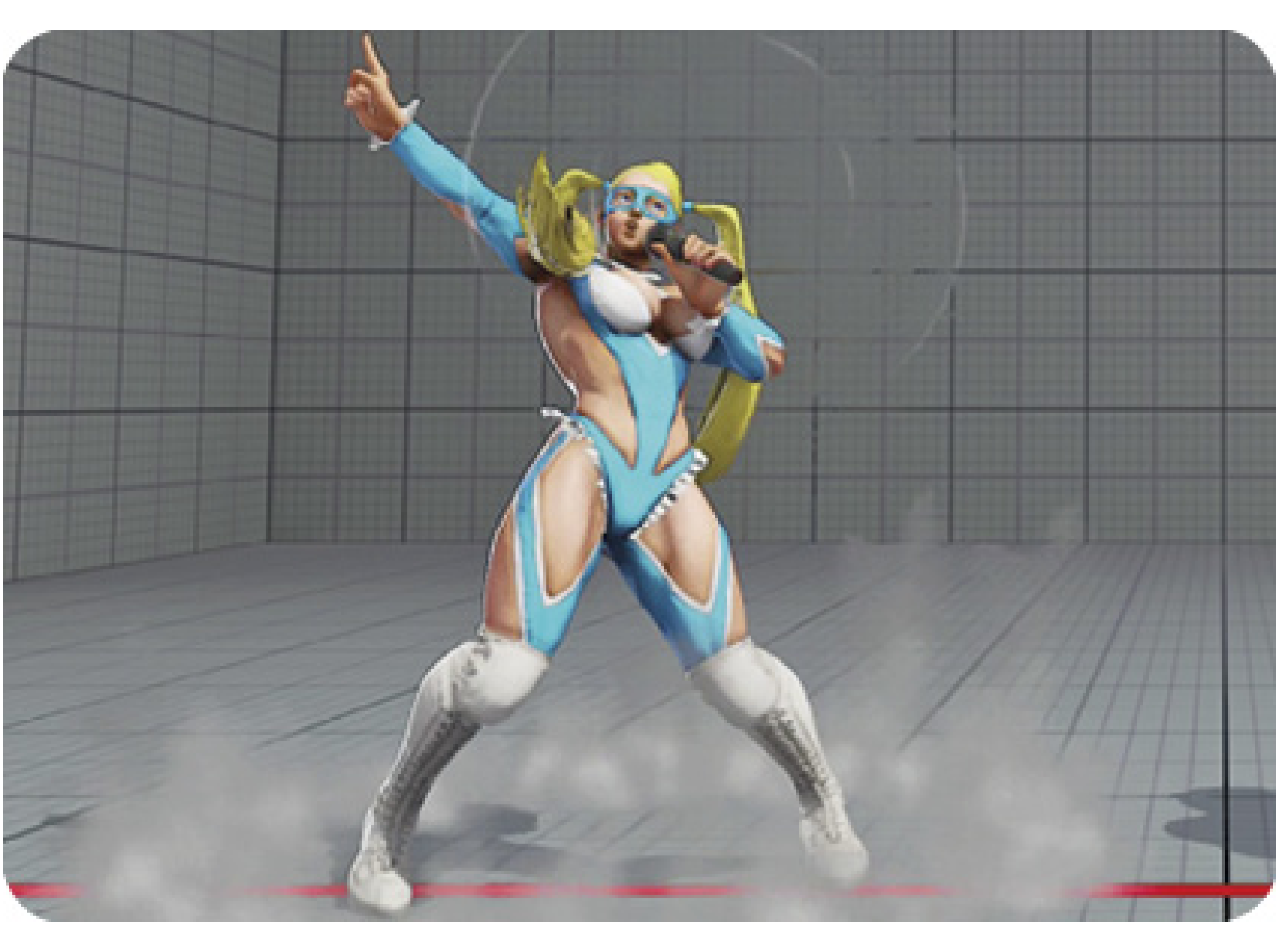
R. Mika

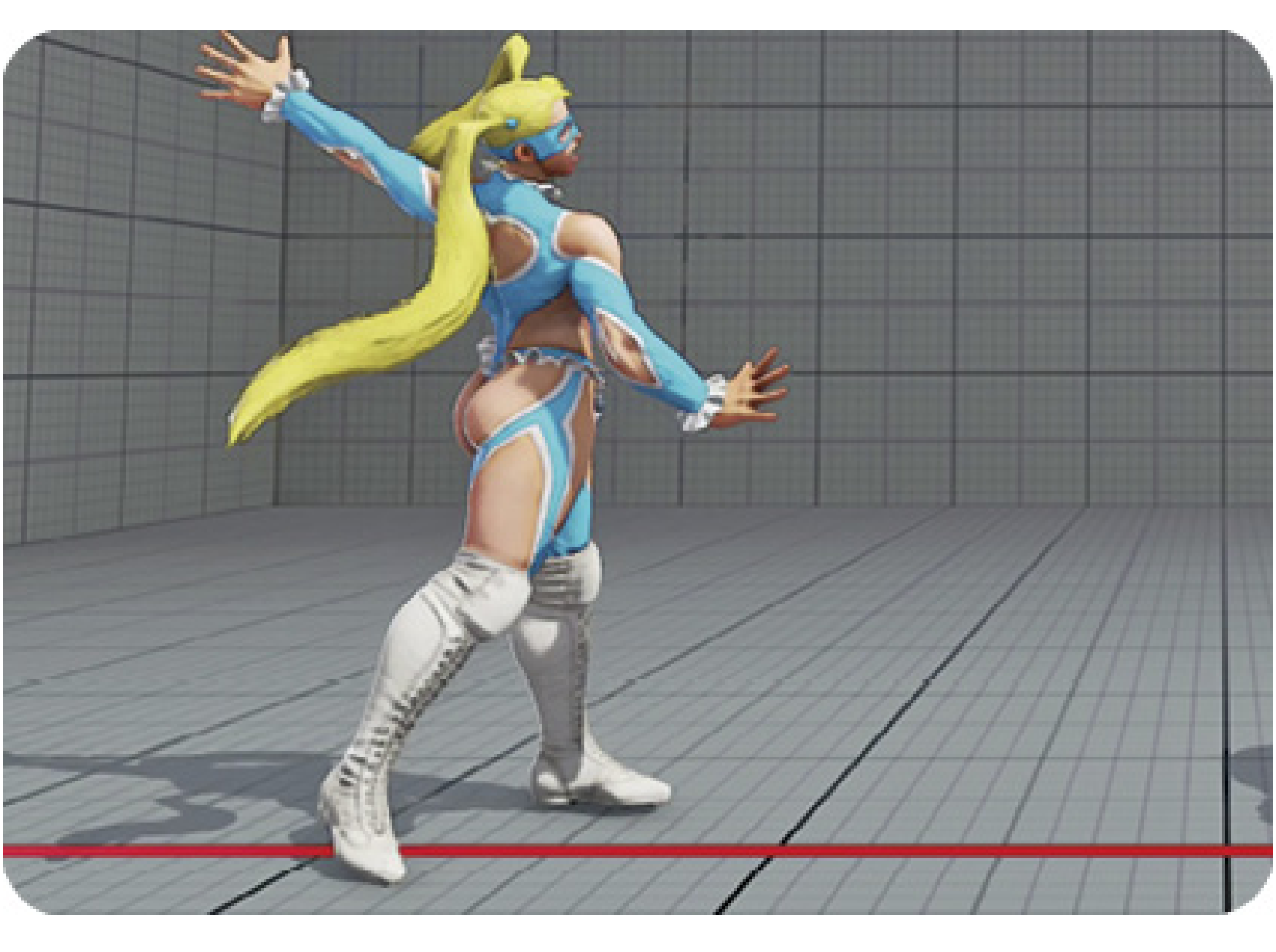
V-System

V-SKILL

HOT MIC PERFORMANCE HOLD MP + MK





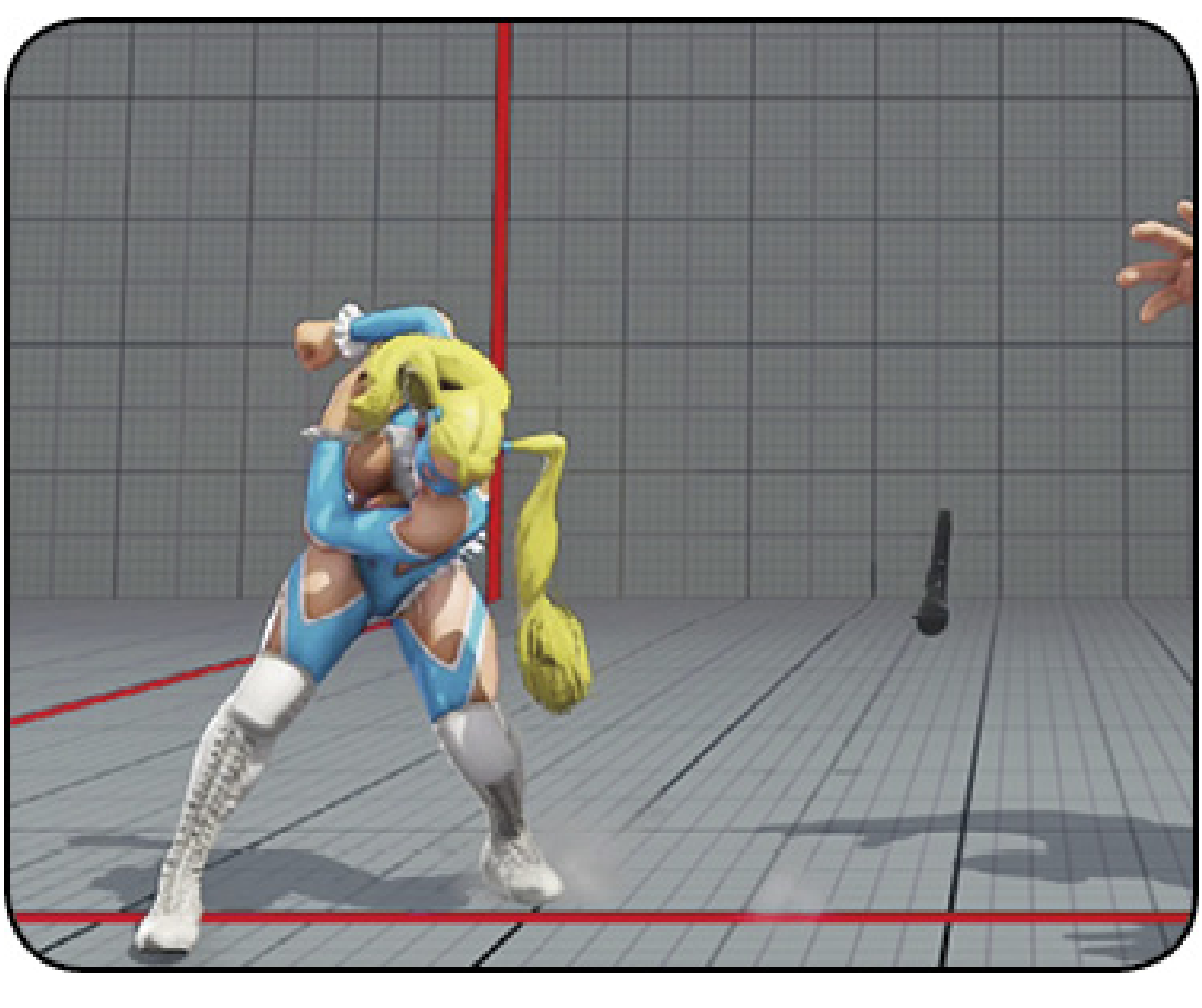


STARTUP	75
ACTIVE	—
RECOVERY	90 overall
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
DAMAGE	—
STUN	—
METER GAIN	V-gauge 50

NOTES

Increases V-gauge and damage potential of next throw attempt; armor absorbs one incoming attack

HOT MIC RELEASE MP + MK



STARTUP	—
ACTIVE	Notes
RECOVERY	—
GUARD LEVEL	HL
ON HIT	11
ON GUARD	4
VTX HIT	—
VTX GUARD	—
DAMAGE	40
STUN	70
METER GAIN	V-gauge 50/25

NOTES

Mic projectile exists for 25 frames, V-Skill armor potential ends when mic bounces

Heated Mic Performance: R. Mika busts out a mic to give a pep talk to everyone out there who isn't adequately psyched by Muscle Spirit. During her pep talk, she has armor that'll absorb one incoming hit. The longer you hold the buttons, the longer she'll psych herself up on the mic, and the more her very next throw attempt will be powered up. This includes all her normal and command throws and her Critical Art, but you only get one shot. Miss any grab, and the buff is gone. The buff isn't cumulative: three lv.1 V-Skills in a row would just result in a single lv.1 buffed throw attempt whenever you get around to it. Just tapping the buttons gets you a lv.1 power-up, but getting higher levels is dependent on holding the mic and revving up for prohibitive amounts of time. Thus, it's virtually impossible to get more than a lv.1 or lv.2 buff in a real match. (After the initial activation, a sonic wave visible around R. Mika's mouth indicates each step up in damage.) Still, you owe it to yourself to load up training mode and run the full Heated Mic Performance speech at least once, with your chest out and your speaker volume way up. If you manage to complete the full speech, R. Mika simply tosses away the mic harmlessly, and her power buff is so absurd that her next throw will basically K.O. With a full buff, even her normal throws deal 1170 damage! But realistically, the only way you'll ever score the full buff in a match is if your online opponent had to answer their door or something.

Release the buttons at any point before her speech is done, and R. Mika will cut it short, tossing the mic away directly in front of her. This mic toss counts as a weak projectile bouncing just in front of her. R. Mika keeps her armor potential throughout the speech until she absorbs any single hit, but the armor also wears off once the mic bounces during her forward mic throw. R. Mika builds up a little V-Gauge for starting her speech and slightly more if the mic toss hits her opponent.

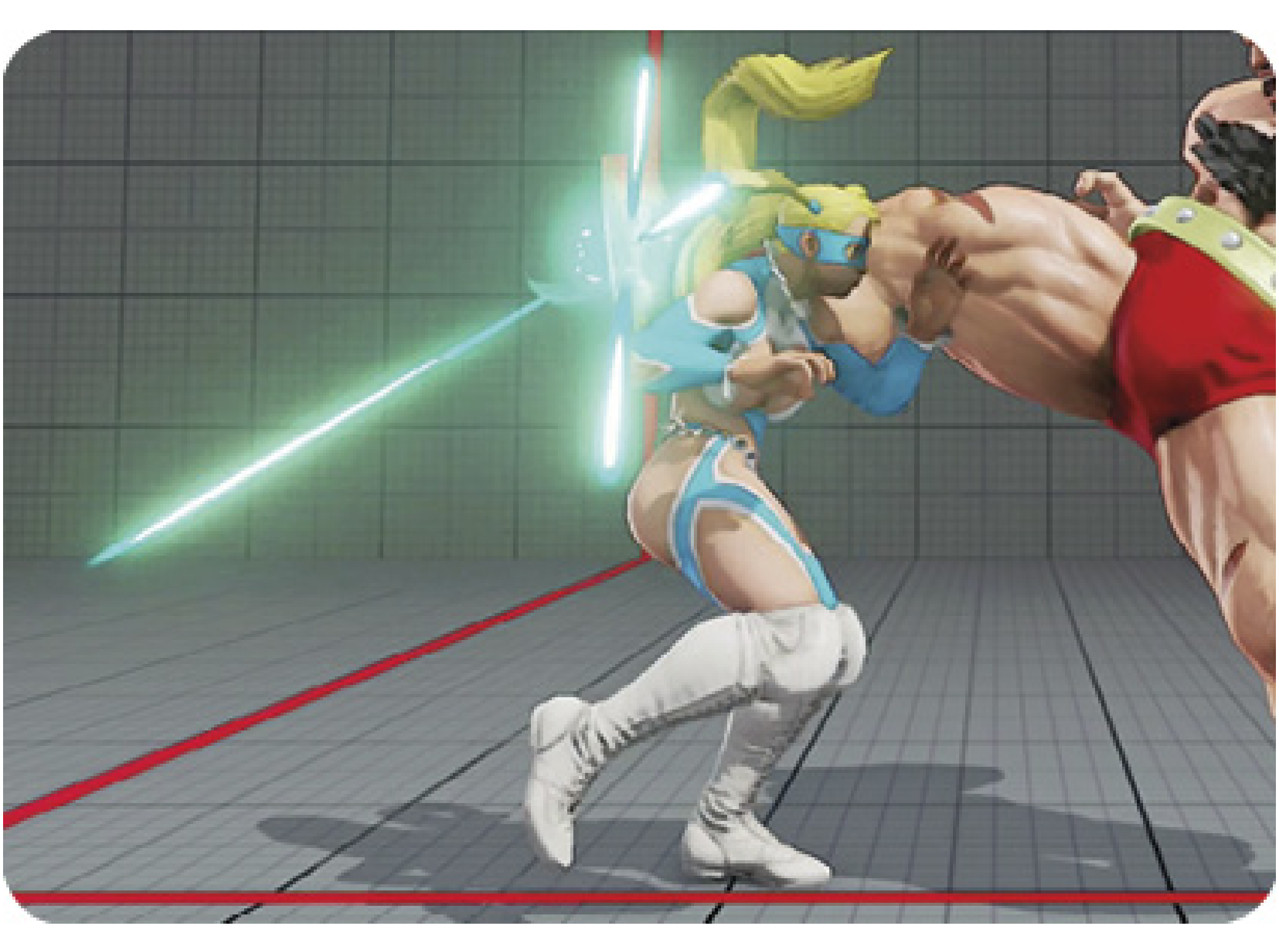
Aggressive players will basically never give you a chance to use this V-Skill. But passive players or zoners might, and you can also set it up on purpose. From full screen, if you just tap MP + MK for the shortest possible V-Skill duration, your foe might not be able to close in and cleanly hit R. Mika while simultaneously breaking through one hit of armor and avoiding a mic projectile. Opponents who don't quick-rise will give you ample lv.1 V-Skill chances or even chances to drop a meaty mic on their wakeup, like after throwing someone behind R. Mika into a corner. Midscreen, you can start a V-Skill most safely immediately after throwing an adversary with Passion Rope Throw. You can also do this after Rainbow Typhoon, though savvy enemies will quick-rise, dash forward, then jump in over the mic and on top of R. Mika. Depending on timing, armor potential may save R. Mika here, or it may not. Against single-hit projectile throwers (provided that they're predictable with their tosses and you get a feel for the timing), you can actually start up her V-Skill speech and use the armor to absorb one incoming projectile, then release the buttons so that her tossed mic soaks up the next incoming projectile.

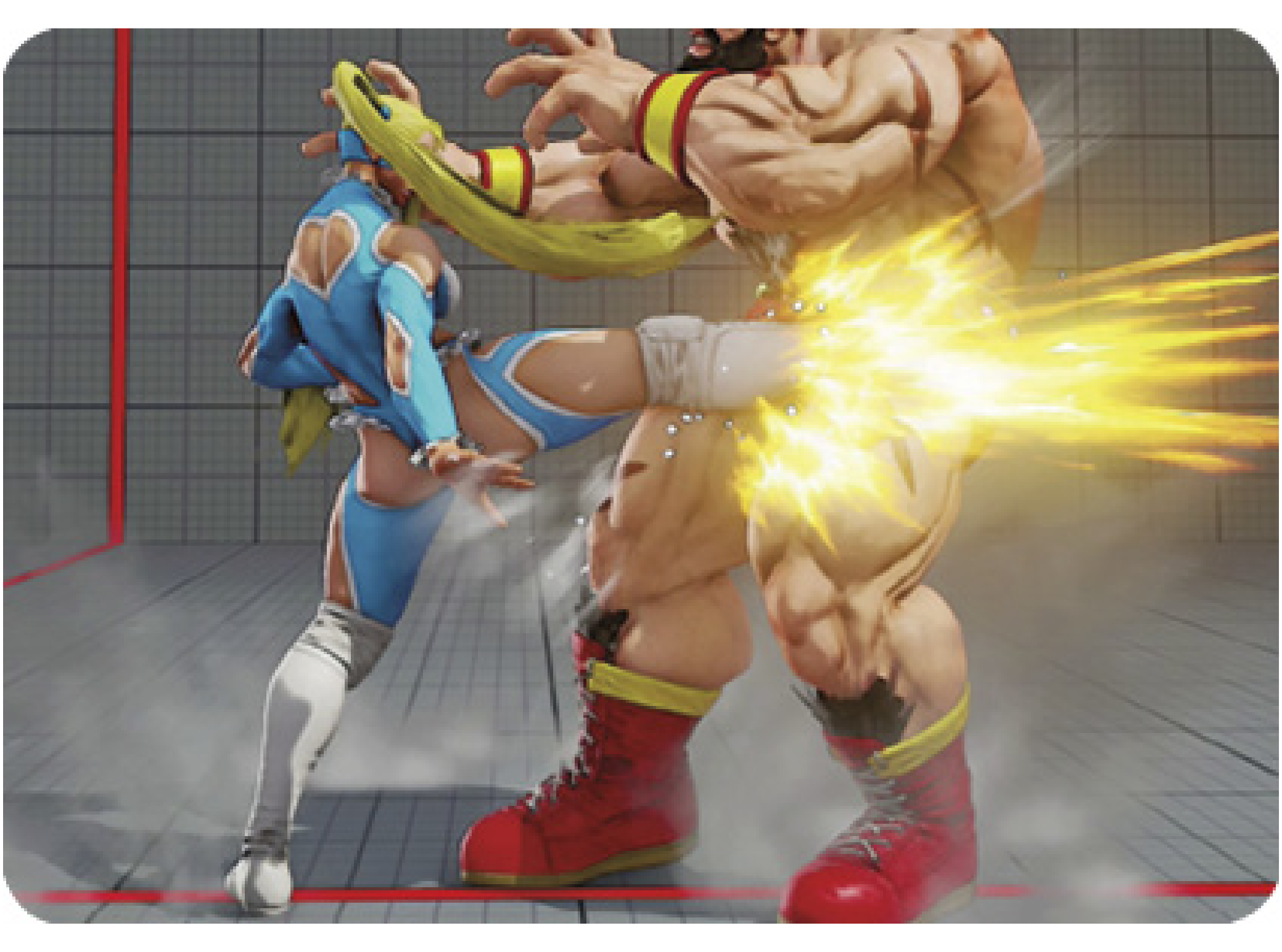
HEATED MIC PERFORMANCE BUFF BREAKDOWN

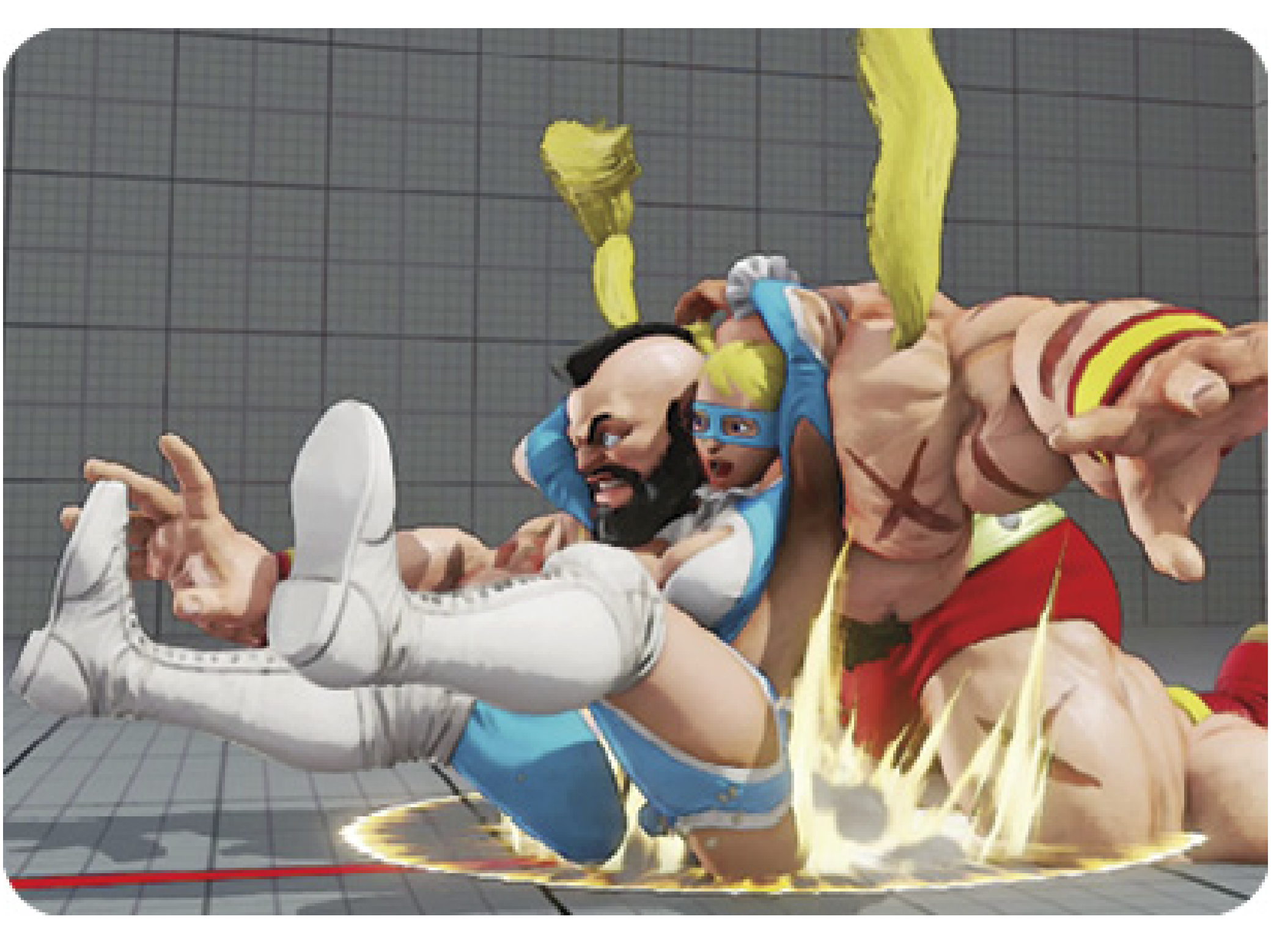
# OF FRAMES CHARGED	DAMAGE ADDITION ON NEXT THROW ATTEMPT
1-179	+25%
180-359	+50%
360-539	+100%
540-719	+200%
720-939	+400%
940+	+800%

V-REVERSAL

PEACH GATOR → + K K K WHILE GUARDING







STARTUP	15
ACTIVE	2
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
DAMAGE	60
STUN	0
METER GAIN	V-gauge -300

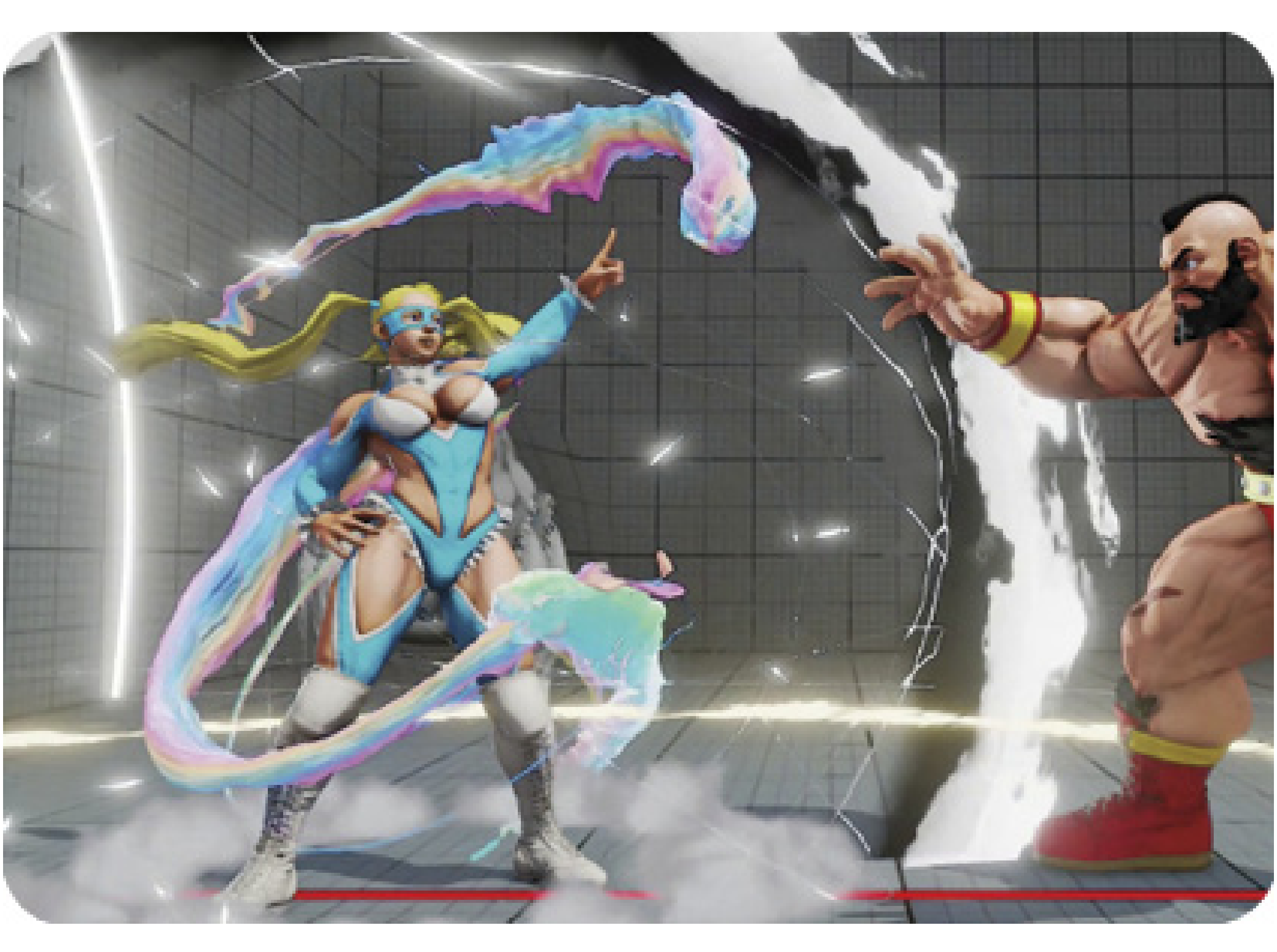
NOTES

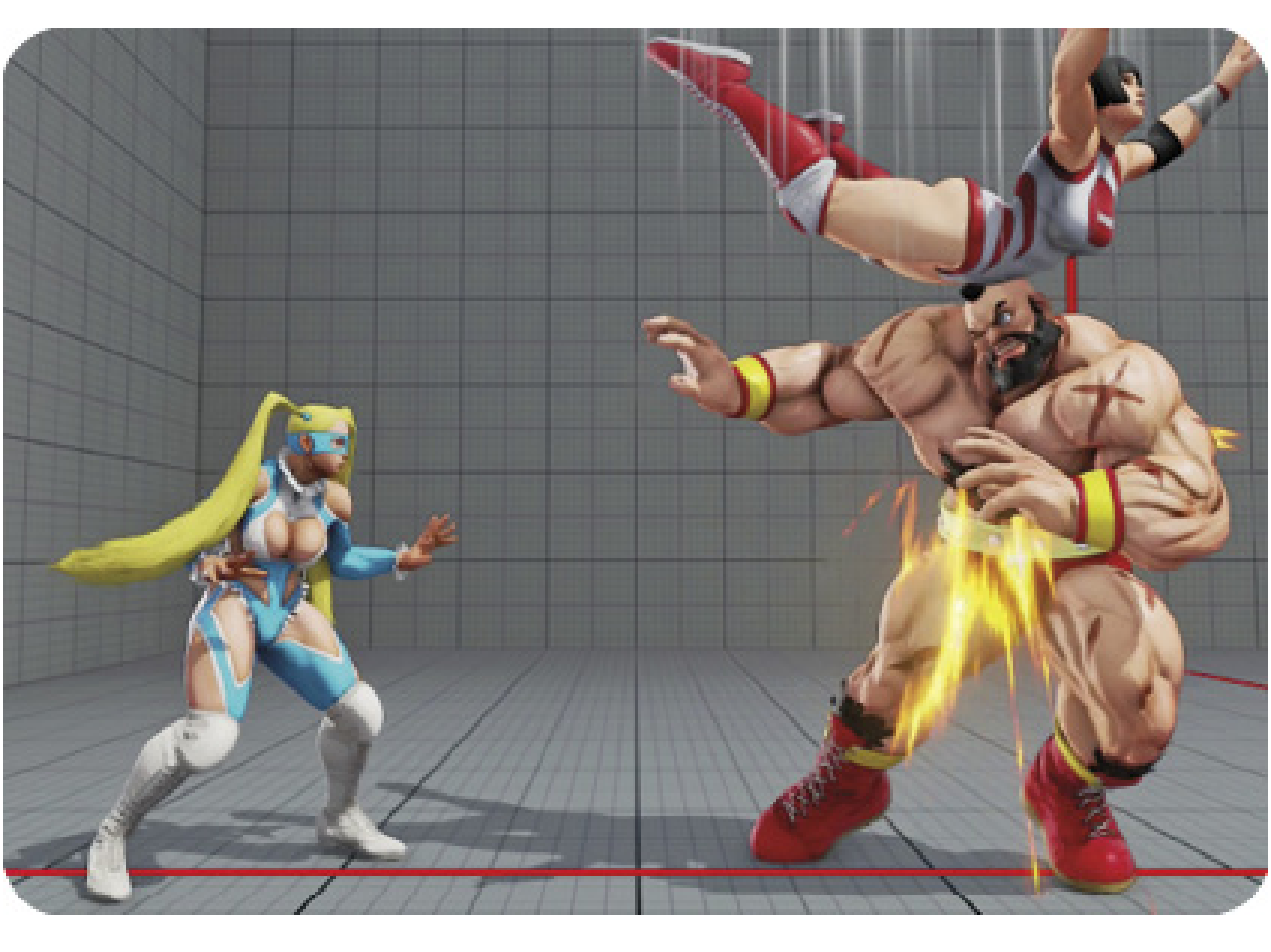
Increases V-gauge and damage potential of next throw attempt; armor absorbs one incoming attack Frames 1-28 strike and projectile invincible, recovers 200 stun

Peach Gator: R. Mika's V-Reversal is unique in that it's a kick hit-throw that causes a knockdown. Her Nadeshiko V-Trigger is versatile and unpredictable, so you should generally save V-Gauge for that. R. Mika's lack of real reversals sometimes dwindles her defensive options all the way down to "just block," so you might occasionally feel compelled to V-Reversal while blocking just for a chance to take tempo back. Since (like other V-Reversals) Peach Gator immediately removes 200 stun from R. Mika's accumulated total, this is especially true if you're in danger of being dizzied. If R. Mika dashes forward immediately after Peach Gator while her opponent quick-rises, she is left at +1 and in position to threaten their wakeup with a meaty attack or a throw.

V-TRIGGER

NADESHIKO (ABOVE) TAP HP + HK



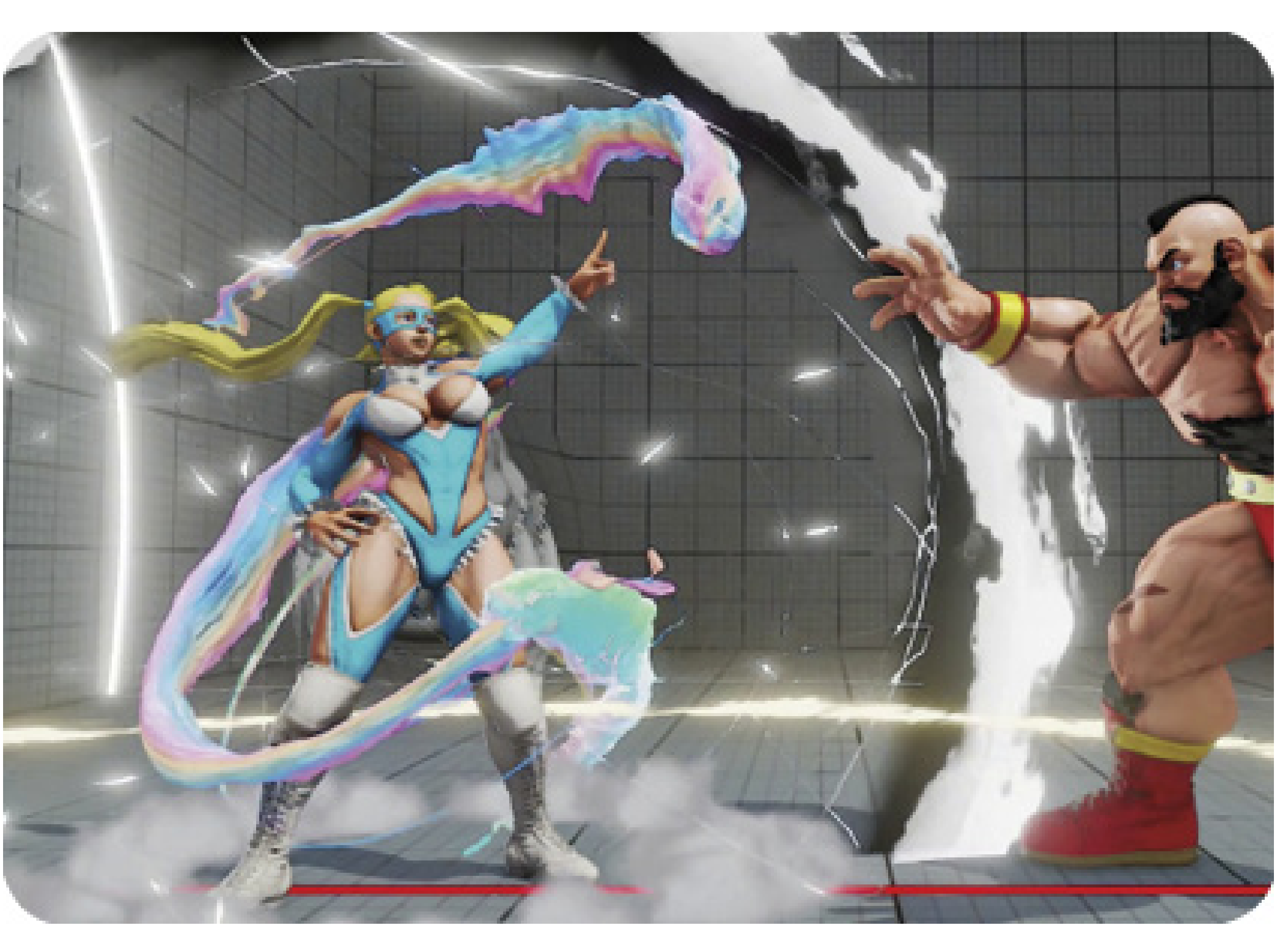


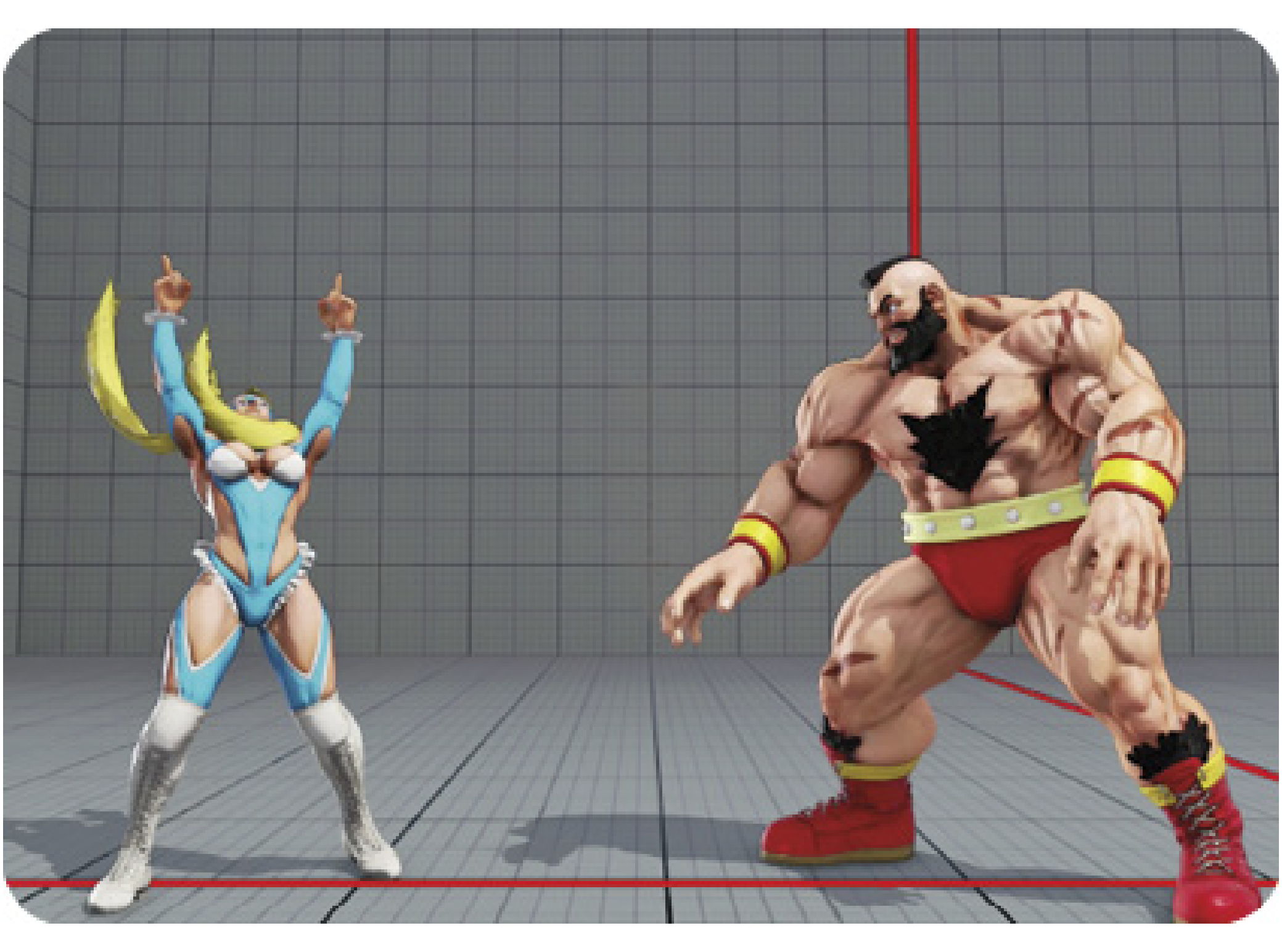
STARTUP	1 pre-freeze
ACTIVE	—
RECOVERY	6 post-freeze
GUARD LEVEL	HL
DAMAGE	100
STUN	100
METER GAIN	V-gauge -600

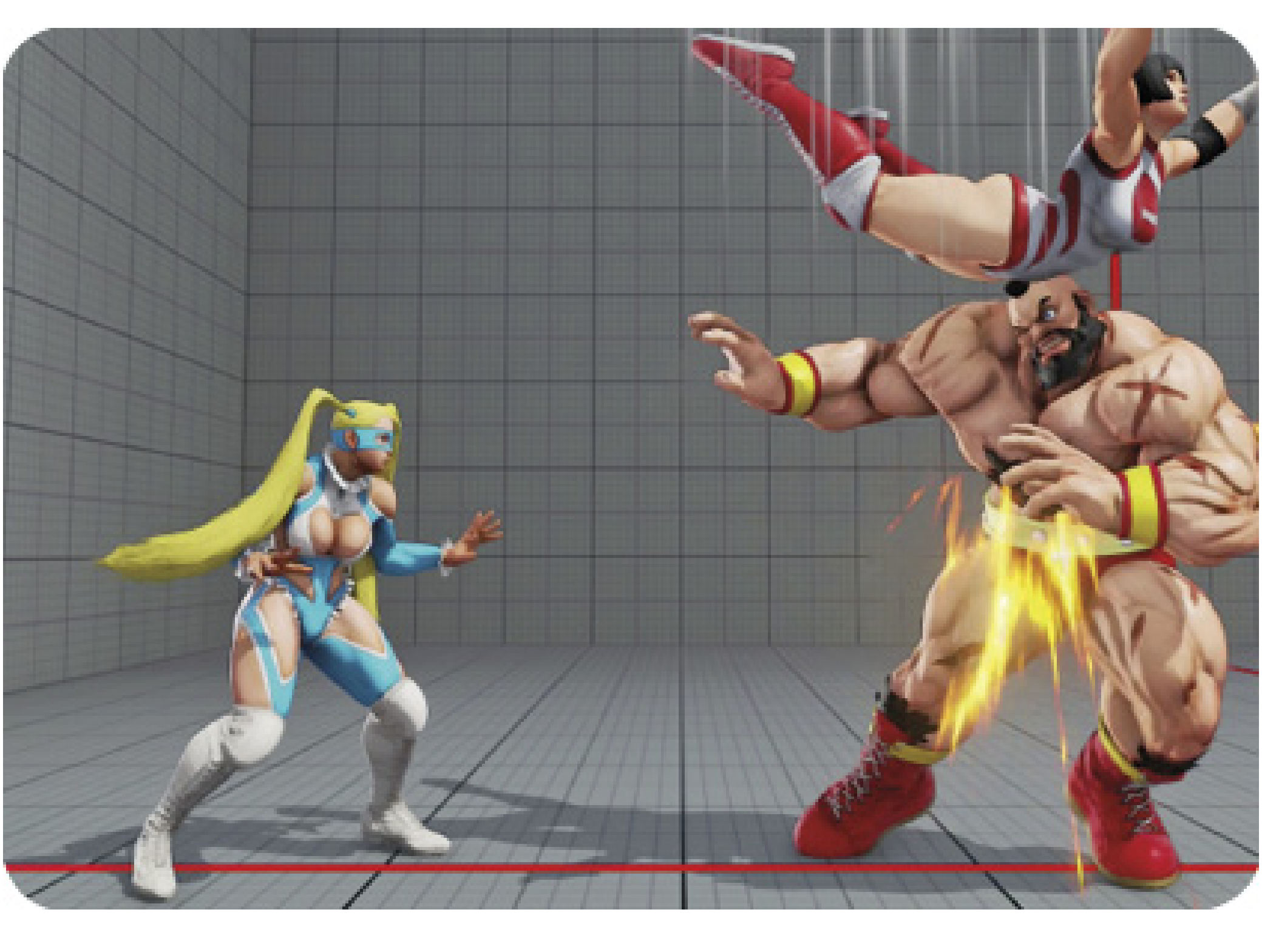
NOTES

Belly flop has 8 active frames; attack begins 25 frames after screen freeze ends

DELAYED NADESHIKO (ABOVE) HOLD HP + HK







STARTUP	1 pre-freeze
ACTIVE	—

R. Mika

Overview

PROS

- Her terrific three-frame jabs combo into LP Shooting Peach for knockdown momentum.
- She has great anti-ground and anti-air command grabs, which can be powered up with her Heated Mic Performance V-Skill.
- She has good anti-airs and ground control normals.
- She deals incredible damage and has reset potential near corners.
- Her versatile and fun V-Trigger is reminiscent of calling assists in Capcom's superhero crossover series.

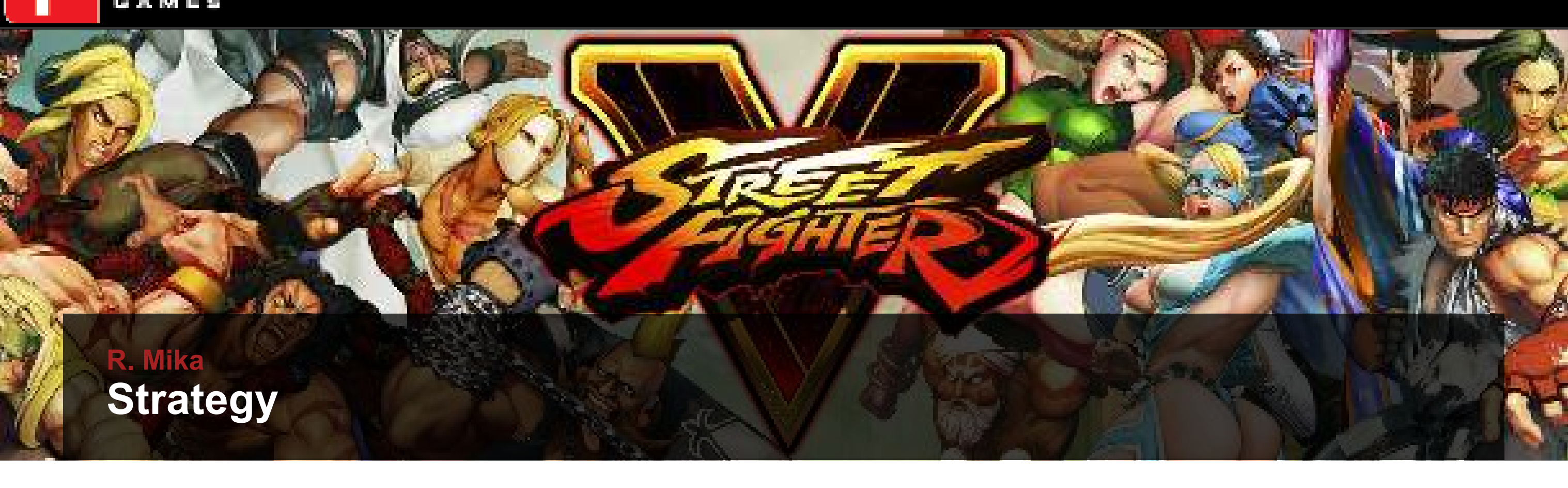
CONS

- She has no reliable reversal; EX Shooting Peach is armored but still loses to meaties and throws, and Peach Assault costs a full EX Gauge.
- She has an essentially non-existent high/low game, with only crouching LK (very good poke, but no combo teeth without Peach Assault) and crouching HK (a horribly punishable slide kick).
- She has a weak mid-range game outside of charged HK (though charged HK mostly makes up for it).

After a long hiatus since *Street Fighter Alpha 3*, R. Mika finally returns. The colorful wrestler arrives with throws for every occasion and a solid ground game based around her decent walk speed and useful normals. She's a grappler whose primary goal is pushing her opponent to the corner. For a number of reasons, R. Mika's close-range offense is stronger against a cornered enemy, and she has many tools explicitly designed for lots of corner carry to get them there.

Your objective is to push your opponent into a corner. Achieve this by:

- Advancing forward and pressuring with max-range HP Shooting Peach, charged standing HK, and → + MK
- Shooting down jumps with crouching MP and Wingless Airplane
- Converting combo openings into Shooting Peach or Passion Rope Throw
- Ticking into Rainbow Typhoon or Brimstone when close, using whichever aims toward the nearest corner
- Using Rainbow Typhoon and Wingless Airplane command grabs defensively to swap sides when R. Mika has been cornered



R. Mika

Strategy

LONG RANGE

R. Mika is a pro wrestler who idolizes Zangief, so don't expect much out of her from far away. Your goal here will be to move in. Aggressive opponents will do that work for you, so let them. Zoners will run away and try to keep R. Mika at bay, building meter, staying safe, and hoping to feed her damage as she worms her way forward.

R. Mika has a quick, responsive jump and a crouching HK slide that goes under many lateral fireballs cleanly (though don't try it against an especially slow one, like M. Bison's EX Psycho Blast). Advance by jumping over fireballs or sliding under them. (Note that sliding will take a little practice and needs to be done probably earlier than you first expect.) Adept zoners won't just throw projectiles willy-nilly and will try to use them so that even if R. Mika jumps over, they'll have time to anti-air her somehow. Neutral jumps are great in doubtful situations where you don't want to risk careless damage this way. Simply jump straight up over the incoming projectile just before it makes contact, then walk or jump forward while it's still on screen; your foe won't be able to throw another projectile until the first one leaves the screen.

Against Dhalsim, who controls lateral space with his long pokes, you can feel emboldened poking from huge ranges with HP Shooting Peach when you feel certain he's about to stick out a limb. If he's using long air-based pokes like jumping MP or HK, you can even do this with Wingless Airplane. Worst case, you maybe run into a poke or counter-poke, but best case, you score a knockdown and gain lots of ground and a momentum shift. And just fearing that you'll do this will make Dhalsim skeptical about spamming pokes into the space between you, perhaps faking long-range pokes with standing LK or playing more reactively in general, allowing R. Mika to simply walk forward. You can also use HP Shooting Peach as a risky engagement tool against any character from where long range shades into mid range; you want to hit with HP Shooting Peach during the last couple active frames, just as R. Mika starts to descend from her rump attack's apex. If you can learn to eyeball this range (just about half the screen) and poke with HP Shooting Peach, you have a very useful long-range poke, since it's relatively safe on block if just the tail end hits. Against Dhalsim specifically, you can also counter-poke his long-range limbs with standing MP. Crouching HP rolls forward with a shoulder attack that can counter-hit Dhalsim's pokes while gaining a little ground. And, if perfectly spaced, Lady Mika also makes a good long-range counter-poke, especially since its priority will overpower any of Dhalsim's longest, quickest limbs if their hitboxes overlap, resulting in a flipping Crush Counter knockdown on Dhalsim from very far away. Poking from farther than usual with charged standing HK can also be useful to move forward in spurts while kicking his limbs out of the way, also perhaps causing long-range Crush Counters. Charged HK will also hop over EX Yoga Fire, giving you an extra option at long range when he spends EX Gauge on more traditional zoning.

Against F.A.N.G.'s zoning, it's best to bully your way in if possible, dashing in repeatedly under Nishikyu's trajectory, staying close, and preventing him from setting up behind HK/EX Ryobenda mines. If he throws his Nishodoku V-Skill, just dash in twice directly through the projectile, achieving close range. Better to just pull the poison band-aid off and perhaps get in and hit/throw him immediately than to suffer death by 1000 cuts from long range, respecting his low-damage projectiles too much.

You can use the armor property on R. Mika's Heated Mic Performance V-Skill, along with the brief projectile hitbox of the bouncing mic itself, against lateral fireballs when you're not pressed for time. This alone gives R. Mika more to do at long range than most close range-oriented fighters (except Birdie, who also has long-range ways to occupy time with his V-Skill). If someone is really dedicated to chucking things at R. Mika, and you don't expect an EX fireball, activate Heated Mic a little bit before an incoming fireball hits. With the proper timing, which isn't exacting, R. Mika will absorb the fireball and gain a meaningful damage buff to your very next command throw attempt, even if you don't actually charge Heated Mic at all. You can keep charging Heated Mic and see how your opponent reacts: if they throw another single-hit projectile, you can release MP + MK to drop the mic in time to nullify that one, too. If the enemy starts moving toward R. Mika on reaction to the V-Skill charging, it's time to let it go so the mic drop can cover her a bit. The armor lasts until the mic bounce, so even if an adversary responds immediately to your V-Skill by dashing and jumping forward (which sharp players will learn to do fairly quickly), the combo of armor plus a bouncing, short-range projectile may still save you from actual punishment. Against their long-range jump-in, for example, R. Mika's armor may just eat up their attempted punish combo opener, and then on landing, they may be forced to block the mic. If the mic hits them, advantage actually returns to you. Opponents who can jump far enough to fall deep into R. Mika or cross her up can avoid the mic, but the armor absorption might still cover her and give you time to recover and block before their landing follow-up attack. This applies whether you're using Heated Mic Performance in the long-range neutral game, or after setups like Rainbow Typhoon or Passion Rope Throw. Aggressive, fast-reacting players will probably learn to take any V-Skill use on your part as a cue to rush in, and they'll get better about economizing their punish attempt depending on their character. Against these types of players, you'll perhaps have to disregard R. Mika's V-Skill; save it for more passive and predictable zoners, for hardcore turtlers, and for opponents who don't quick-recover from knockdowns.

Against an opponent trying to rush in from long range, keep standing HP in mind as a far-reaching anti-air. It has portions of R. Mika's upward double hammerfist hitbox that sweep up beyond her hurtbox, meaning that it'll beat incoming non-invincible attacks if you time it correctly. Crouching MP is amazing closer up, but it isn't appropriate against jumps or airborne specials from afar. You can also keep EX Shooting Peach in mind for aggressive ground movement from far distances, as it can blast through a single incoming hit and clothesline an enemy 40 percent of the screen away.

MID RANGE

R. Mika's strongest mid-range threat is charged standing HK. This requires charge time while you hold HK, ultimately striking only slightly faster than a forward jump-in attack, but from even farther out. Charged HK also has low-crushing, lower half projectile-invincible frames throughout, helping R. Mika dodge low-profile pokes and fireballs on the way in. On block, charged HK actually leaves R. Mika at +2—not only safe, but with mild advantage. It leads to solid combos on hit (**Combo 7**) and huge combos as a Crush Counter (**Combo 11**) and is generally one of the best normal attacks in the game. Think of it as similar to a low-jumping, long-reaching dive kick, in practice. Charged HK isn't without exploitable weaknesses, though. The opponent can react somewhat like against Balrog specials in previous games, neutral jumping on reaction to R. Mika's charge. With proper timing, they'll fall on her for a full punish combo. Charged HK also isn't anything special collision-wise, and vulnerable hurtboxes surround R. Mika's legs on all sides of the kick. A reactive adversary may poke R. Mika out of the air early just before the kick extends, or they may use attacks that overpower charged HK with invincibility or evasive hitboxes. Characters like Ryu and Zangief can also simply react to its single hit with parry actions, negating your usual advantage on contact. It's still a great attack, but just be aware of how it's counterable if you're predictable with your attempts to barge in with it. Getting your opponent to expend mental effort on watching out for charged HK can be just as good as actual charged HK—you can exploit their hesitance by simply dashing or jumping in. Whenever their indecision allows R. Mika to at least dash in, which is a fairly low-commitment action compared with jumping or charging up roundhouse, that's a win.

R. Mika's other farthest-reaching poke is crouching HP, during which she rolls forward about a dash's distance with a shoulder check. This attack has six active frames (not special-cancelable but Critical Art-cancelable), with an unimpressive hitbox for active frames 1-3 but with a terrific hitbox extending forward ahead of R. Mika's hurtbox during active frames 4-6. Aim to hit with later crouching HP frames, and not only will R. Mika strike with the highest-priority part of the move, but she'll be left safe even on block. Take care whiffing this, as R. Mika just rolls into her foe for a moment after the shoulder hit, which is easy to see whiff. If an adversary reacts poorly to whiffed crouching HP, though, it may simply become a close-range hit/throw mix-up for you. Spend a few minutes in training mode with different characters as training dummies set to both standing and crouching block, getting a feel for the range of max-range crouching HP (a "big" like Zangief or Birdie, a "small" like Cammy or Chun-Li, and a "mid" like good old Ryu or Ken).

R. Mika doesn't have other far-reaching attacks for mid-range footsies, but she walks quickly and has lots of decent pokes with "invincible" tips, where the hitbox extends meaningfully ahead of her vulnerable hurtbox (like with later active frames of crouching HP). These include standing LP, crouching LK, standing MP, standing LK, and crouching MK. Properly spaced from the edge of their ranges, these attacks can beat out an opponent's mid-range attacks cleanly in instances where they might otherwise lose the "strength priority" clash.

While walking forward and poking from the edge of mid range, also keep in mind crouching LK and → + MK. These don't have the great hitbox/hurtbox ratios of previously mentioned pokes, but they're useful in other ways—crouching LK because it's a four-frame low hit and your only safe way to remind adversaries about crouch-blocking, and → + MK because it's a low-crushing kick that allows R. Mika to move forward while attacking.

If you sense passivity in a mid-range foe, you can commit to dashing in and going for an immediate close-range mix-up, like throw/tick-throw, or standing MP to start a frame trap. You can even get extra-nuts sometimes and dash in aggressively before performing HK Wingless Airplane; it's a natural reaction for someone to jump away from a grappler suddenly moving in, so the Wingless grab works just fine and will aggravate your opponent. If they don't jump, HK Wingless Airplane's long travel time will spring R. Mika well out of ideal punish range. If your opponent is in the habit of sticking things into the space between your characters preemptively to stop your dashes, like whiffing long pokes or tossing mid-range fireballs, you can blast through them with EX Shooting Peach, thanks to its armored period and long reach.

For your own jump-ins, when you anticipate a laggy projectile or poke that you can punish, or when your opponent's attention is absorbed with the ground game, note that jump-in HP doesn't hit cleanly below R. Mika like it might appear; her hurtbox still extends well below her fists. So although jump-in HP is generally her best, highest-damage jump-in, it won't cleanly beat out solid anti-airs head-on. Ditto jumping HK, which hits farther laterally but not as low under her falling body. Jumping HP is still very good, and it hits at a sharp enough angle under R. Mika that it can be made to hit very ambiguously as a jump-in high up against the middle of the enemy's body, leading to unexpected cross-ups or fake cross-ups that not even you can predict (think a slightly toned-down version of Sakura or Rolento jump-in HP from *Street Fighter IV*). Though it's weak damage-wise, jumping LK is R. Mika's most consistent, highest-priority jumping attack, and it also serves as a reliable, effective cross-up. Dive Bomb gives you shots at a risky occasional change-up to jump-in/cross-up timing.

It's perfectly fine to just walk forward and use R. Mika's presence to coax out reactions, which you can counter in simple ways to transition immediately into close-range offense. After seeing R. Mika moving around freely, other offense-minded characters may take initiative to jump in, hoping you're not ready for a quick air hit or cross-up. Luckily, crouching MP is an easy anti-air for these angles that gives you an immediate mix-up chance against their air recovery. You can also be ready to shoot down jumps for heavier damage at a moment's notice with EX Wingless Airplane. If you're sure your foe will jump and want to give them a different follow-up look, you can also react to their forward jumps with immediate jumping MP or MK, both of which hit cleanly above and ahead of aerial R. Mika. R. Mika will land beside them air recovering, ready for close-range offense.

When R. Mika walks forward and pokes with attacks like crouching MK and → + MK while showing a willingness to go for high-payoff jump-ins, you'll encourage your foes to walk backward or sit in crouch-block more frequently, trying to make your pokes miss and shifting their focus briefly to looking out for jumps. This hesitation helps when you finally go for charged standing HK, which is a free ticket into close range against an opponent who is likely to end up blocking. But if your adversary is keen to your charged HK assaults, you can fish for their response by stepping forward slightly and then crouching, as though charging up for the dropkick. This may bait them into a neutral jump that you can shoot down with Wingless Airplane (or Lady Mika, if R. Mika is close enough to walk up and connect with it).

CLOSE RANGE

Close range is where R. Mika wants to be, and close range near a corner is even better. Her best general purpose buttons up close are standing and crouching LP, jabs that are active in three frames. Three-frame attacks are a rarity in *SFV*, and this means that R. Mika can potentially jab into any three-frame gap to instantly flip the frame advantage situation. Crouching LP leaves R. Mika at +1 when blocked, while standing LP leaves her at +2, so it's her best close-range neutral game poke. Her jabs can also be canceled into LP/EX Shooting Peach, so you have a short, solid punish combo whenever the enemy does something that leaves them at -3 nearby.

Crouching LK hits in four frames and leaves R. Mika at +1 blocked. It is crucial for setting up a low threat (see **Combo 1**), stopping foes from simply walking backward from R. Mika's attacks. You *can* use her crouching HK sweep to check ground movement nearby, potentially scoring unrecoverable Crush Counter knockdowns against dashes, but it leaves R. Mika extremely punishable when blocked.

Standing LK also hits in four frames, also leaves R. Mika at +2 on hit and +1 blocked, and has a hitbox that extends comfortably in front of her vulnerable portion, making this great from its tip as well as point-blank. It's chainable into Stomp Chop (**Combo 3**), but don't make this a habit when standing LK is blocked. If you verify that your opponent is blocking during cross-up LK, charged HK, or standing MP into standing LK, then go for a command grab or walk-up normal throw. You can also fake the Stomp Chop target combo by doing LK blocked, then unchained standing MP, which is mildly disadvantaged but safe when guarded.

Standing MP is extremely important up close. It's active in five frames, with a good extended hitbox and decent range. On hit, it creates enough advantage (+7!) to link another standing MP, standing HP, Peach Assault, or Passion Press (examples are found throughout the Combos section). Blocked, R. Mika is left at -2—not punishable, but giving up tempo advantage.

Standing MP ▷ standing HP is better when you're sure of a hit (like from a clean jump-in), when punishing your opponent's mistake, or when verifying counter-hit standing LP ▷ standing MP. Try not to do standing HP blocked. Standing MP ▷ standing MP is more lenient and also makes R. Mika much less vulnerable blocked (-2 for MP vs. a dangerous -6 for HP). And standing MP ▷ Passion Press ✕ Passion Rope Throw is great to approach and exploit corners. With several follow-up options, along with the threat of her faster jabs backing it up, standing MP is one of R. Mika's best gap-closing poke, meaty, and hit-check/frame trap tools.

Other important up-close pokes include → + MK and standing HK (uncharged). Both of these attacks go over an enemy's low attacks; → + MK accomplishes this while moving forward, whereas standing HK causes a small spinning launch if it counter-hits, while also building up V-Gauge (see **Combo 10**). These carry more risk than most of R. Mika's other useful pokes (at -3 and -4 blocked, respectively), but they still have attractive uses. Standing HK is also good to deploy as a mask for your charged HK attempts. Seeing you use the uncharged version as a poke may make foes hesitant to try preemptively hitting R. Mika out of the charged one when you go that route.

With advantage up close, one of your strongest options is to go for a throw (advantage up close will occur most often after jump-ins, blocked jabs/charged HK/Lady Mika, knockdowns, and air recovery). Since Brimstone, Rainbow Typhoon, and normal throws connect with the same speed, the choice between them comes down to positioning and risk. Brimstone keeps things moving in the same direction, while Typhoon swaps sides and hurls the victim far away. Normal throws do the same things, but for less damage and with far less lengthy throw whiff animations. Normal throws can still be appealing even with R. Mika's awesome command grabs because foes won't be able to punish her with neutral jumps, and they won't be looking to throw-tech against R. Mika quite like they would against, say, Rashid, where they know only a normal throw is possible. Whichever throw you go for, err toward tossing enemies toward the closest corner. When you have them cornered, go for a forward throw or Brimstone; when R. Mika is cornered, a back throw or Rainbow Typhoon will turn a bad situation into a great one.

Reach also matters, and Rainbow Typhoon has slightly more of it, especially the EX version. Brimstone can't reach if you tick with more than one up-close poke. On the other hand, EX Rainbow Typhoon (the game's best command grab this side of Zangief's LP SPD) can reach even after ticking with two crouching jabs.

Besides grabs, going for Lady Mika from advantageous positions can also pay off. At worst, you're left at +3 on block, retaining your advantage. On hit, the enemy gets launched into an easily jugglable position. Counter-hit is even better and is good to keep in mind for reversal punish counter-hit combos (**Combo 9**). It's unlikely to hit opponents who backdash for fear of throws, but it can launch adversaries rising for neutral jumps, as they hope to bait and fall upon a whiffed command grab.

Opponents who block your ticks will naturally develop habits of trying to jump or backdash away from grab attempts. Seek to get a sense of when they might try something, and just hold down-back after a tick or two. They may go for a big reversal, which you should then obliterate with a max punish combo. If they jump, you can react with LK or EX Wingless Airplane to snag them on the way up, or wait and anti-air them with crouching MP. Popping them out of a jump with crouching strong gives R. Mika a chance to dash forward where they'll land, a natural opportunity to threaten them with a meaty hit or command grab. Of course, this is also another situation where they'll be tempted to blast off with their best invincible reversal or to hold up-back, so the cycle repeats. Rounds go south for challengers very fast when you get two or three good reads in a row, chasing them down with command grabs. The command grab march in one direction also means they're probably in the corner by then, which is R. Mika's favorite place.

With the corner at a foe's back, all of R. Mika's standard tools are amplified once they can't backpedal, and Passion Rope Throw's true potential is unlocked. Near a corner, switch your hit-confirm priorities toward linking into Passion Press (→ / ← + MP). From a confirmed hit, cancel into Passion Rope Throw toward the close corner with another → / ← + MP input. They'll stumble toward the wall and then ricochet off it, giving you a chance to launch them flush with the corner. Generally, the best thing to do is to launch opponents after the wall hit with charged HK or Lady Mika, then juggle with EX Shooting Peach to keep them cornered or Wingless Airplane to maximize damage (but give up the corner). Alternatively (and this is scarier for the victim), you can launch them off the wall hit with charged HK/Lady Mika, then pop them into an intentional cornered air recovery with crouching MP. You can make them land on any meaty setup you want or a Brimstone attempt. Against a cornered adversary, Brimstone becomes absurdly strong because its mediocre range no longer matters, and it affords you immediate follow-ups. With the corner achieved, rounds can often end quickly, like if you get the ball rolling with a wall bounce reset into a couple Brimstone throws back-to-back and the enemy finds themselves suddenly dizzy.

On defense, the armor on EX Shooting Peach makes it one of your only high-stakes defensive maneuvers. It won't work as a real reversal against airtight/meaty offense, but you can squeeze it out against gaps of three frames or longer, like when many characters fish with a blocked light attack (leaving them at probably +2) into a medium attack (which starts up at five frames at the earliest, hence at least a three-frame gap). Unfortunately, EX Shooting Peach startup still loses if your opponent goes for a throw in these tight frame situations. EX Wingless Airplane is invulnerable during active frames but is vulnerable all through startup (as is LK Wingless, the other fastest version), so Wingless Airplane doesn't even function as a quasi-reversal and will lose to anything on startup. Against non-airtight offense or cross-ups, though, LK/EX Wingless Airplane can save you by air-grabbing an incoming foe or at least getting R. Mika off the ground on the fourth frame, perhaps causing an awkward hit situation enemies don't expect. But still, this is not really a reliable reversal option and simply highlights that R. Mika must sometimes rely on her three-frame jabs, V-Reversal, EX Shooting Peach, and sound blocking when pressured. With V-Gauge full, you can also pop V-Trigger when you're feeling pressured but are not under immediate assault. The threat of Nadeshiko coming out typically forces adversaries to back off from their gameplan at least until they know where she's coming from, giving you a window to take back momentum.

NADESHIKO!

With V-Gauge loaded, R. Mika changes the match situation as drastically as other characters like Zangief and Vega do. Like most characters, her V-Trigger can be used for exceptional hit-confirm combos (look for several examples and V-Trigger combo building blocks toward the end of the Combos section), but it also gives her huge temporary power in the neutral game. Your opponent must differentiate between three angles of attack that have two different timings each.

Knowledgeable challengers will learn to assess whether R. Mika keeps holding her arms aloft briefly after the activation freeze, which at least tells them if Nadeshiko is coming early or late. But those who just spazz out in response will inevitably get hit by Nadeshiko all the time, especially Nadeshiko (Above), which will clip foes if they try to jump around. When using the dropkick versions, Nadeshiko (Behind) is almost always better than the frontal version. It hits faster and whiffs less often since she flies out from behind the enemy, much closer to their back than to R. Mika's side of the screen, so she has less space to cross before attacking. An exception obviously applies if you go for something like Delayed Nadeshiko (Front), then dash in and cancel blocked pokes into HK Wingless Airplane, switching sides and dragging the screen rapidly, which masks Nadeshiko's delayed approach from what is now suddenly their side of the screen.

When you activate Nadeshiko in the neutral game, you temporarily hold all the cards. Depending on your knowledge of your opponent's habits, you can go several ways. You can dash in (repeatedly if necessary) and take advantage of their natural hesitance with a heavy command throw; when you're really certain that your foe will turtle up against your V-Trigger, this forsakes Nadeshiko's potential for a virtually guaranteed grab. You can also maneuver closely and then just see if your enemy get clipped moving errantly when Nadeshiko appears; depending on distance, you can link/juggle with EX Shooting Peach, juggle with EX Wingless Airplane, or even link ground hits. This fake-aggressive approach is also warranted if your opponent has shown that they're willing to explode out of these situations with big reversals.

Beware that it's actually *not* much of a mix-up to call Nadeshiko and then dash in with your regular attack strings (e.g., standing MP ▷ standing HP). If you make your target block some regular blockstring, suddenly they don't really have to worry about Nadeshiko since they'll just block her automatically if they're already blocking R. Mika. Instead, if you want a striking counterpoint to dash-up grabs, playing wait-and-see, or running ridiculous cross-up gimmicks, you should mix in a lot of crouching LK ▷ standing LP, crouching HP, and uncharged standing HK. You actually want gaps, even big ones, since the opponent can't really afford to punish you until Nadeshiko leaves. These moves all give your foe different looks than those typically used, and they all link into Nadeshiko (and allow you to link after) if you happen to hit slightly before her attack. When the opponent blocks Nadeshiko herself, you have an opening to pressure them (depending on position) with an immediate dash-in grab, a meaty attack, or a jump-in/cross-up mix-up.

R. Mika

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK ▷ STANDING LP, THEN CANCEL INTO EITHER:

↷ + LP
111 damage, 253 stun

↷ + P P
151 damage, 293 (requires one stock of EX Gauge)

↷ ↷ + P
327 damage, 133 stun (requires full EX Gauge)

R. Mika's low-check hit-confirm combo. This is slower than her jab openers by one frame but is necessary to give the opponent any reason to worry about blocking low, keeping them on the ground and more susceptible to your command grabs and anti-crouch normal throw. Crouching LK doesn't lead to more than this, but it's better than nothing. Standing LP is preferred over crouching LP for the increased damage on hit and frame advantage when blocked. When blocked, you can consider this a two-hit tick into a potential EX Rainbow Typhoon. If your foe is keen to neutral jump to dodge your grapple threat when they block ticks, keep an eye out for their jump and nail it with Wingless Airplane, or use crouching MP into a mix-up on their air recovery landing.

NORMAL HIT-CHECKS

COMBO 2

STANDING/CROUCHING LP ▷ STANDING/CROUCHING LP, THEN CANCEL INTO:

↷ + LP
102/121 damage, 253 stun

↷ + P P
142/161 damage, 293 stun (requires one stock of EX Gauge)

↷ ↷ + P
318/337 damage, 133 stun (requires full EX Gauge)

R. Mika's fastest and most basic hit-check into a knockdown. She requires flush or nearly flush range to link two jabs; if you're unsure about the distance, just use a single jab before canceling. In many situations where your opponent makes merely a small error, a single jab into LP Shooting Peach will be as good as it gets. This combo is most applicable when you're given a tiny opening, like if you block something that leaves your foe at -3. Basically, if you don't have time to squeeze out standing MP, use this. Standing jabs do a tiny bit more damage than crouching jabs and have slightly more range, but the same combos work for both. To easily cancel two standing jabs into her Critical Art, perform a motion of LP ↷ LP ✖▷ ↷ + P. If an enemy is blocking, just don't press the last punch input. As with Combo 1, the best aspect to this hit-check is that R. Mika is close enough after two blocked jabs to go for EX Rainbow Typhoon, and foes trying to jump away from that leave themselves open for you to watch and nail them with Wingless Airplane/crouching MP.

COMBO 3

STANDING LK ✖▷ STANDING MP, THEN CANCEL INTO EITHER:

↷ + MP
147 damage, 280 stun

↷ + P P
179 damage, 320 stun (requires one stock of EX Gauge)

↷ ↷ + P
355 damage, 160 stun (requires full EX Gauge)

R. Mika's standing short hits in four frames, which is slower than jabs but the same speed as crouching LK. The standing MP ender of Stomp Chop is far more vulnerable than "naked" standing strong on block, so use this combo against small guaranteed openings (-4), as a link extension after point-blank standing MP or normal-hit charged HK, or after a successful jump-in. Against astute players who know they can punish blocked Stomp Chop, you can try a cheeky mix-up—when your jump-in hit/standing MP/charged HK into standing LK is blocked, pause slightly and perform standing MP when standing LK fully recovers. This looks the same but doesn't register as the target combo version. That leaves R. Mika safe from guaranteed punishment (-2 instead of -5 from the actual target combo) while perhaps inviting a big reversal move that you can punish yourself.

COMBO 4

STANDING MP ▷ STANDING HP, THEN CANCEL INTO EITHER:

↷ + HP
212 damage, 355 stun

↷ + P P
236 damage, 395 stun (requires one stock of EX Gauge)

↷ ↷ + P
412 damage, 235 stun (requires full EX Gauge)

R. Mika's standard opening, useful after jump-in HP or late cross-up LK. Standing MP hits in five frames and is tailor-made to link into standing HP, leading to very respectable damage. Standing MP doesn't need to hit flush with the opponent, but you can't start more than about a step away.

If you counter-hit up close with standing LP, you can link into this combo. This isn't possible to hit-check on reaction, so if you suspect your adversary will do something that will leave them susceptible to getting counter-hit, just do the light tick into standing MP immediately. On block, don't perform fierce. Using standing LP into this combo this way (fishing for counter-hits) can discourage players who react to blocked up-close ticks with quick ticks of their own, hoping to interrupt throw attempts. Even if your initial standing LP is guarded, this just turns into a frame trap with a three-frame gap.

COMBO 5

STANDING MP ▷ STANDING MP, THEN CANCEL INTO EITHER:

↷ + MP
186 damage, 310 stun

↷ + P P
218 damage, 350 stun (requires one stock of EX Gauge)

↷ ↷ + P
394 damage, 190 stun (requires full EX Gauge)

This combo is the same as Combo 4, but while standing MP ▷ standing HP does more damage and allows HP Shooting Peach to connect at the end, this variant has a more lenient link and leaves R. Mika slightly safer on block (-2 after standing MP compared to -6 after standing HP). Take care to leave the stick or d-pad in neutral during the second standing MP to avoid inadvertently linking Passion Press when you didn't want it. Also note that this link has slightly less range than standing MP ▷ standing HP. From point-blank range, you can also do standing MP ▷ standing LK ✖▷ standing MP ✖▷ ↷ + MP for slightly more damage and stun than the meterless variant here (190/348 vs. 186/310). This isn't worth doing into EX Shooting Peach or Peach Assault, though, because the extra hit causes more damage scaling on the combo finisher, leading to a weaker overall combo.

COMBO 6A

STANDING MP ▷ → OR ← + MP ✖▷ → OR ← + MP (TOWARD NEAREST CORNER), THEN:

↷ + HK (WHIFFS)
123 damage, 190 stun (advances toward corner)

↷ + P P
227 damage, 350 stun (requires one stock of EX Gauge)

WALL HIT, → + HP, JUGGLE ↷ + K
281 damage, 415 stun (299 damage with EX Wingless Airplane)

WALL HIT, CHARGED HK, JUGGLE ↷ + LK
295 damage, 415 stun (313 damage with EX Wingless Airplane)

This is a link combo into Passion Press in the direction of your choice. In corners, Passion Press unlocks R. Mika's true potential. Midscreen, it's still useful to push the opponent a long way toward the corner. Follow up with EX Shooting Peach for damage, use HK Wingless Airplane to land directly next to where they'll wakeup, or exploit the chance to get in a V-Skill power-up relatively safely. In corners post-wall hit, launch with Lady Mika or charged HK, then juggle with a number of options. To sacrifice guaranteed damage for an immediate reset chance, pop foes up with crouching MP. To juggle and keep them in the corner, use EX Shooting Peach. To maximize damage (but corner R. Mika), use Wingless Airplane. Keep these building blocks for corner juggles in mind when incorporating V-Trigger. For example, if you score a hit canceled into V-Trigger near a corner, you can move forward during Nadeshiko's hit with → + MK, then link standing MP to Passion Press (or simply Passion Press if you're not sure about the range).

COMBO 6B

STANDING MP ▷ → OR ← + MP ✖▷ → OR ← + MP, IMMEDIATE BACKDASH (EDGE-OF-SCREEN HIT OCCURS), IMMEDIATE CROUCHING HP (WHIFFED), THEN JUGGLE:

→ + MK
171 damage, 260 stun (no knockdown, sets up air recovery situation)

→ + HP, JUGGLE ↷ + P P
270 damage, 415 stun (requires one stock of EX Gauge)

→ + HP, JUGGLE ↷ + K
270 damage, 415 stun

→ + HP, JUGGLE ↷ + K K
288 damage, 415 stun (requires one stock of EX Gauge)

→ + HP ✖▷ → + HP + HK, JUGGLE CHARGED HK, JUGGLE ↷ + K K
330 damage, 490 stun (requires one stock of EX Gauge and full V-Gauge)

R. Mika doesn't require the corner to have Passion Rope Throw fun. Midscreen, backdash immediately after canceling Passion Press to Passion Rope Throw. The screen will drag in R. Mika's direction, creating an artificial corner that the enemy bounces off of. As soon as your backdash ends, use crouching HP to roll forward. Properly executed, you'll now be in position to launch your target with a Lady Mika uppercut. From here, the usual juggles apply. Use EX Shooting Peach for corner push (although if you just wanted raw corner push, the best thing to do would've been to let Passion Rope Throw go unimpeded) and EX Wingless Airplane for max damage. You don't get the point-blank advantage created after corner Passion Rope Throw, but you get an alternate midscreen bread and butter with damage comparable to standing MP ▷ standing HP (into whatever). You can also bop foes out of the stumbling run into air recovery with a normal like → + MK, affording you an immediate mix-up against their air recovery landing. As with these Passion Rope Throw tactics in the corner, whenever you can reset into a command throw, you're likely doing more overall damage than had you finished the combo.

COMBO 7

HOLD STANDING HK, THEN LINK:

STANDING LK ✖▷ STANDING MP ✖▷ ↷ + MP
230 damage, 398 stun

STANDING LK ✖▷ STANDING MP ✖▷ ↷ + P P
258 damage, 433 stun (requires one stock of EX Gauge)

STANDING LK ✖▷ STANDING MP ✖▷ ↷ ↷ + P
412 damage, 293 stun (requires full EX Gauge)

FROM EDGE OF CHARGED HK RANGE, STANDING LP ✖▷ ↷ + LP
191 damage, 333 stun

FROM EDGE OF CHARGED HK RANGE, STANDING LP ✖▷ ↷ + P P
231 damage, 373 stun (requires one stock of EX Gauge)

R. Mika's charged standing HK is her best mid-range engagement tool. It crushes lows, goes over conventional fireballs if properly timed, and leaves her at +2 if blocked. Considering its range and speed, it's basically a "low jump" opener or like a dive kick, and you should treat it accordingly. On hit, proceed into these combos. You can link her Stomp Chop target combo when charged HK connects deep into the target's body, but if the tip of charged HK hits, you'll need to use the standing LP link variants. Examples of this range include going for charged standing HK immediately after using back throw or EX Rainbow Typhoon. If charged HK counter-hits, it results in a Crush Counter spin, leading to even more potential pain, like in Combo 11. Spend a little time in training mode with the dummy set to random guard/random counter-hit so you can train yourself to react to charged HK blocked, normal-hit charged HK, and charged HK as a Crush Counter. During actual tense matches, that decision making is not a conscious process.

JUMP-INS

COMBO 8

JUMPING HP, LAND AND LINK → + HP, THEN:

JUGGLE IMMEDIATE ↷ + HK
197 damage, 330 stun

PAUSE, JUGGLE WITH ↷ + P P
197 damage, 330 stun(requires one stock of EX Gauge)

JUGGLE ↷ + K K
224 damage, 330 stun (requires one stock of EX Gauge)

V-TRIGGER CANCEL WITH → + HP + HK, JUGGLE CHARGE HK, IMMEDIATE ↷ + K K
326 damage, 455 stun (requires full V-Gauge and one stock of EX Gauge)

V-TRIGGER CANCEL WITH HOLD → + HP + HK, JUGGLE LATE ↷ + P P (NADESHIKO HITS, SIDES SWAPPED), JUGGLE ↷ + K K
350 damage, 500 stun (requires full V-Gauge and two stocks of EX Gauge)

These are juggles to use after Lady Mika launches as a normal hit. R. Mika is actually left with frame advantage if → + HP is guarded, so you can use this liberally as an up-close poke or a grounded follow-up after a jump-in, as listed. Launching with Lady Mika and then V-Trigger-canceling into Nadeshiko (Behind) leads to fun, high-flying wrestling juggles where Nadeshiko dropkicks the foe back in your direction.

GROUNDED COUNTER-HITS

COMBO 9

COUNTER-HIT → + HP, FORWARD DASH, → + HP, THEN:

JUGGLE ↷ + P P
272 damage, 475 stun (requires one stock of EX Gauge, pushes toward corner)

JUGGLE ↷ + K K
296 damage, 475 stun (requires one stock of EX Gauge)

V-TRIGGER CANCEL WITH → + HP + HK, JUGGLE CHARGE HK, JUGGLE ↷ + K K
378 damage, 575 stun (requires full V-Gauge and one stock of EX Gauge)

Combos involving the big flip and extra juggle potential after Crush Counter Lady Mika. Lady Mika is safe on block, so you can just throw it out up close. Since its startup is relatively slow at 10 frames, you'll want to do this from advantage, like after being guarded during your jab, jump-in, or charged HK. Opponents who try to jump away from a grab will eat the uppercut. It's also a great reversal punish counter-hit, which is where you can guarantee these combos. Charged standing HK also leads to a Crush Counter against certain reversals or to more potent combos, but you won't have time to unleash it against, say, a blocked LP Shoryuken. That's where Lady Mika comes in handy.

COMBO 10

COUNTER-HIT STANDING HK, THEN JUGGLE WITH:

AT MAX RANGE, JUGGLE ↷ + P P
213 damage, 360 stun (requires one stock of EX Gauge)

FROM MID RANGE, JUGGLE ↷ + K K
240 damage, 360 stun (requires one stock of EX Gauge)

FROM UP CLOSE, JUGGLE ↷ + K
213 damage, 360 stun

Standing HK is a good low-crushing poke from close range to mid range that paves the way for uncertainty about when charged standing HK is coming since it executes so much faster. Opponents often train themselves to react to the tension-building animation. If standing HK normal-hits, no juggle

chance arises, but R. Mika's frame advantage is +2. If guarded, she's left at -4, so don't get too careless using this. On counter-hit, it causes a spinning aerial knockdown that leaves foes in a free juggle state, affording you a chance for a follow-up. From max standing HK range, you can only tack on late EX Shooting Peach for damage and corner push. Up close, you can use Wingless Airplane or crouching HP to force air recovery, which gives you a shot at making your target land on a meaty poke or grab attempt.

COMBO 11

HOLD STANDING HK (COUNTER HIT), WALK FORWARD OR FORWARD DASH, STANDING MP ▷ STANDING HP, THEN CANCEL TO:

↷ + HP
308 damage, 495 stun

↷ + P P
329 damage, 530 stun (requires one stock of EX Gauge)

↷ ↷ + P
483 damage, 390 stun (requires full EX Gauge)

HOLD HP + HK ▷ STANDING MP ✖▷ ↷ + P P, PAUSE, JUGGLE ↷ + P P
418 damage, 650 stun (midscreen, requires full V-Gauge and two stocks of EX Gauge)

HP + HK ▷ → + MK ▷ → / ← + MP ✖▷ → / ← + MP (TOWARD CORNER), WALL HIT, CHARGED HK, JUGGLE ↷ + LK
420 damage, 625 stun (requires full V-Gauge and nearby corner; replace Wingless Airplane finisher with crouching MP for a corner reset chance)

Combos for charged standing HK as a Crush Counter. Among the most likely scenarios for landing this is fishing for charged HK from mid range against an opponent throwing fireballs, since charged HK flies over fireballs once the tension-building portion of startup is over. If walking or dashing forward for the full standing MP ▷ HP follow-up is challenging to confirm (which is understandable), replace them by stepping forward slightly into standing HP (taking care to go to neutral before HP to avoid an accidental Lady Mika).

The Crush Counter reel of charged standing HK is very distinct from normal charged standing HK. It's worth training yourself to cue off of it to maximize your damage in these opportunities. If you find these combos difficult, though, you can follow up with Stomp Chop variants (like Combo 7) for less damage and stun. However, standing LK lacks the range of standing MP or HP, so step forward farther before you initiate Stomp Chop.

> **DEVELOPER NOTES**
>
> Winning with R.Mika requires constant quick thinking and guessing what your opponent is going to do next. Use her charged standing heavy kick to get in on the opponent and use her target combo or command throws in close to keep the momentum going. Also, be sure to use her EX Shooting Peach attack to blow through the opponent's counter attacks.
>
> **—Peter Rosas, Associate Producer**

V-TRIGGER COMBOS

COMBO 12A

HOLD STANDING HK (COUNTER HIT) ✖▷ HP + HK, IMMEDIATE FORWARD JUMP TO JUMP-IN HP, STANDING MP ▷ STANDING HP ✖▷ ↷ ↷ + P

514 damage, 500 stun (requires full V-Gauge and full EX Gauge)

COMBO 12B

HOLD STANDING HK (COUNTER HIT) ✖▷ HP + HK, IMMEDIATE FORWARD JUMP TO JUMP-IN HK, STANDING MP ▷ → / ← + MP ✖▷ → / ← + MP (TOWARD CORNER), WALL HIT, CHARGE HK, JUGGLE ↷ + LK

428 damage, 595 stun (requires full V-Gauge and nearby corner)

COMBO 12C

STANDING MP ▷ STANDING HP ✖▷ HP + HK ▷ STANDING HP (NADESHIKO HITS), STANDING MP ▷ → + MP ✖▷ → + MP (WALL HIT), CHARGE HK, JUGGLE ↷ + LK

374 damage, 575 stun (requires full V-Gauge and opponent flush with corner)

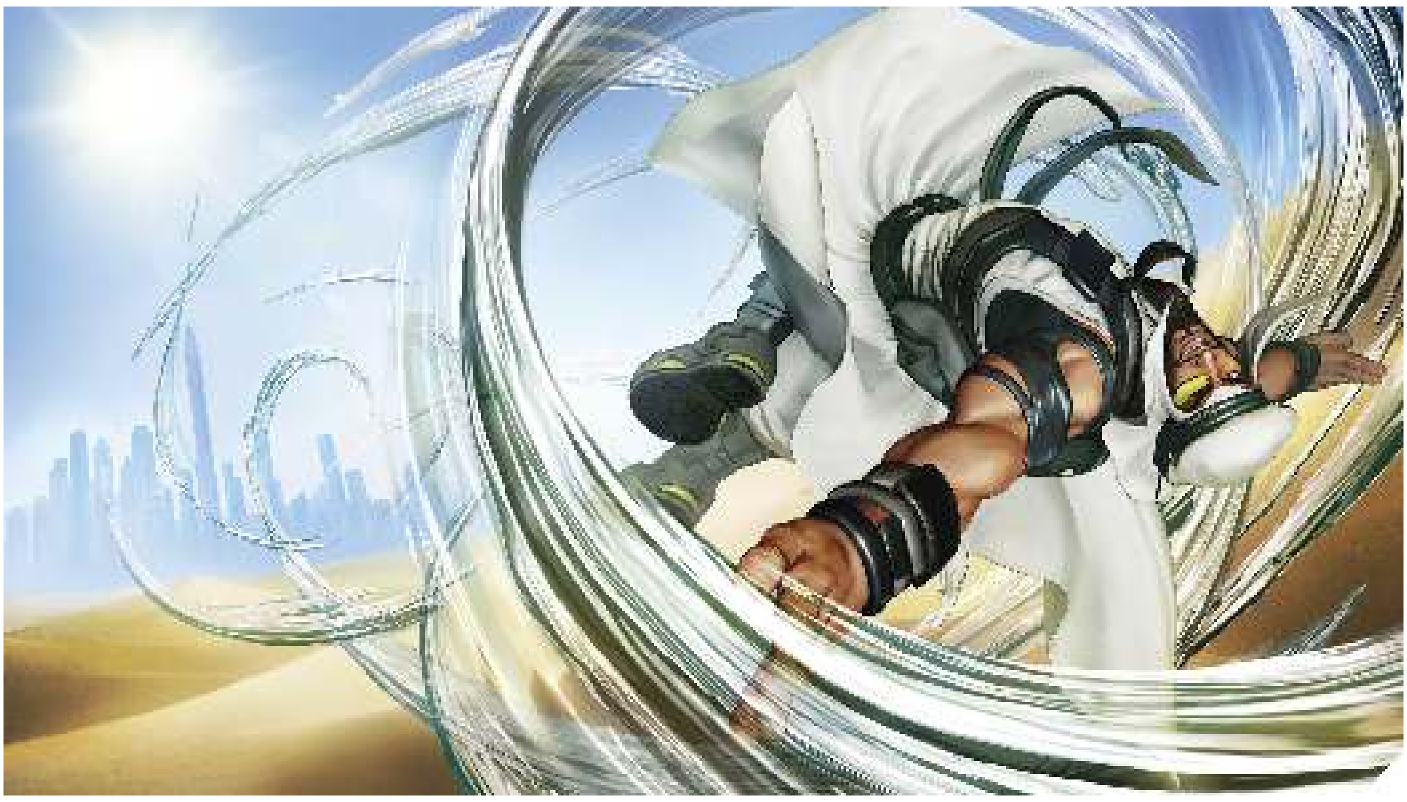
On top of being a great neutral game tool and a sort of combo breaker, R. Mika's V-Trigger has myriad applications in combos and juggles. Here are the most common puzzle pieces to help you link Nadeshiko, depending on the situation and your preference:

- After standing HP ✖▷ HP + HK (or → + HP + HK):
- The most direct route. V-Trigger-canceling standing HP leaves R. Mika with +11 frame advantage, more than enough to link standing MP, standing MK, or → + MP Passion Press. Any single link gives time for Nadeshiko to link, too. Use Nadeshiko (Above) for ground-based combos (such as those ending in a Critical Art), or use Nadeshiko (Behind) to transition from a grounded hit to a juggle combo.
- After standing HP ✖▷ hold HP + HK (or hold → + HP + HK):
- This is mainly useful for combos involving grounded EX Shooting Peach into juggled EX Shooting Peach, which carries the victim almost clear from one corner to the other. Delayed Nadeshiko coming in between the Peaches is what allows this to happen. Use Nadeshiko (Above) for extreme corner push, or execute Nadeshiko (Behind) for a combo that switches directions back beyond its starting point.
- After → + HP ✖▷ → + HP + HK:
- After normal-hit Lady Mika (or Crush Counter Lady Mika, dash forward, juggled Lady Mika), Nadeshiko (Behind) is perfect to return the spinning victim to sender. Start charging standing HK just after the Nadeshiko call, then be ready to land EX Shooting Peach or EX Wingless Airplane once Nadeshiko and R. Mika have taken turns dropkicking the crap out of their opponent.
- After counter-hit charged HK ✖▷ HP + HK:
- Crush Counter charged HK canceled directly into Nadeshiko (Above) actually gives you time to land an immediate full jump-in combo. There's no timing involved—just jump forward right after the V-Trigger cancel. Actually eyeballing this on reaction to a raw Crush Counter charged HK hit is difficult but possible. Give yourself some extra time by paying close attention to what your foe is doing as you charge up HK; it's easier to react to a larger situation than a single hit in a vacuum.

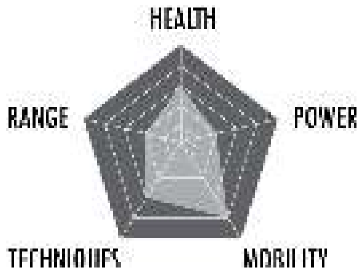
Rashid

Bio

A FRIEND INDEED

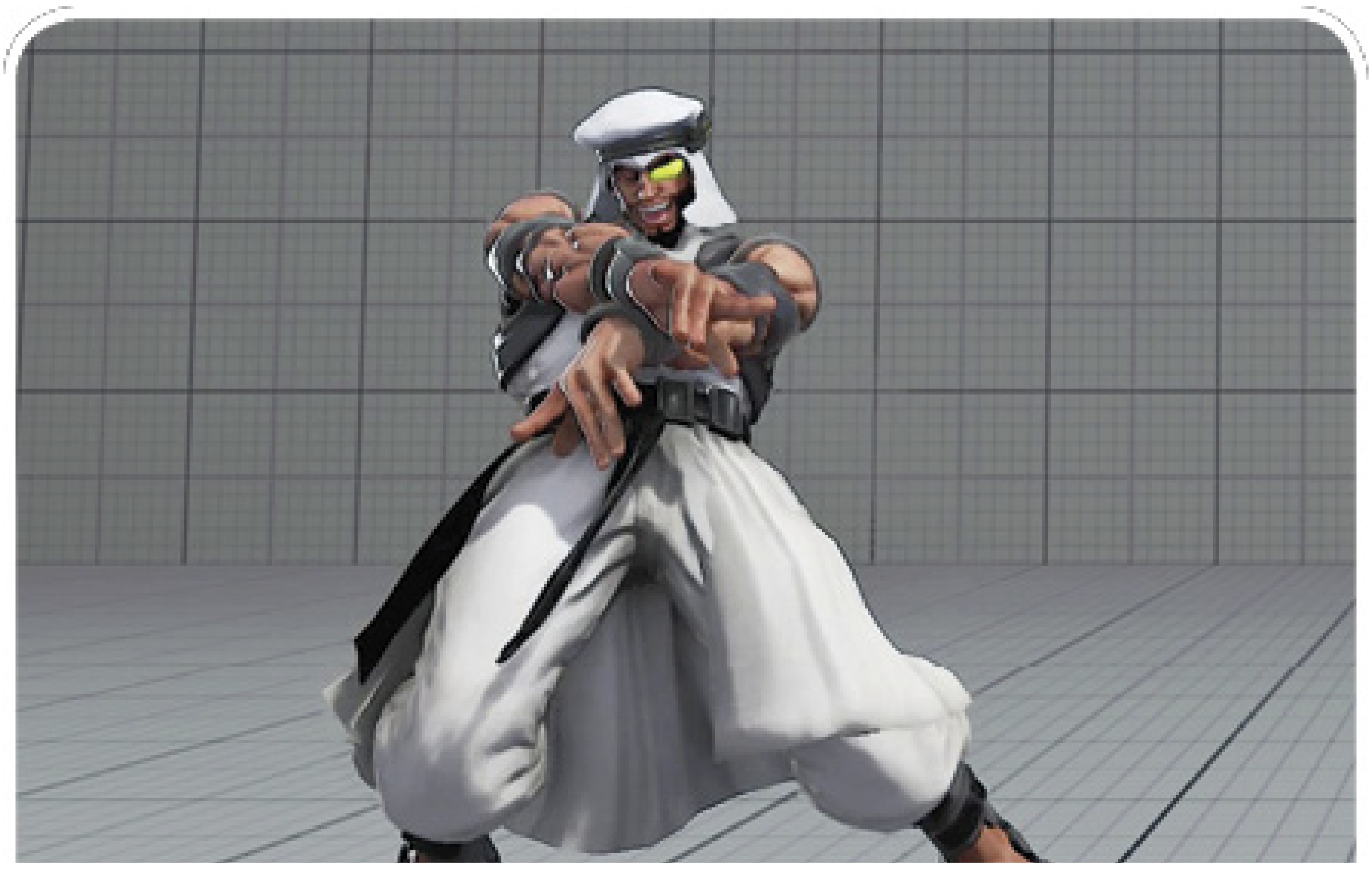


CHARACTER ATTRIBUTES



APPEARANCES
Street Fighter V (2016)

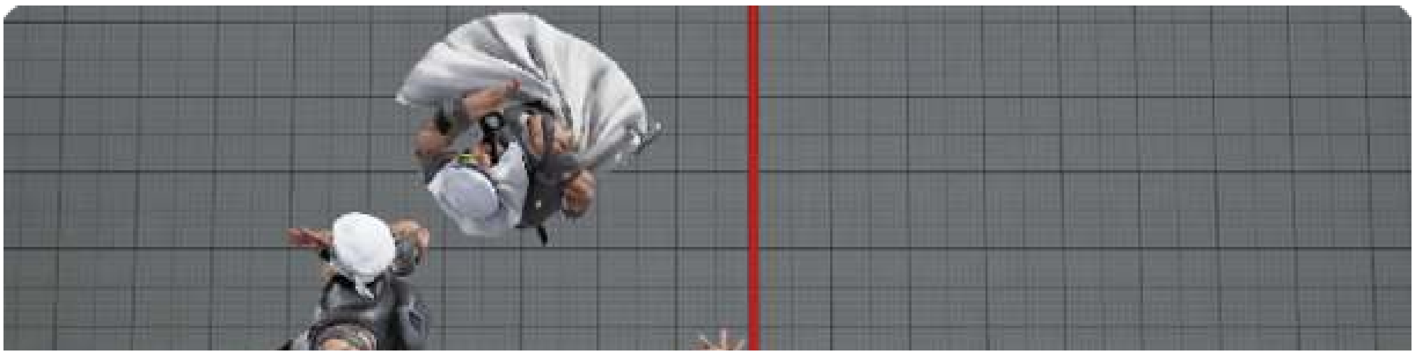
COSTUMES

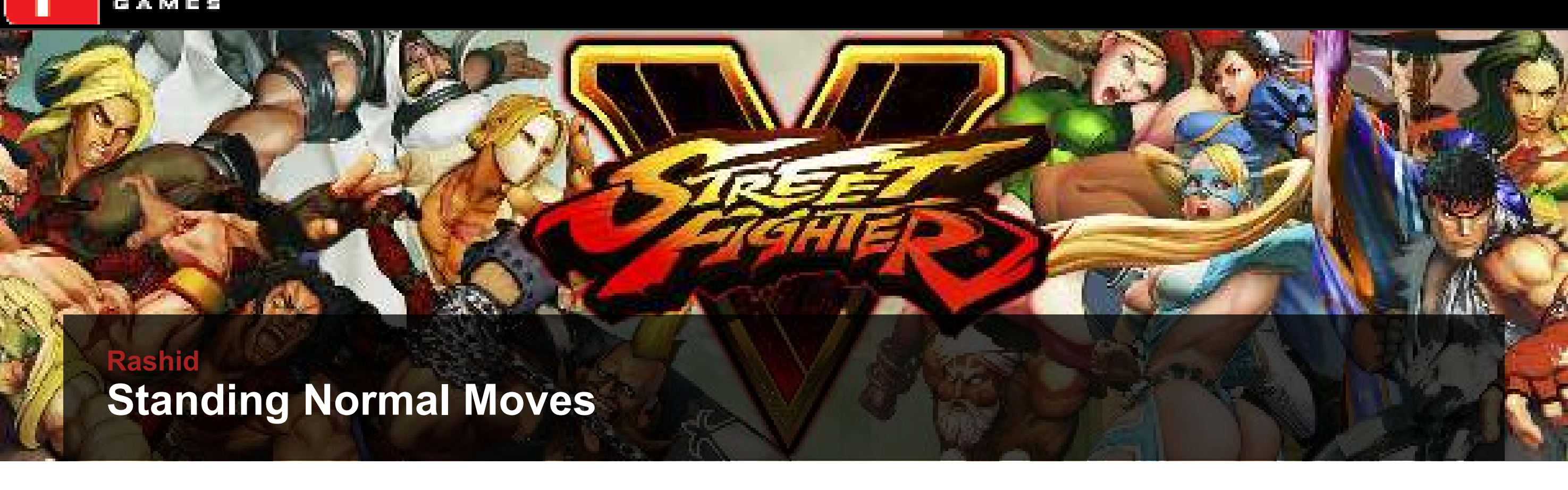


Street Fighter V

Rashid

Data

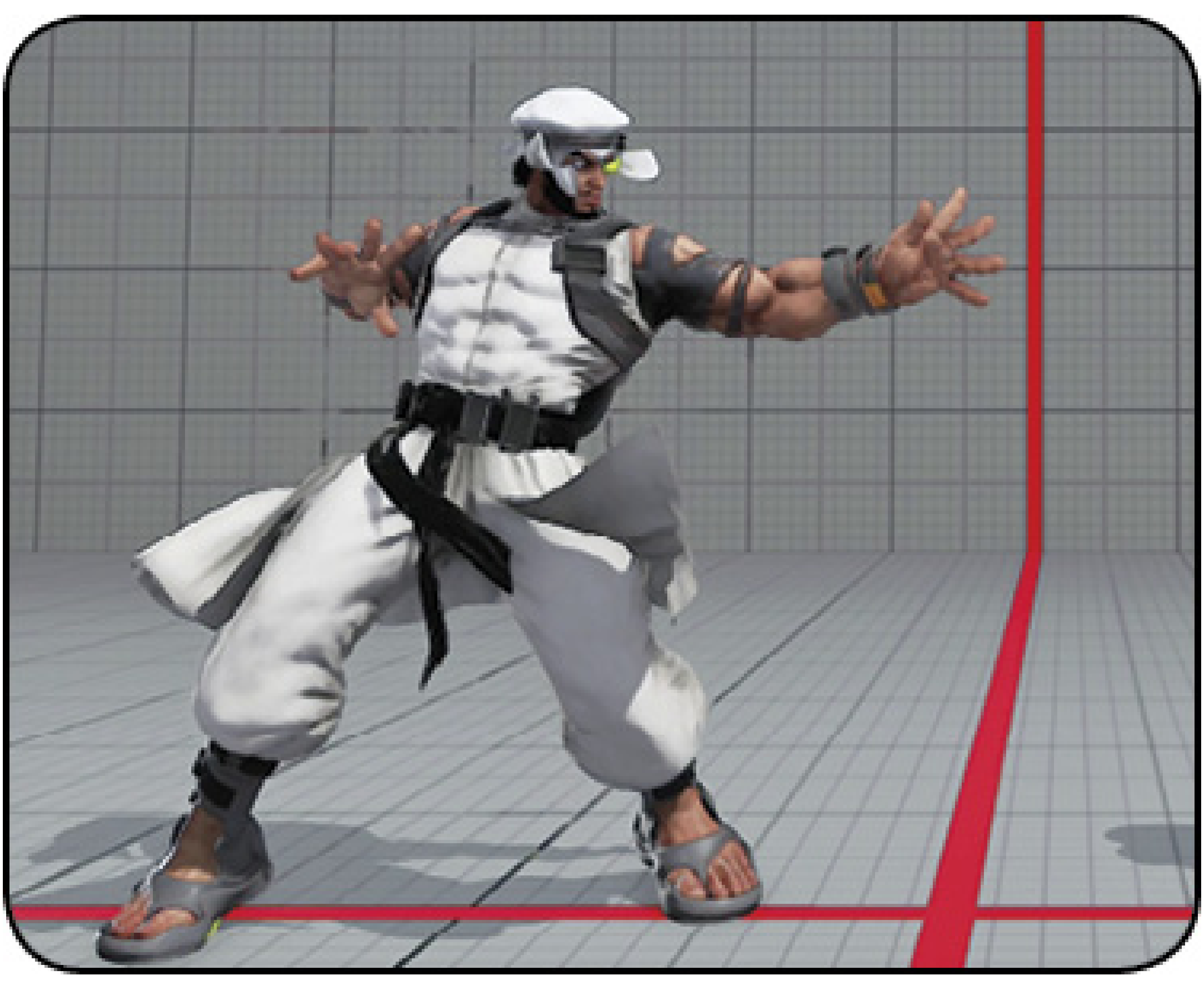




Rashid

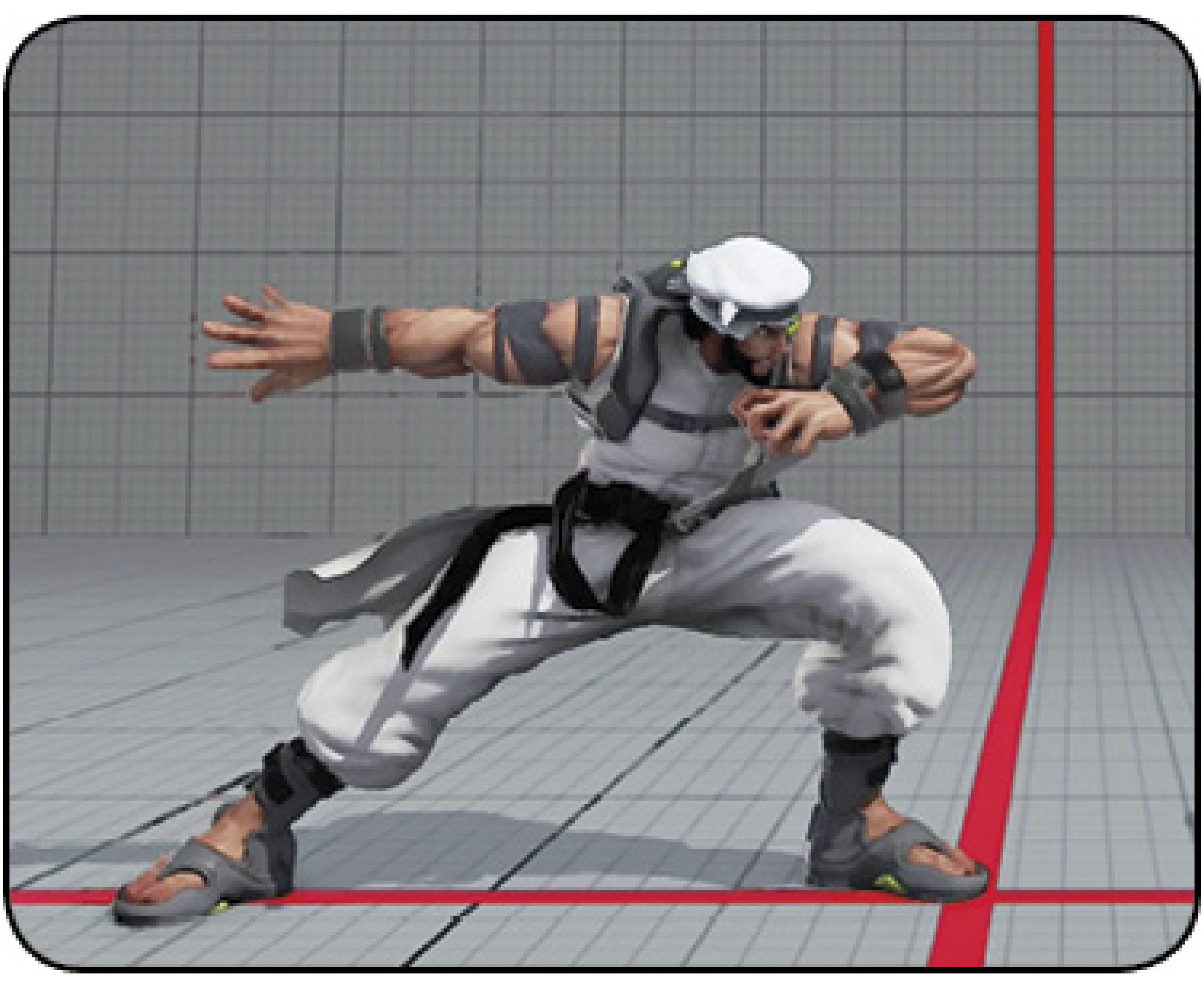
Standing Normal Moves

STANDING JAB LP



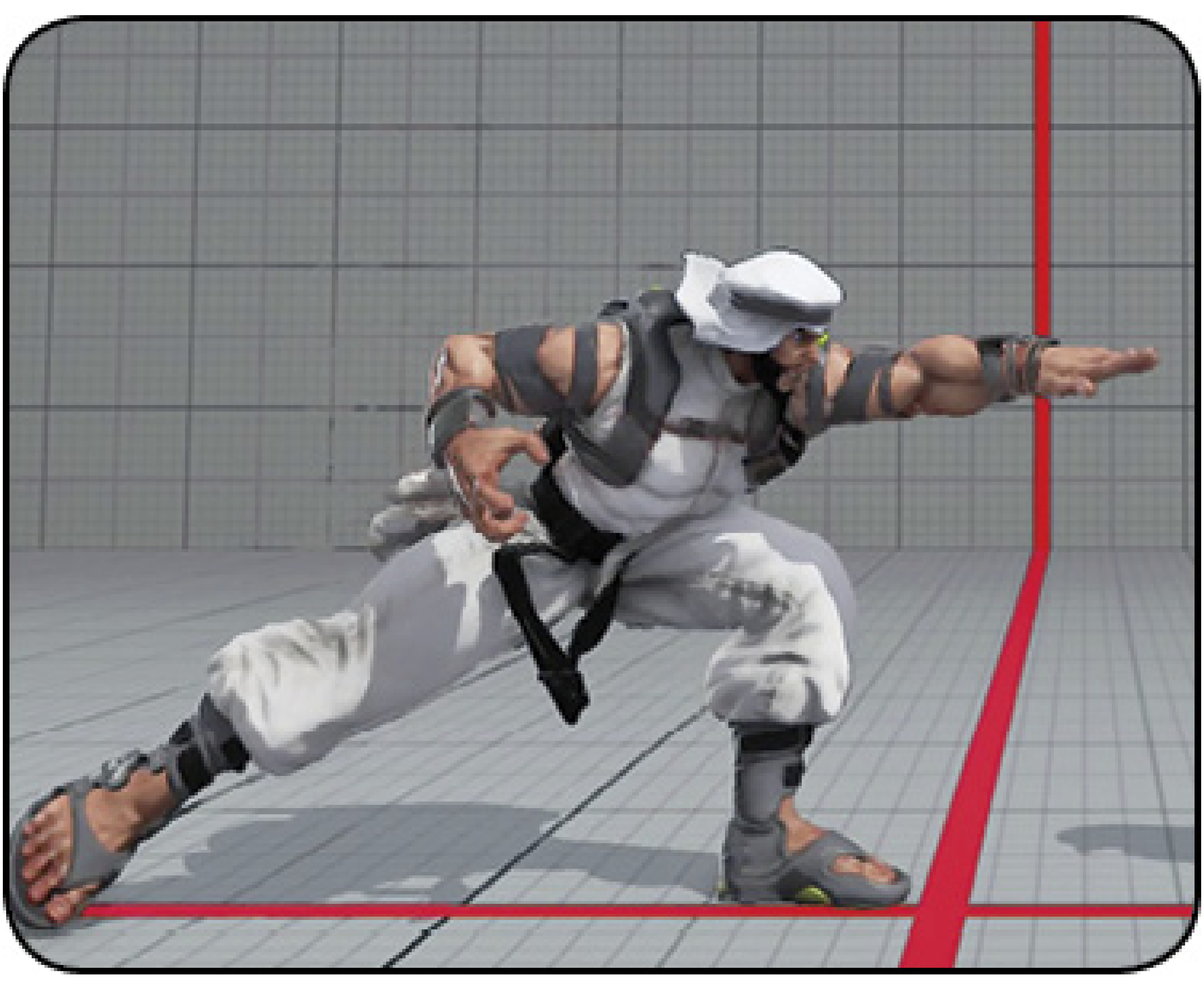
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	3
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	5
ACTIVE	2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	6
ON GUARD	3
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

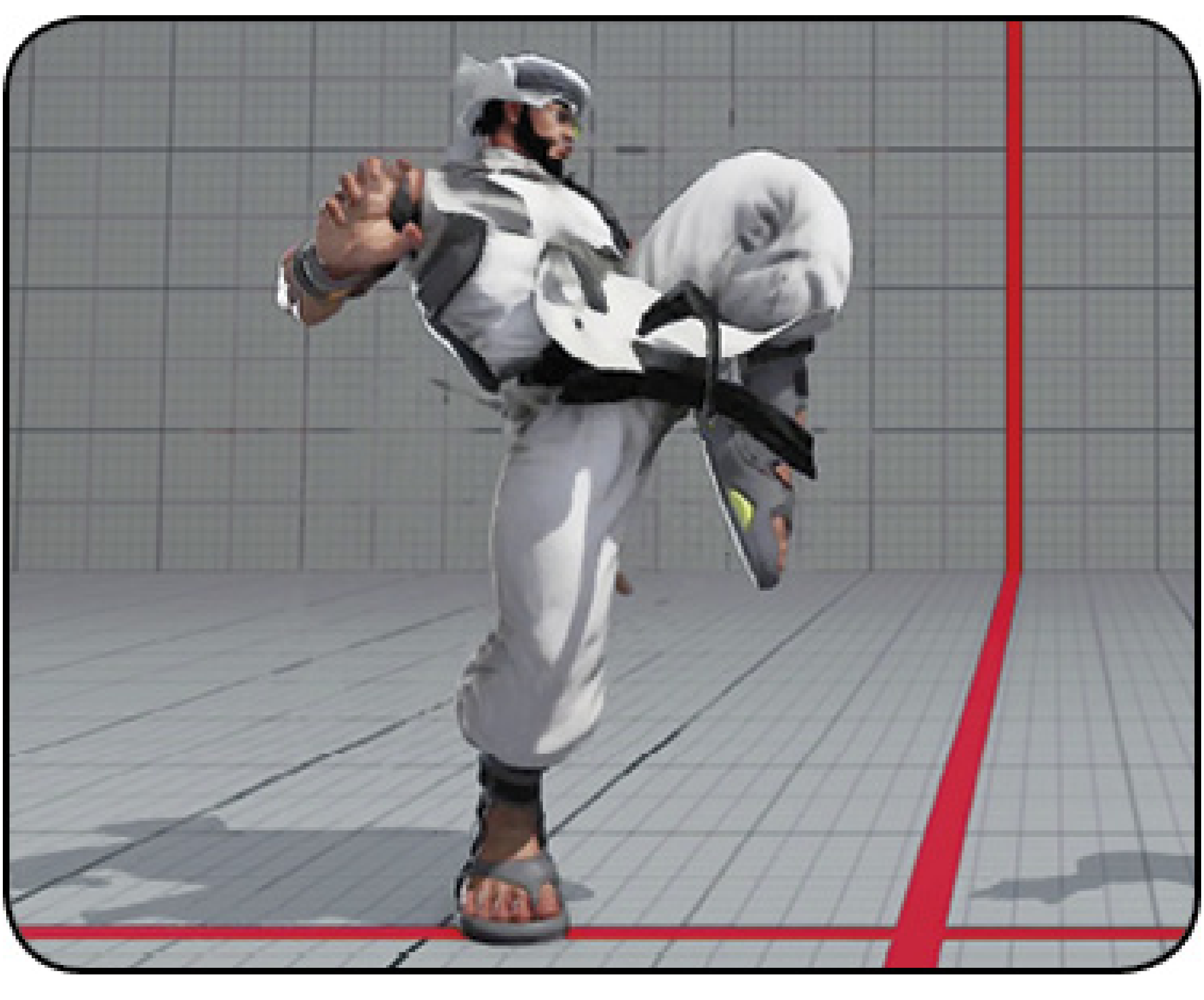


STARTUP	8
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	2
ON GUARD	±0
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +16 frame advantage, +150 V-Gauge

STANDING SHORT LK

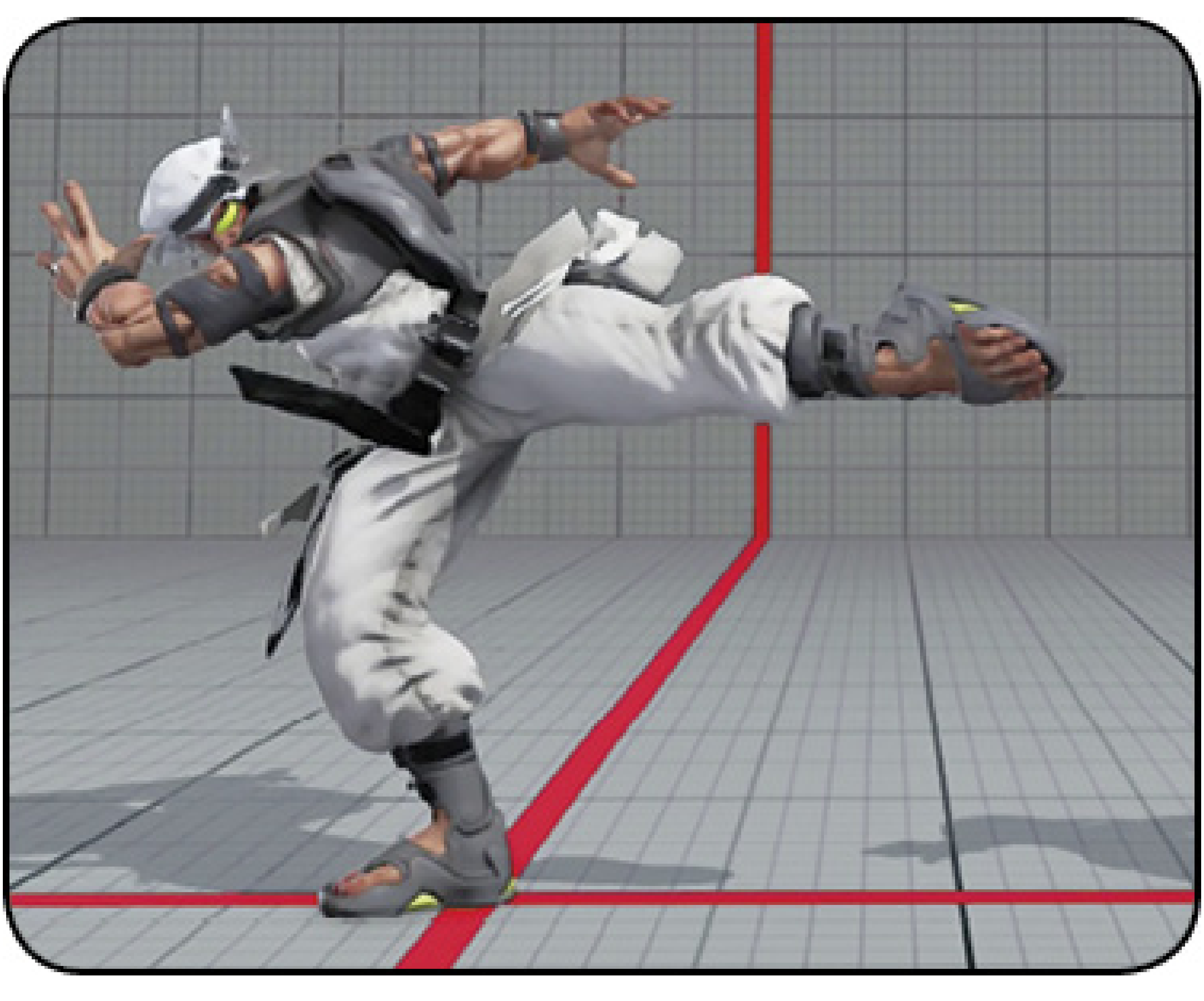


STARTUP	3
ACTIVE	3
RECOVERY	9
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

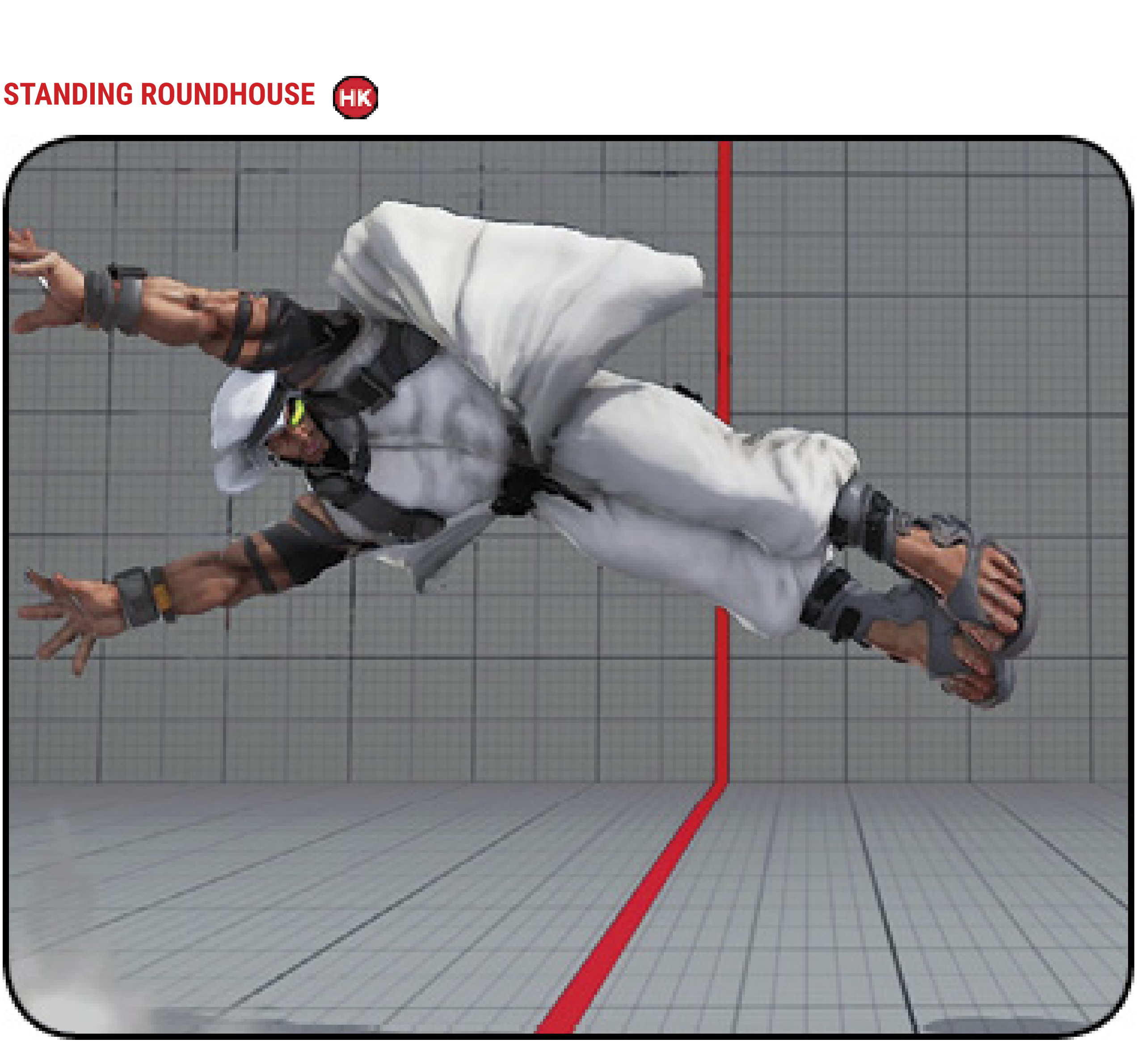
Can be canceled into from standing LP and crouching LP

STANDING FORWARD MK



STARTUP	8
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

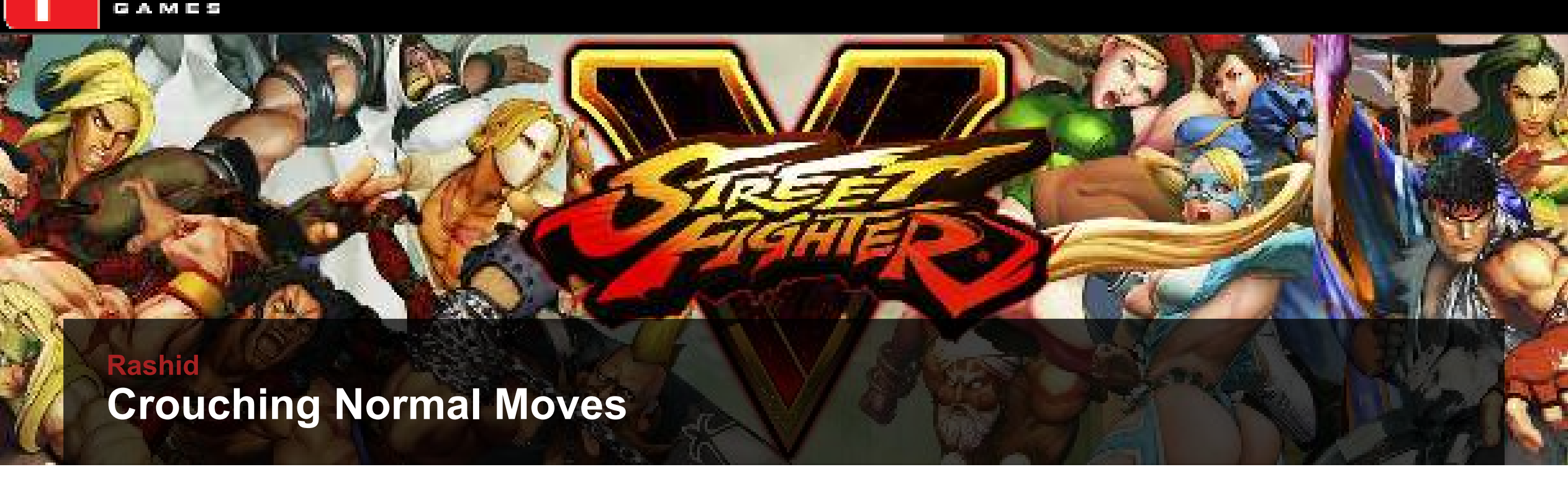
STANDING ROUNDHOUSE HK



STARTUP	16
ACTIVE	2
RECOVERY	22
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

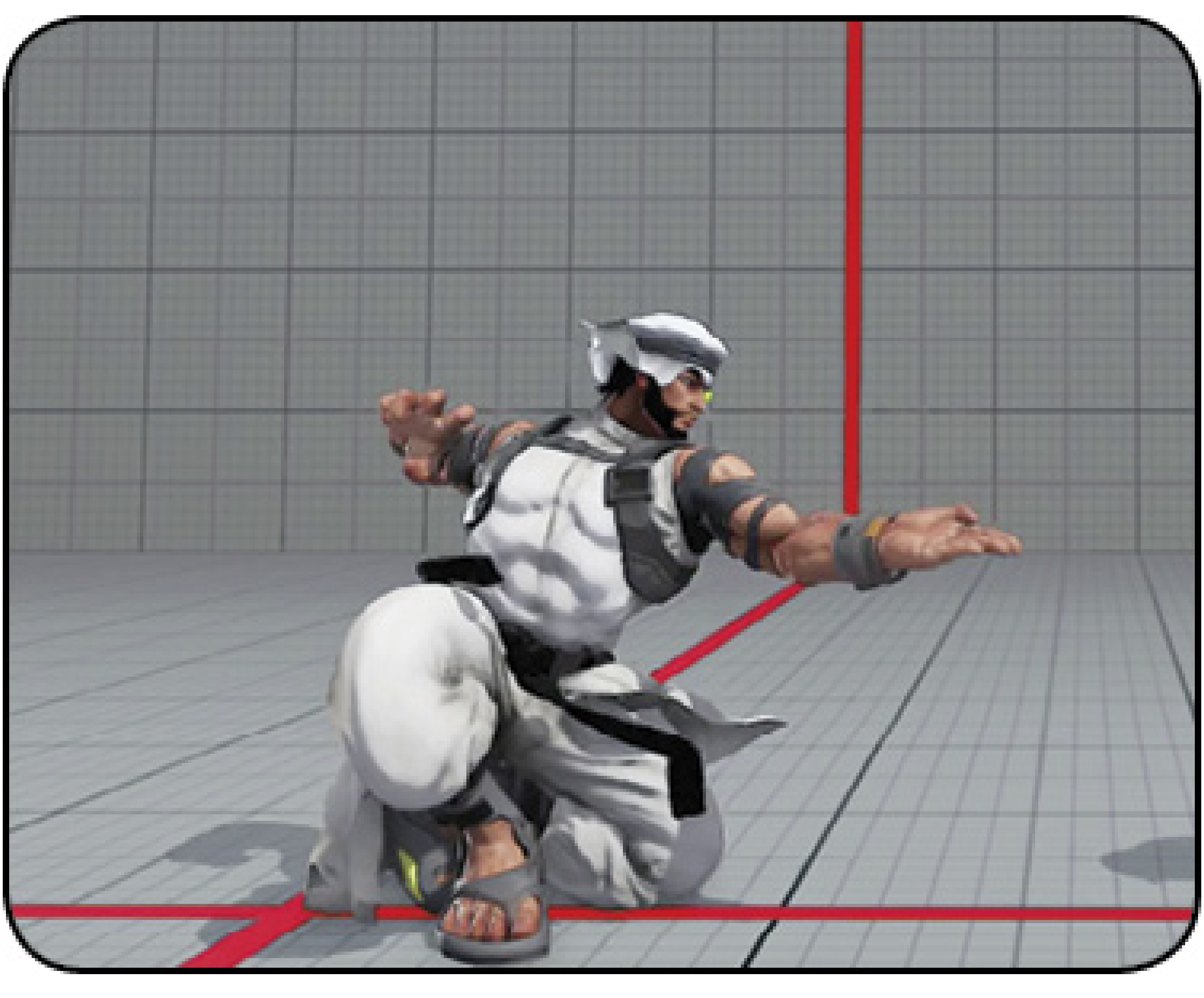
Frames 6-18 airborne; on hit: Crush Counter (spinning knockdown), +150 V-Gauge



Rashid

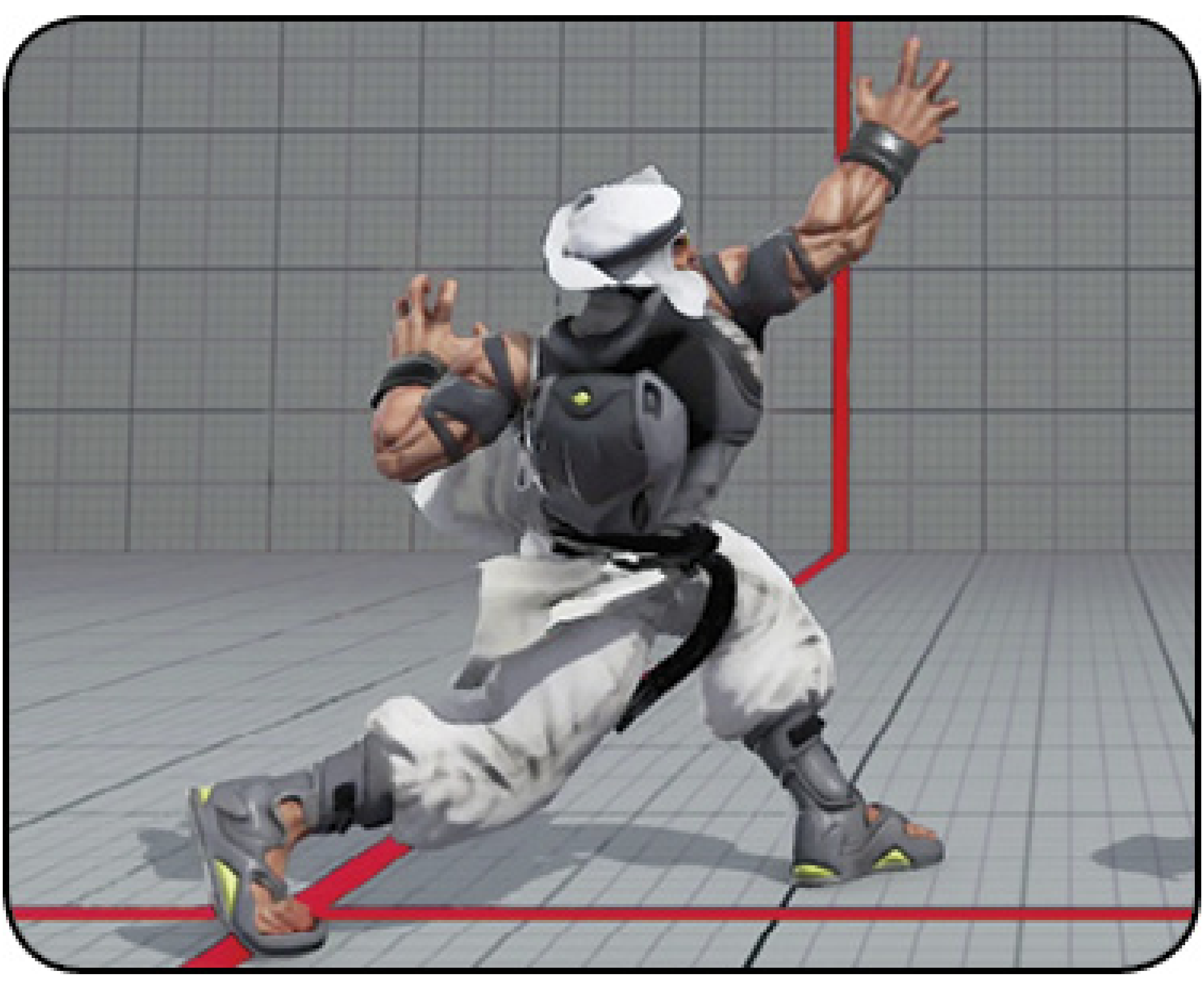
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



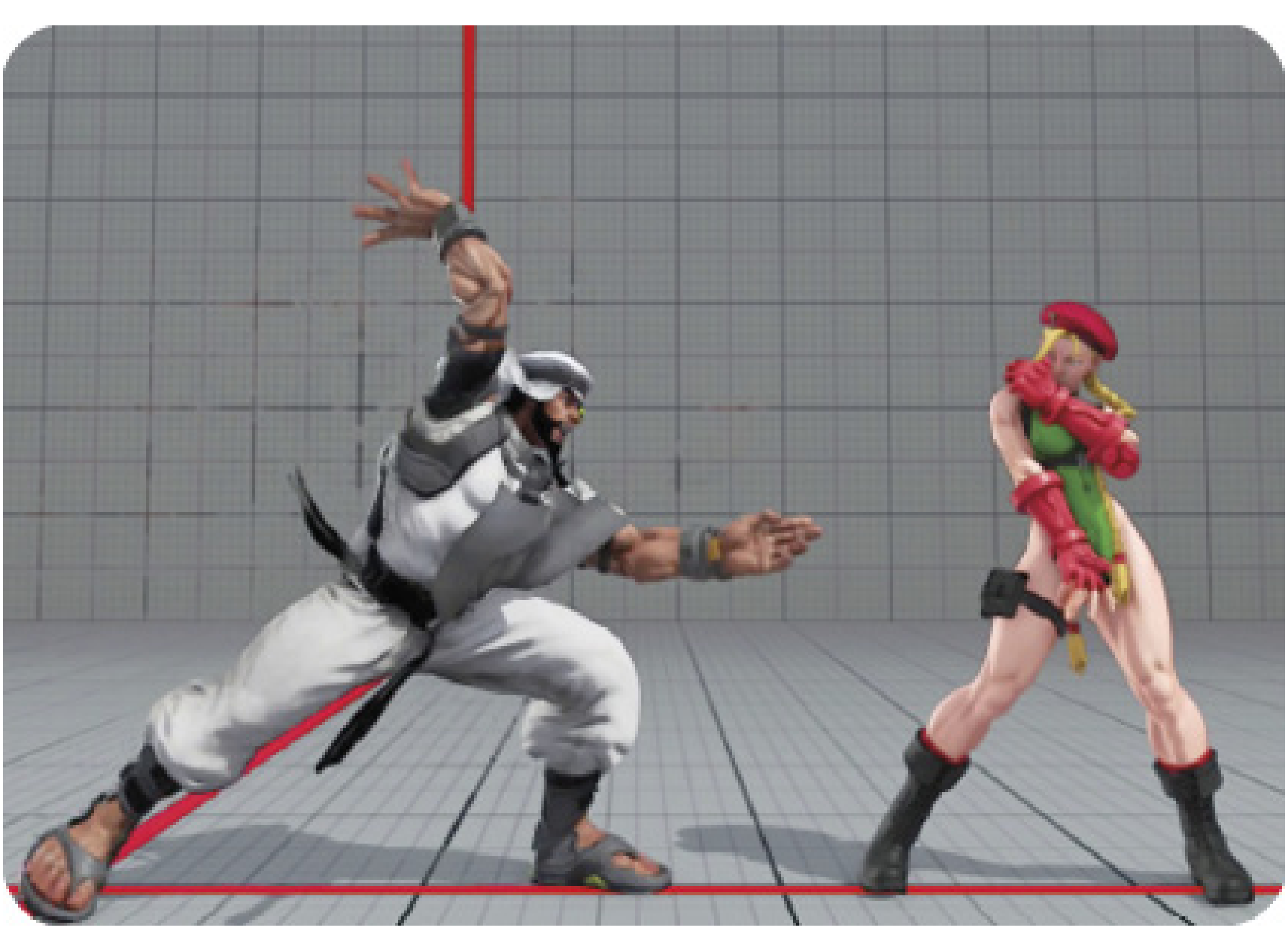
STARTUP	4
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

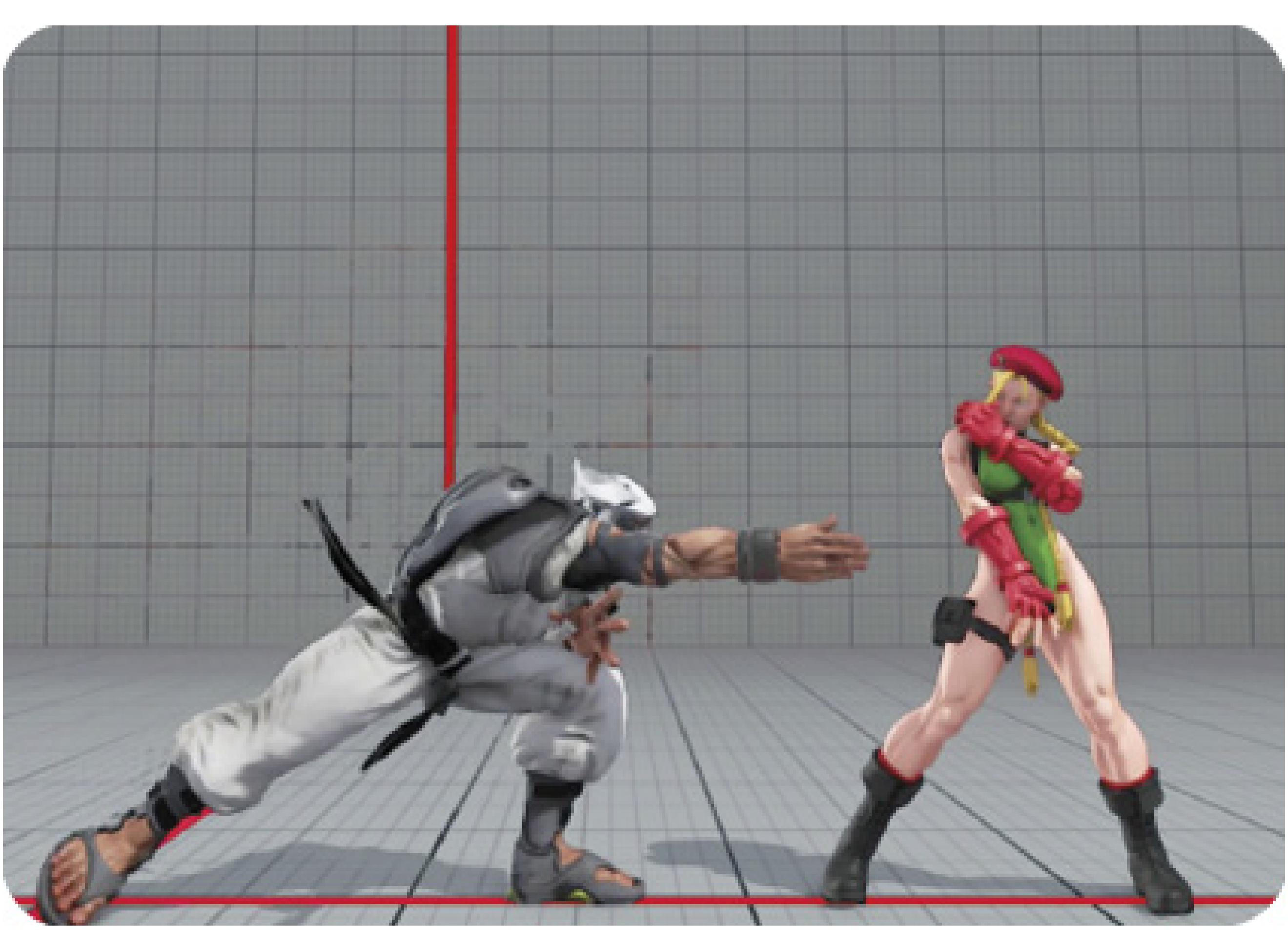
CROUCHING STRONG MP WHILE CROUCHING



STARTUP	7
ACTIVE	3
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



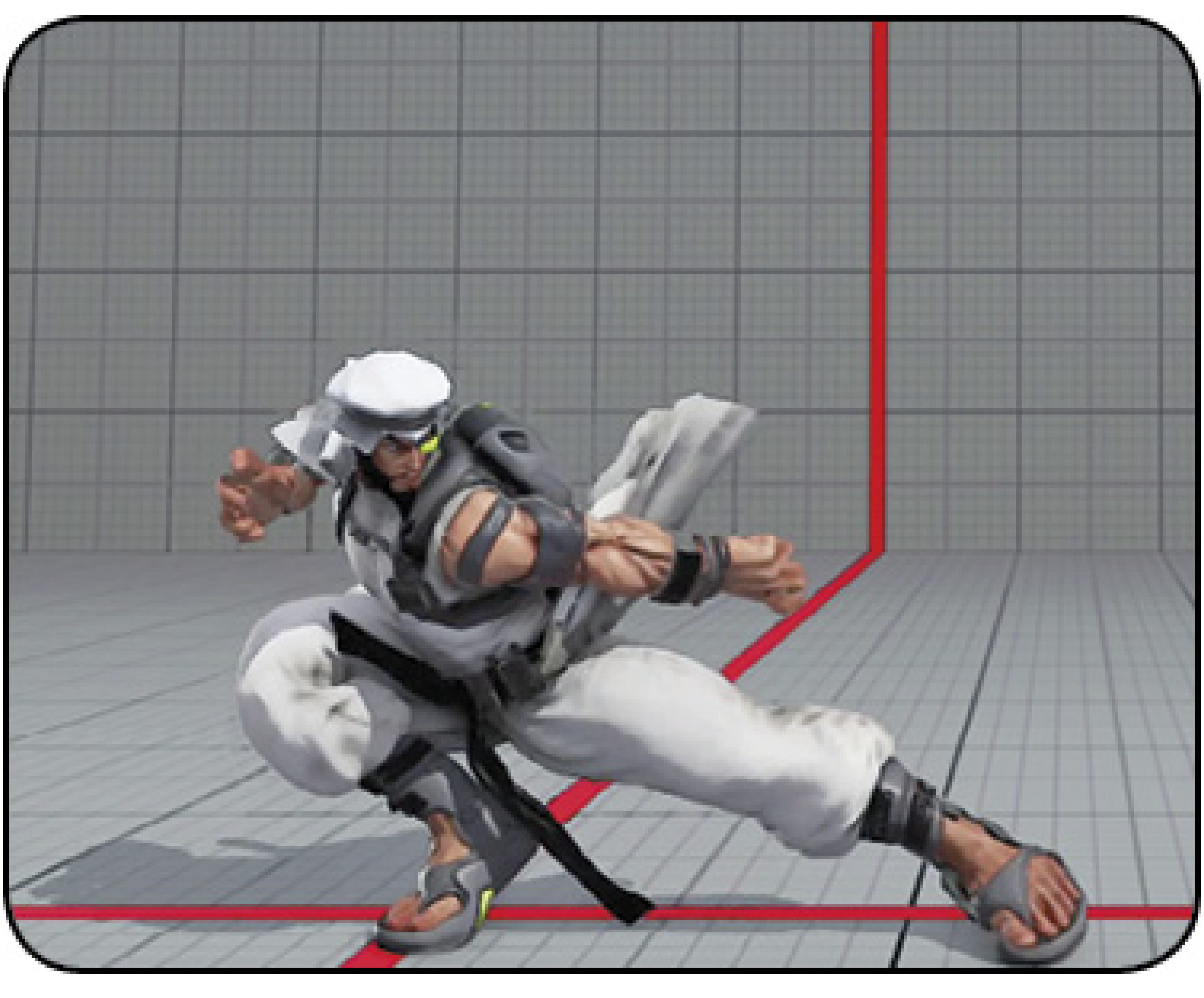


STARTUP	9
ACTIVE	2(1)2
RECOVERY	18
GUARD LEVEL	HL
ON HIT	6
ON GUARD	-2
CANCEL	SP, V
DAMAGE	40+40
STUN	50+100
METER GAIN	50/25

NOTES

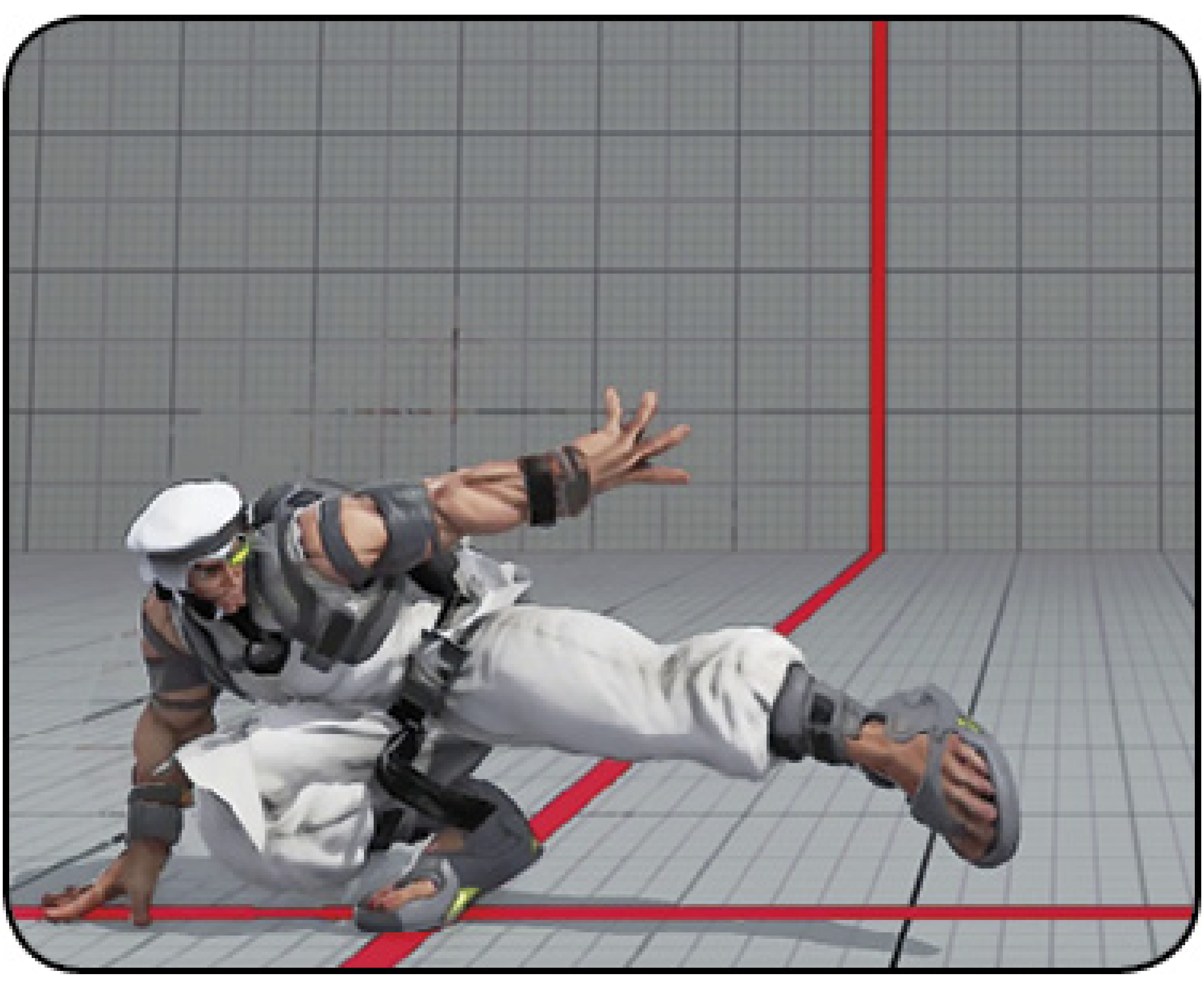
Only second hit causes Crush Counter (stagger) on counter-hit; +22 frame advantage and +150 V-Gauge. First hit only normal counter-hit.

CROUCHING SHORT LK WHILE CROUCHING



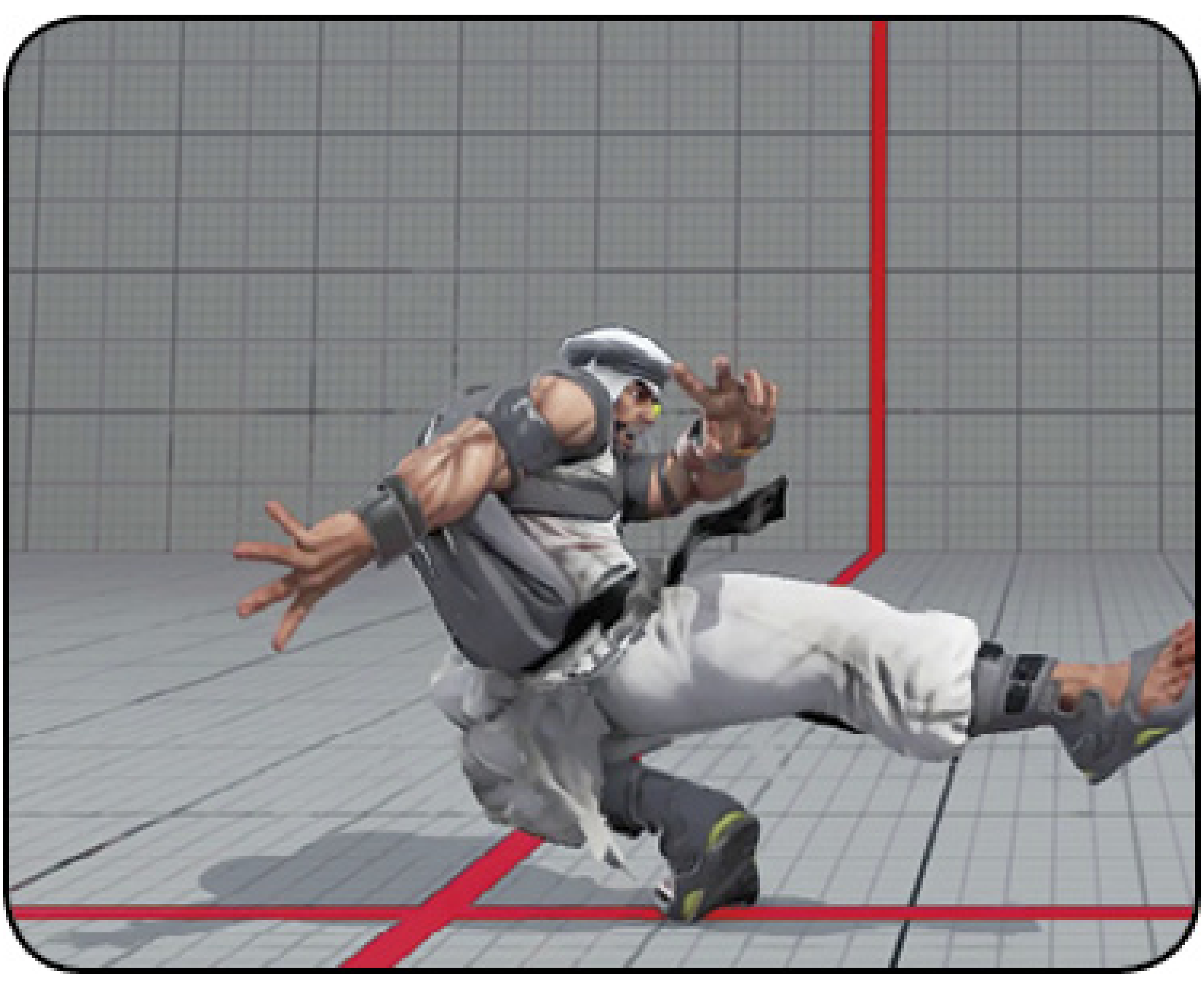
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	2
ON GUARD	±0
CANCEL	CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	6
ACTIVE	2
RECOVERY	15
GUARD LEVEL	L
ON HIT	±0
ON GUARD	-3
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING

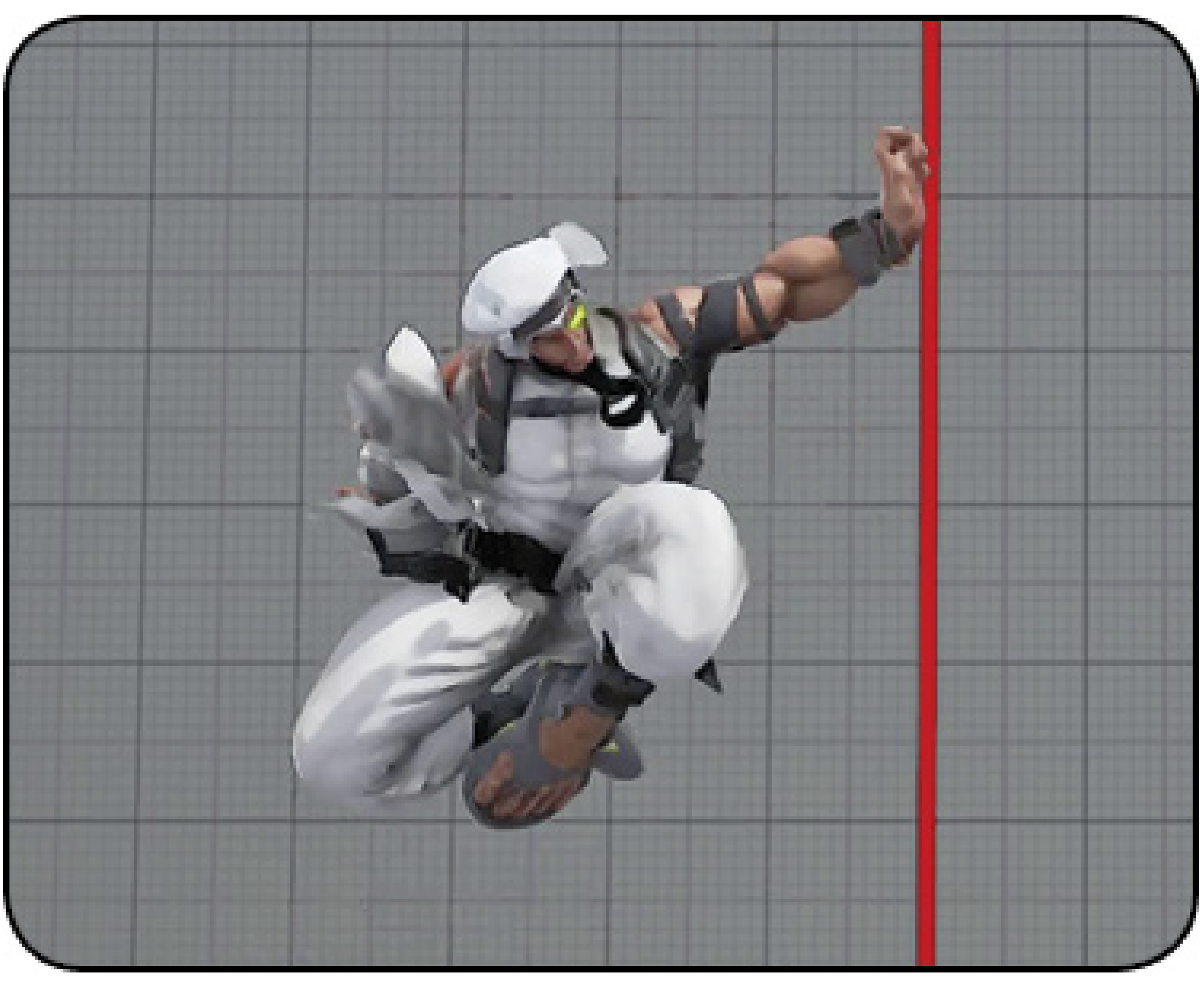


STARTUP	7
ACTIVE	2
RECOVERY	25
GUARD LEVEL	L
ON HIT	D
ON GUARD	-12
CANCEL	V
DAMAGE	100

Rashid

Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING

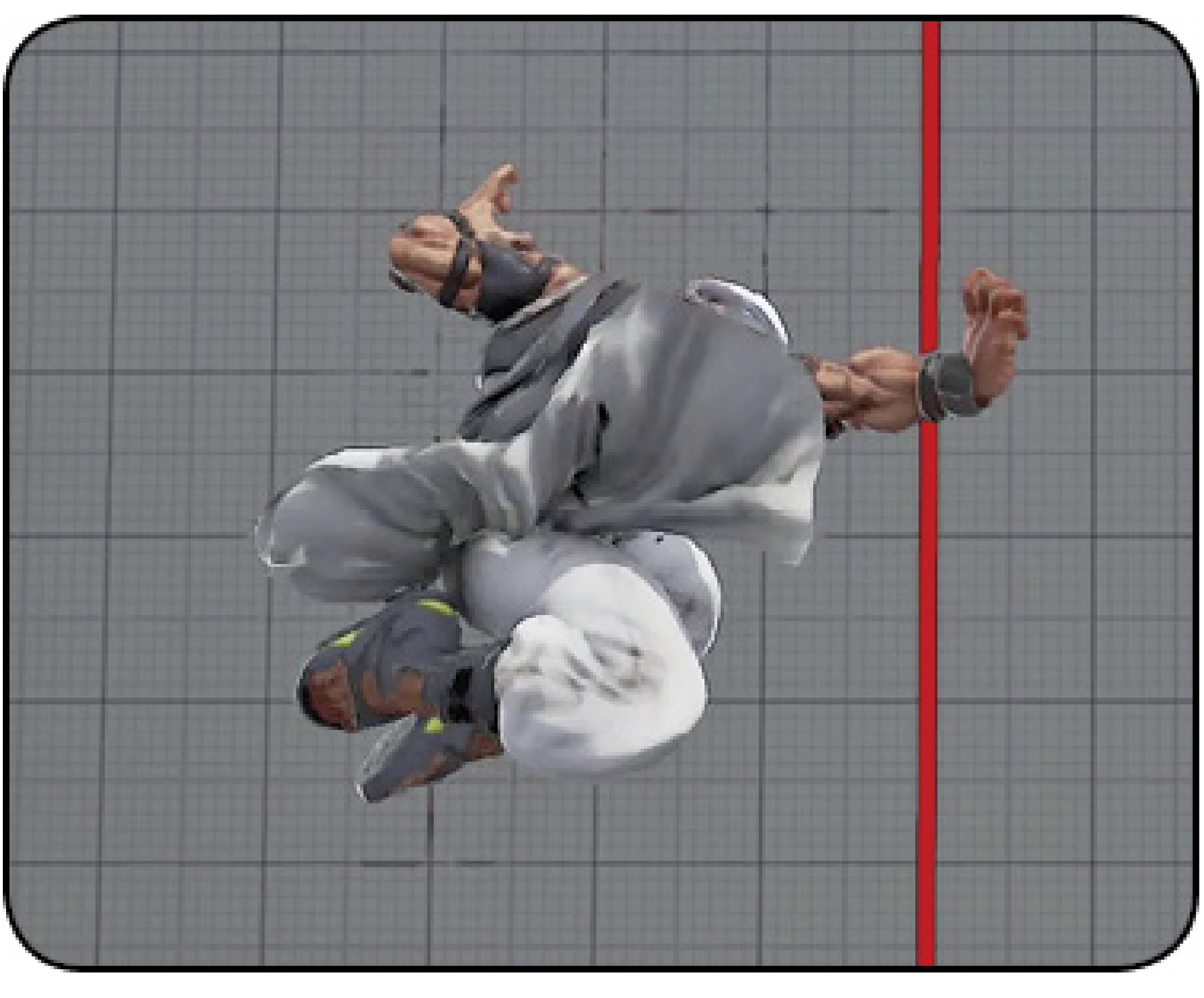


STARTUP	4
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	SP
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

Cancelable into Airborne Eagle Spike

JUMPING STRONG MP WHILE JUMPING

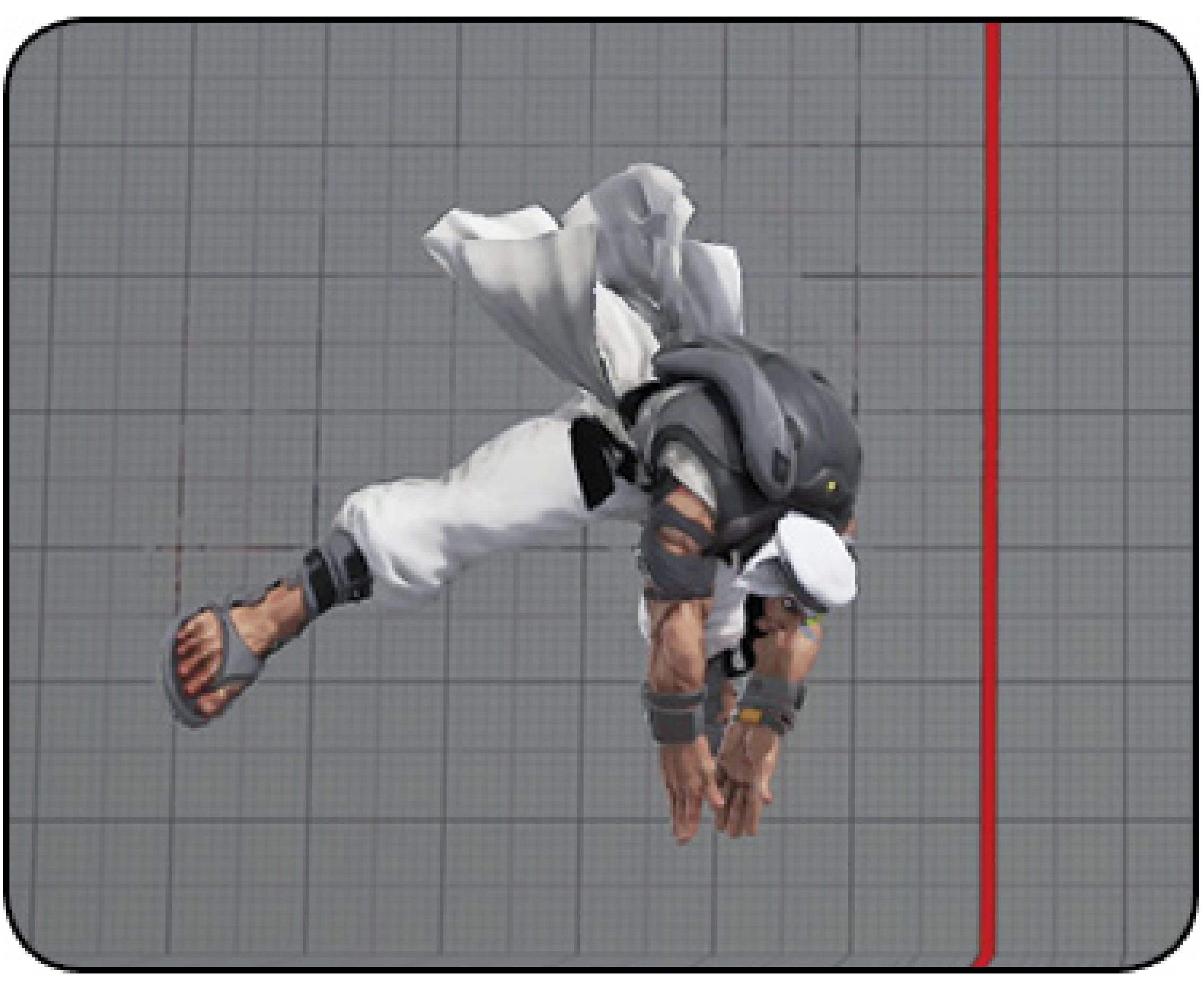


STARTUP	5
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	SP
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

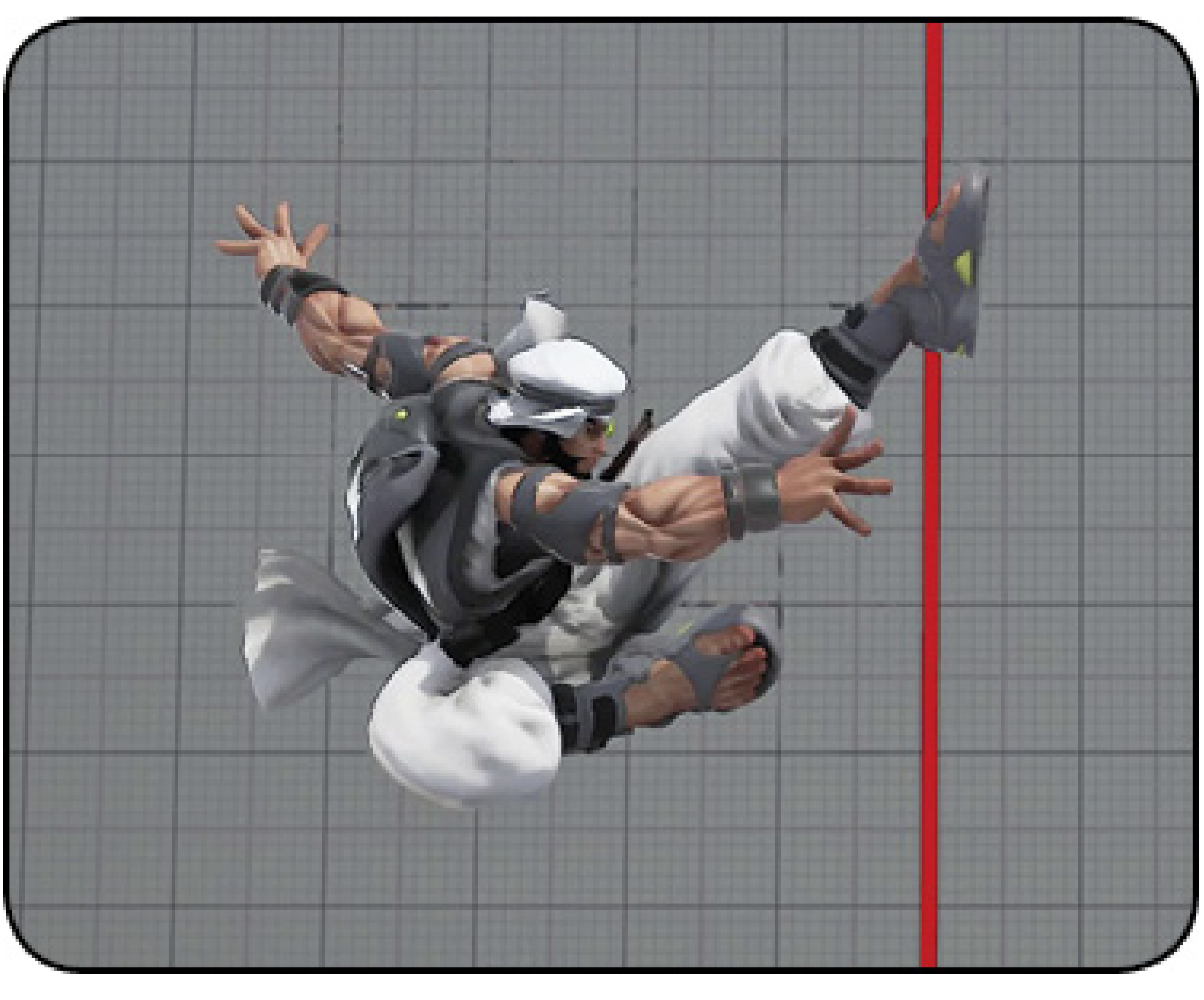
Cancelable into Airborne Eagle Spike

JUMPING FIERCE HP WHILE JUMPING



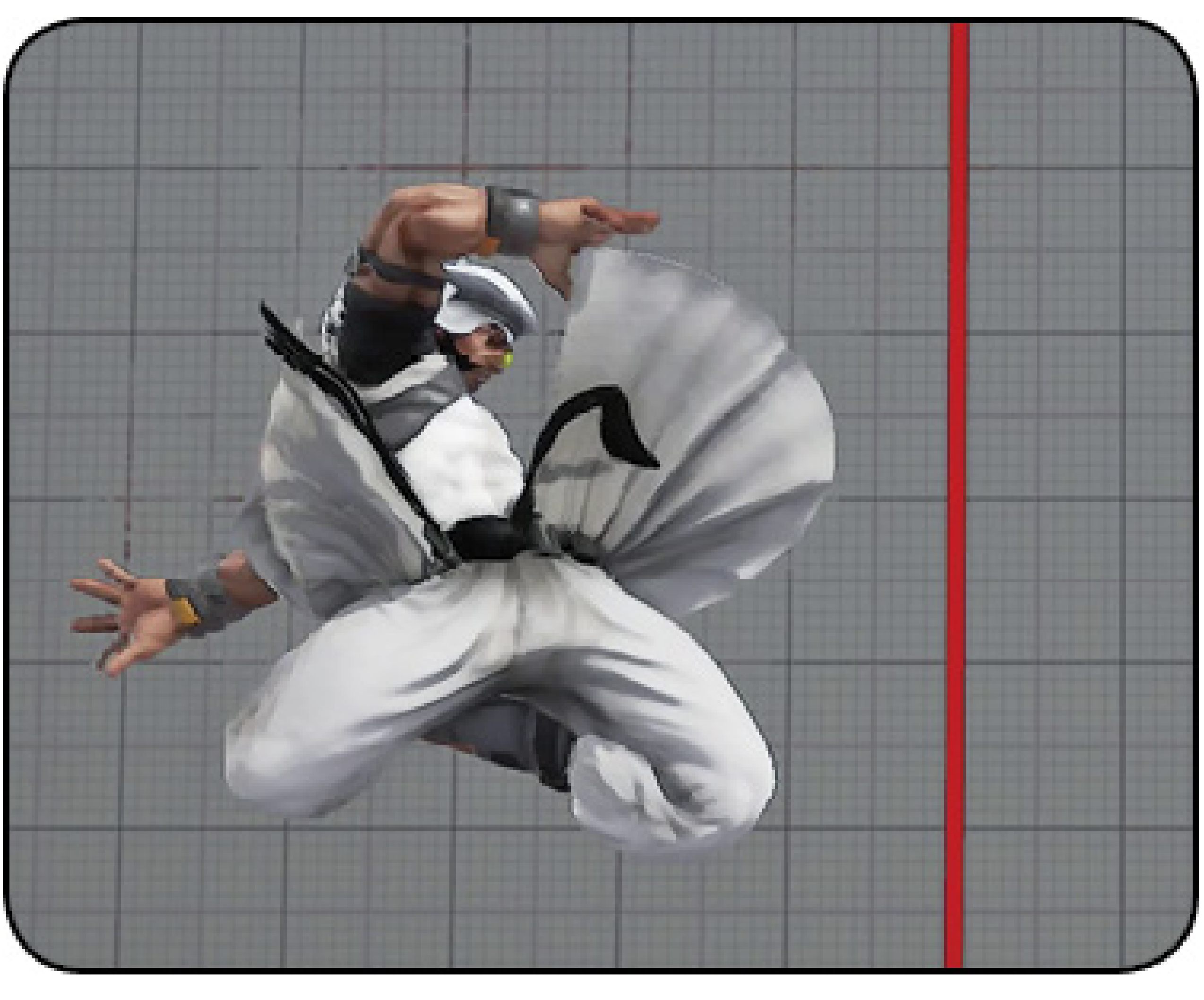
STARTUP	7
ACTIVE	3
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



STARTUP	4
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

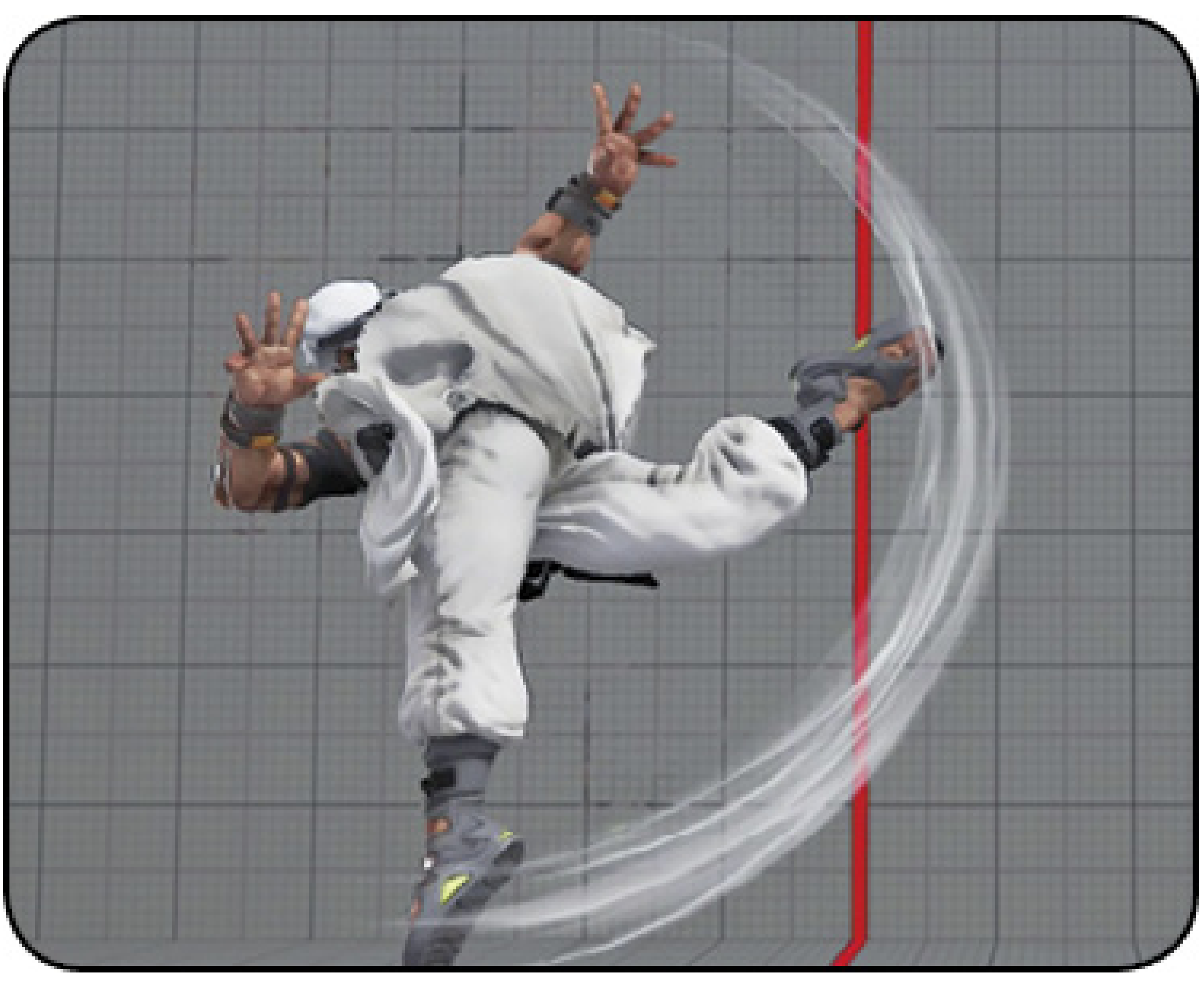


STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING

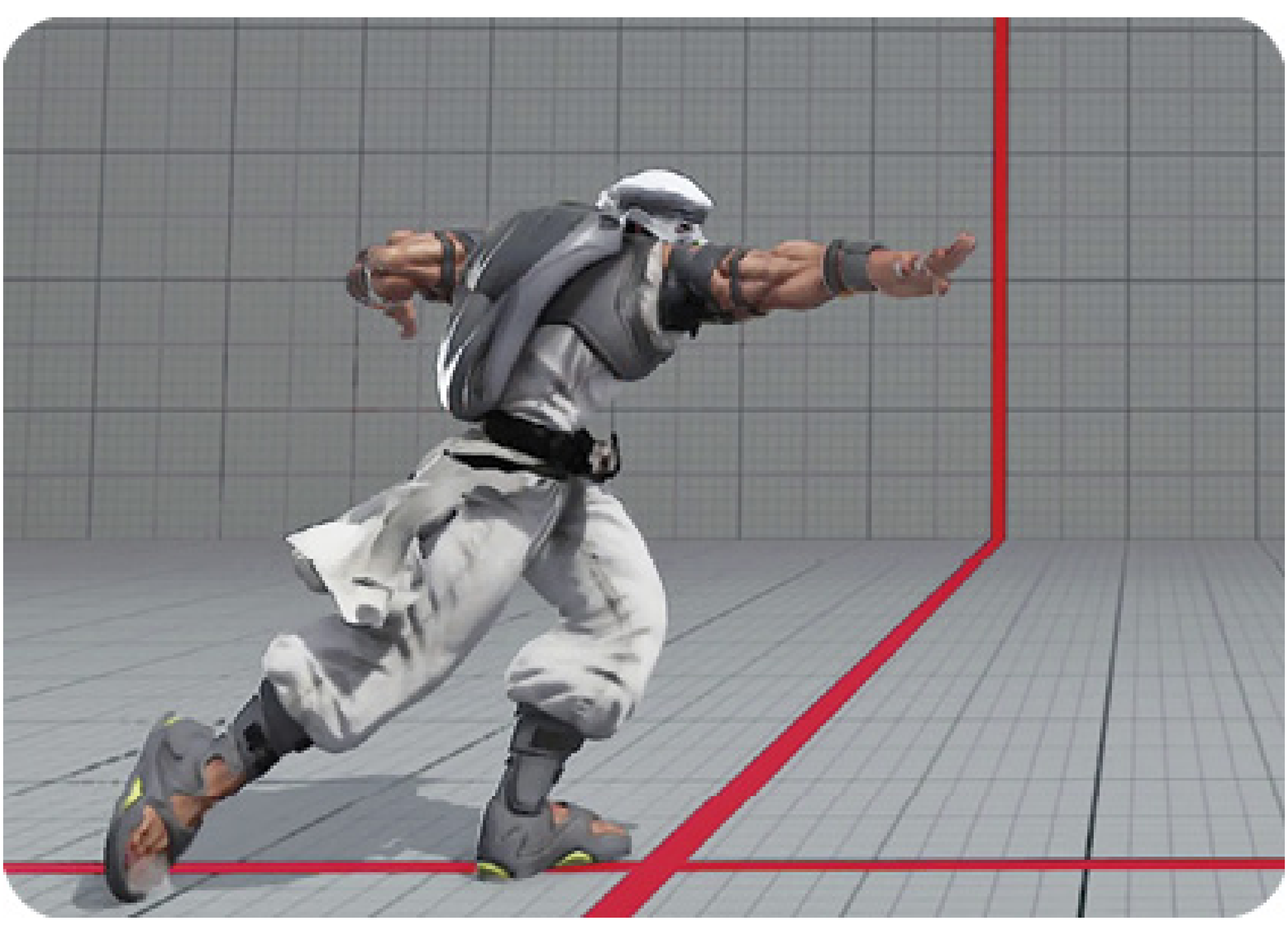


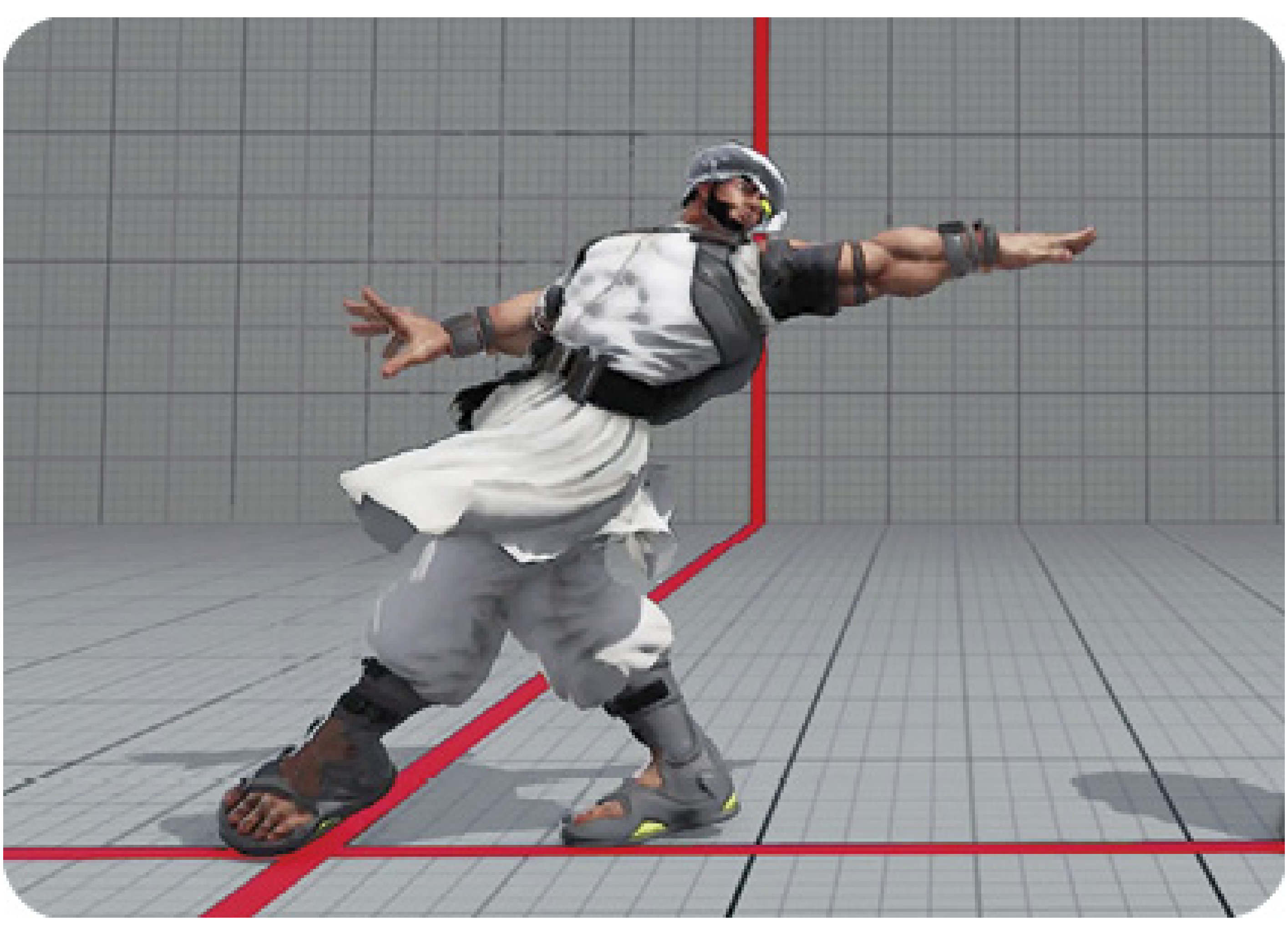
STARTUP	8
ACTIVE	3
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

Rashid

Unique Attacks

FLAP SPIN → + MP

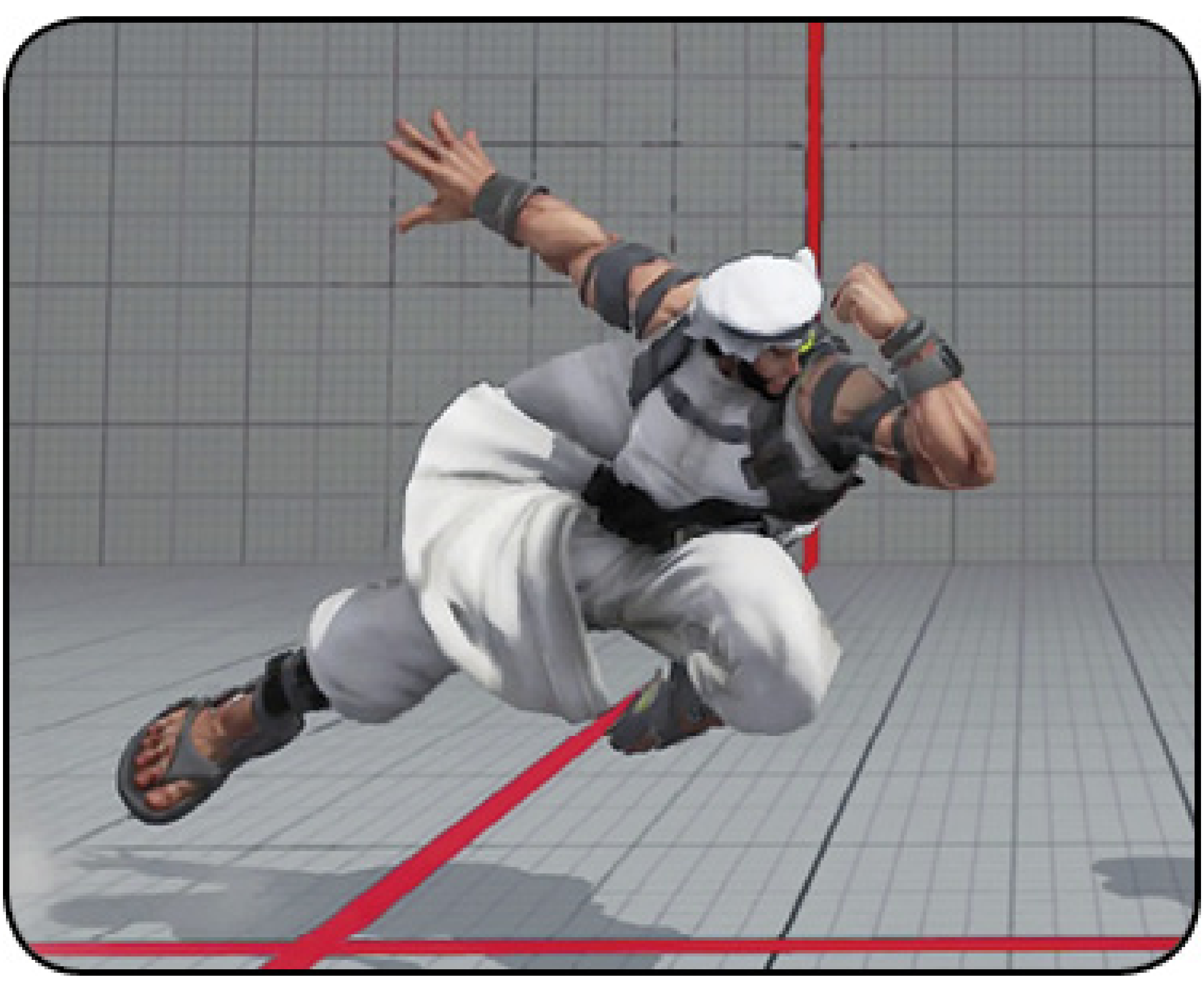




STARTUP	8
ACTIVE	2/3
RECOVERY	14
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	SP, V/×
DAMAGE	40+30(70)
STUN	100(50+50)
METER GAIN	30/15

Flap Spin: Flap Spin is a two-hit mid-hitting spinning attack. It's a serviceable mid-range engagement tool that's +2 on hit and -2 on block. Interestingly, the first spinning slap causes knockdown, whereas the second doesn't. This means you can cancel it during combos to extend a juggle. For example, connect with counter-hit standing HK, then juggle with → + MP (one hit) canceled into either EX Eagle Spike or Altair for a high-damage combo (see **Combo 12a**). If the second hit of Flap Spin counter-hits, you can link into **Combo 11**.

BEAK ASSAULT → + HP



STARTUP	23
ACTIVE	2
RECOVERY	18
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-4
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

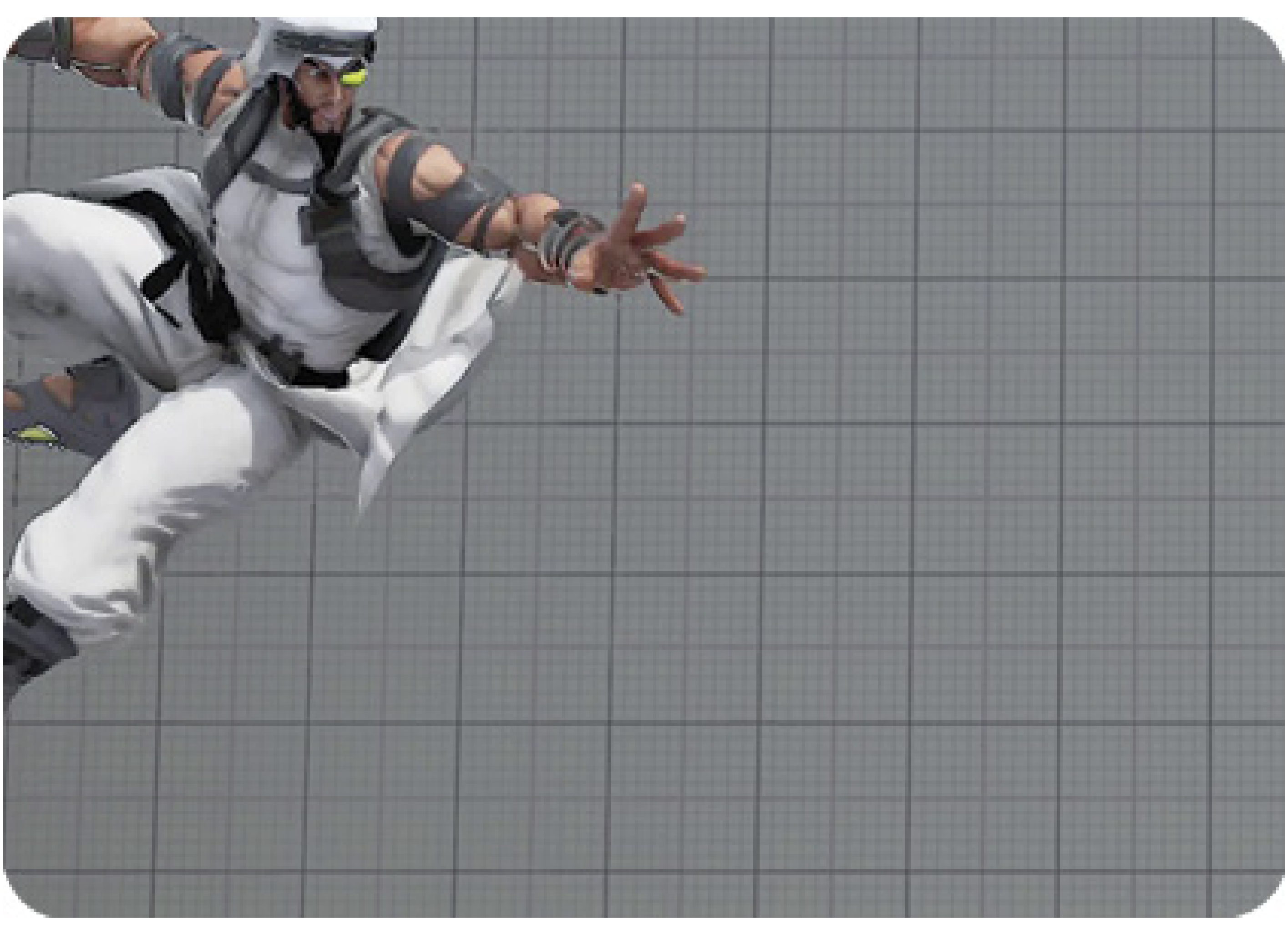
NOTES

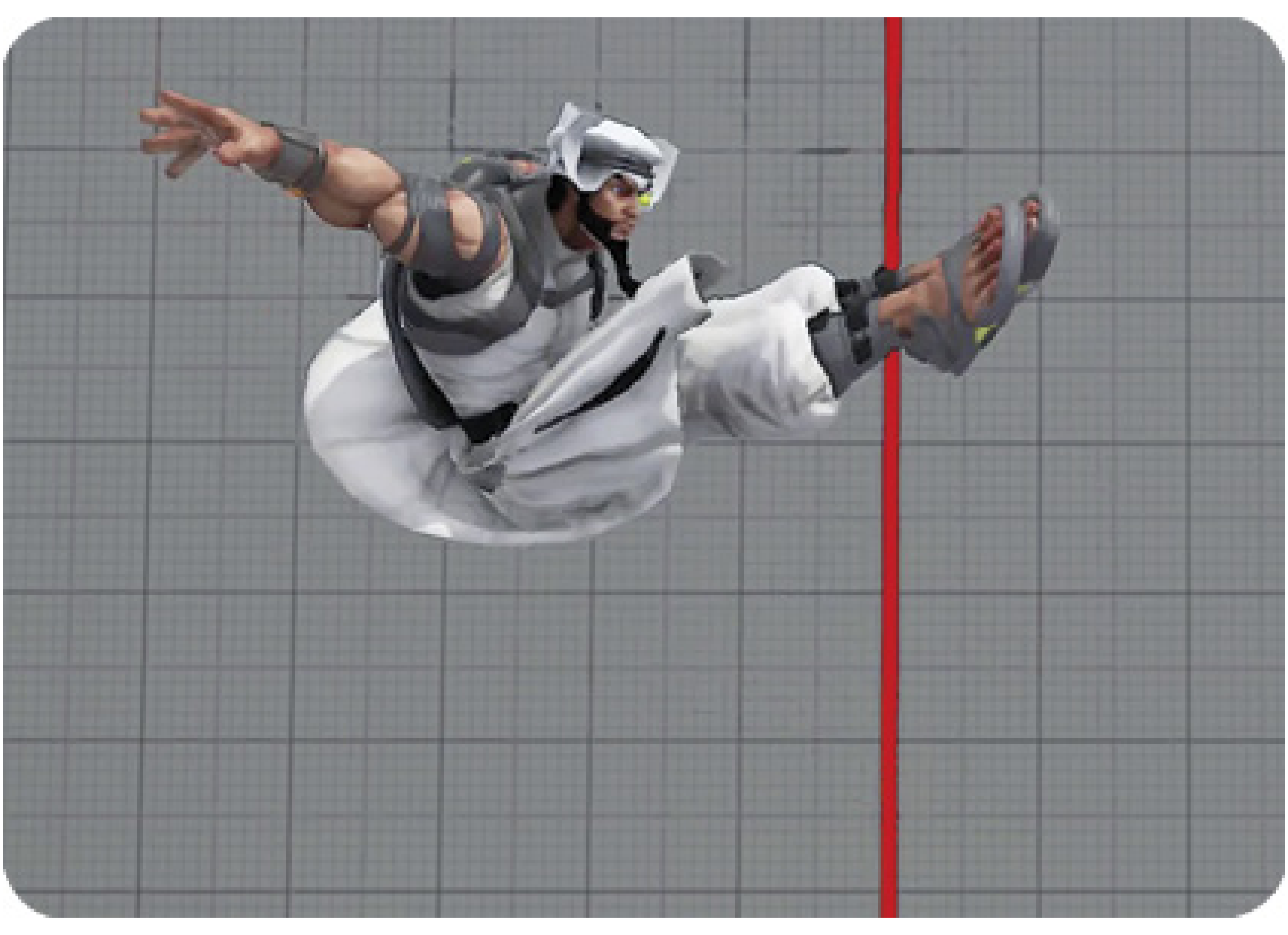
Frames 7-20 airborne

Beak Assault: Rashid performs an airborne, hopping elbow attack, reaching just past his sweep range. Like most overhead attacks, he's left at -4 on block, punishable by most light-strength combos. Beak Assault is better than most overhead attacks thanks to its range and airborne properties (airborne from frames 6-18). However, there are a few frames where Rashid is considered standing before he delivers his elbow, so if he's interrupted, he'll be hit grounded instead of out of the air.

Beak Assault is useful in a variety of situations. You can use it as an overhead to combo into an Ysaar setup (see the Ysaar Setups section), as a mid-range surprise poke, or as a finisher move on a low-stamina opponent. It supplements Rashid's crouching MK well since he has an annoying crouching MK XX LP Spinning Mixer sequence.

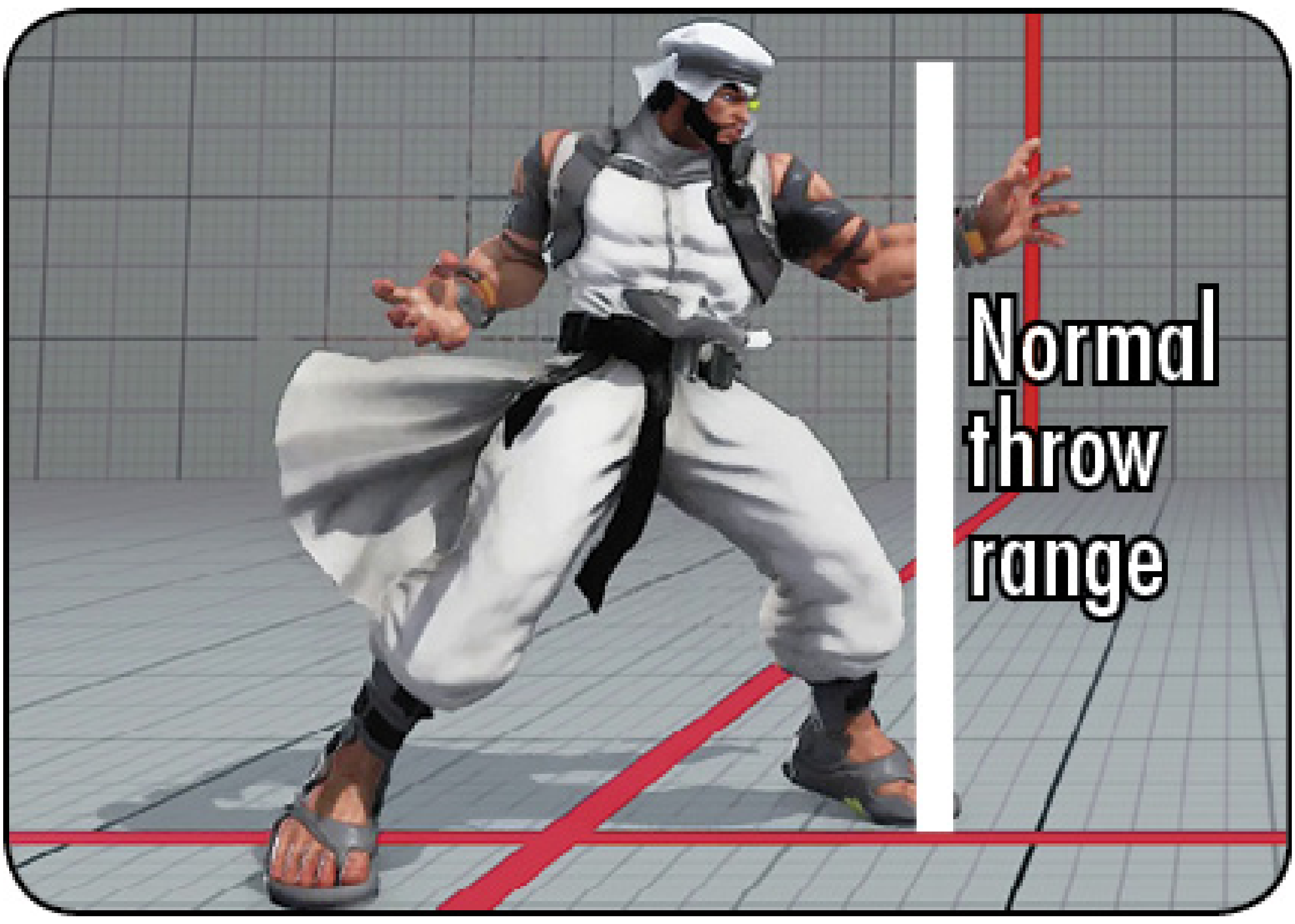
TRIANGLE JUMP ↗ NEAR WALL

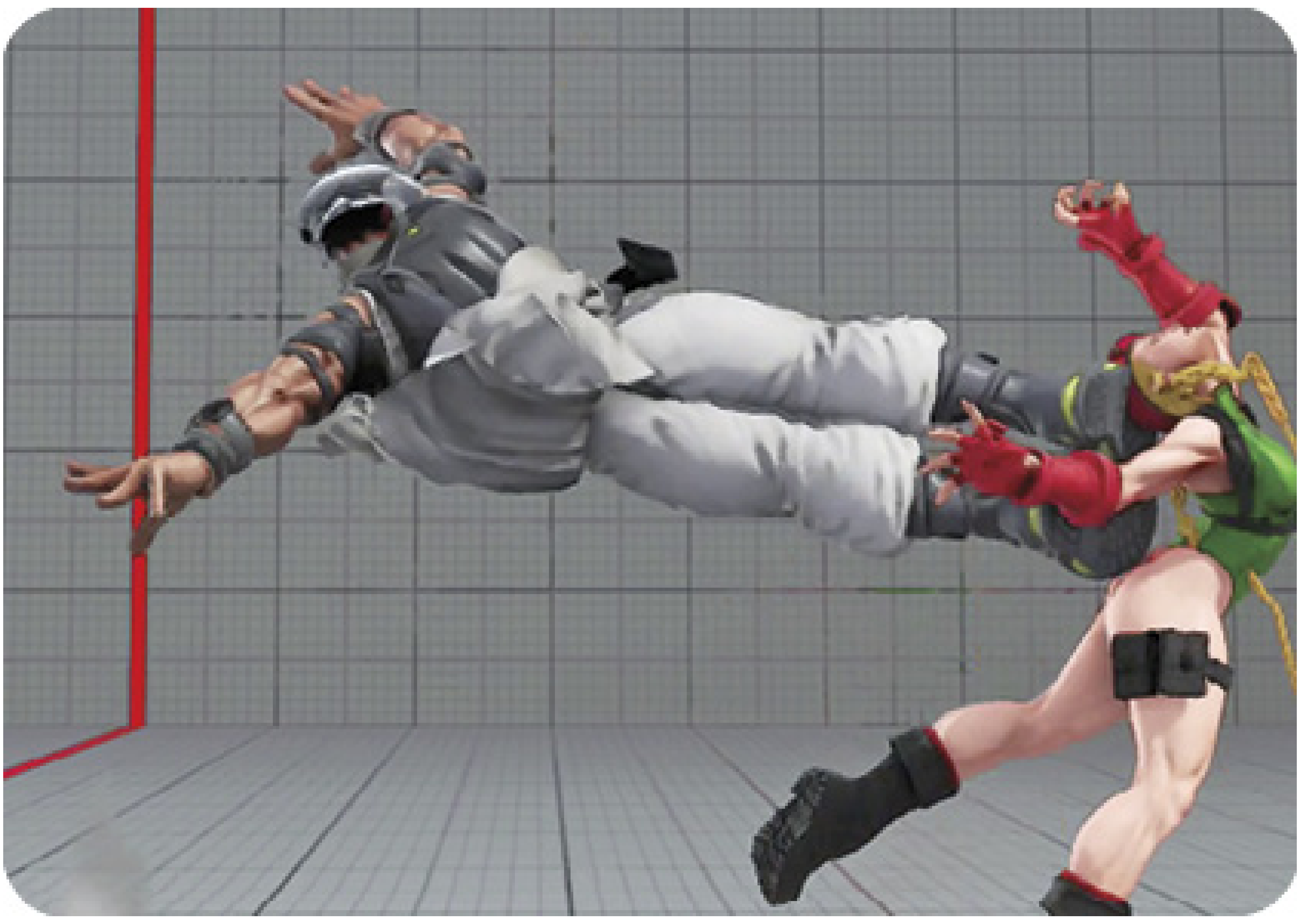


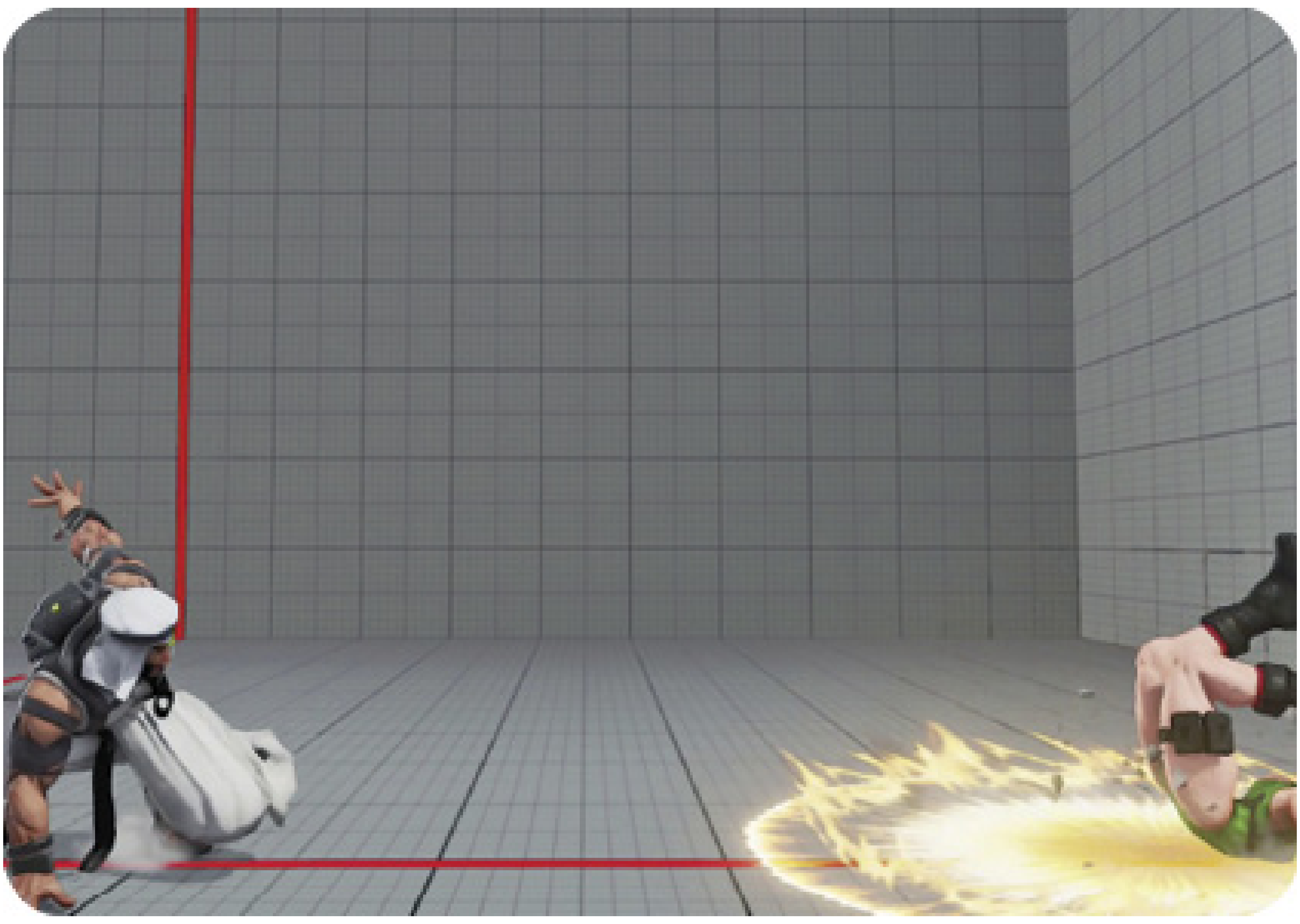


STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—

RIDING GLIDER LP + LK


Normal throw range





STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D

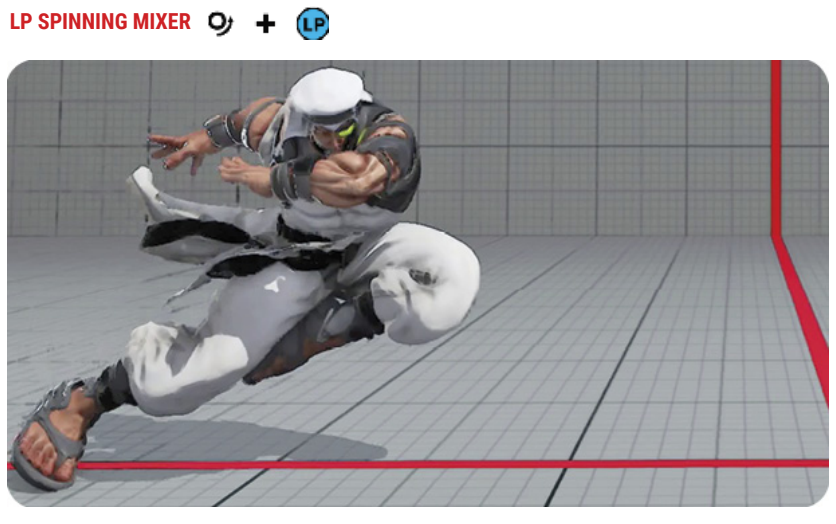
Rashid

Special Moves

Spinning Mixer: Rashid transforms into a human propeller, spinning with multiple chop attacks. The four versions of Spinning Mixer are all unique from each other, with specific uses for each. LP Spinning Mixer travels horizontally and is commonly used for combos thanks to its follow-up setups, particularly off of crouching LK attacks (see **Combo 1**). MP Spinning Mixer travels at an up-forward angle and can be used as either an early timed anti-air or, more commonly, in juggle combos (see the combos ending in EX Eagle Spike in the Combos section). HP Spinning Mixer launches vertically and is primarily used in juggle combos when you need to do optimal damage without spending EX Gauge.

EX Spinning Mixer is an invincible attack that resembles MP Spinning Mixer. It's an excellent anti-air with its invincibility, but it's considered reversal counter-hit punishable. Take caution in using it on wakeup, especially because Rashid is a low-stamina character; eating a Crush Counter combo when whiffed/blocked can be devastating.

LP SPINNING MIXER + LP



STARTUP	8
ACTIVE	2/2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-2
CANCEL	CA
DAMAGE	20x3(60)
STUN	60(20x3)
METER GAIN	10/30/15

NOTES

Frames 11-23 airborne

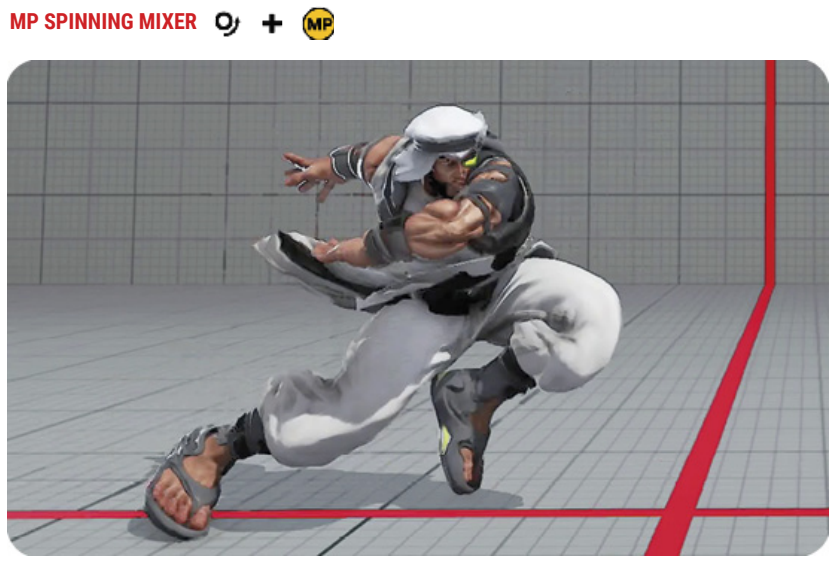
LP SPINNING MIXER LV.1 P XX P DURING LP SPINNING MIXER

STARTUP	—
ACTIVE	1/1
RECOVERY	21
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-5
CANCEL	—
DAMAGE	5x2(10)
STUN	40(20x2)
METER GAIN	16/8

LP SPINNING MIXER LV.2 P DURING LP SPINNING MIXER LV.1

STARTUP	—
ACTIVE	1/1
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
CANCEL	—
DAMAGE	5+8(13)
STUN	40(20x2)
METER GAIN	16/8

MP SPINNING MIXER + MP



STARTUP	8
ACTIVE	2/1/1/1
RECOVERY	20 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-26
CANCEL	CA
DAMAGE	15+15+12+12+8(62)
STUN	100(20x5)
METER GAIN	10/37/13

NOTES

Airborne on 11th frame; recovery varies with opponent's guard height

MP SPINNING MIXER LV.1 P XX P DURING MP SPINNING MIXER

STARTUP	—
ACTIVE	1/1
RECOVERY	28 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-43
CANCEL	—
DAMAGE	12x2(24)
STUN	40(20x2)
METER GAIN	12/6

NOTES

Recovery varies with opponent's guard height

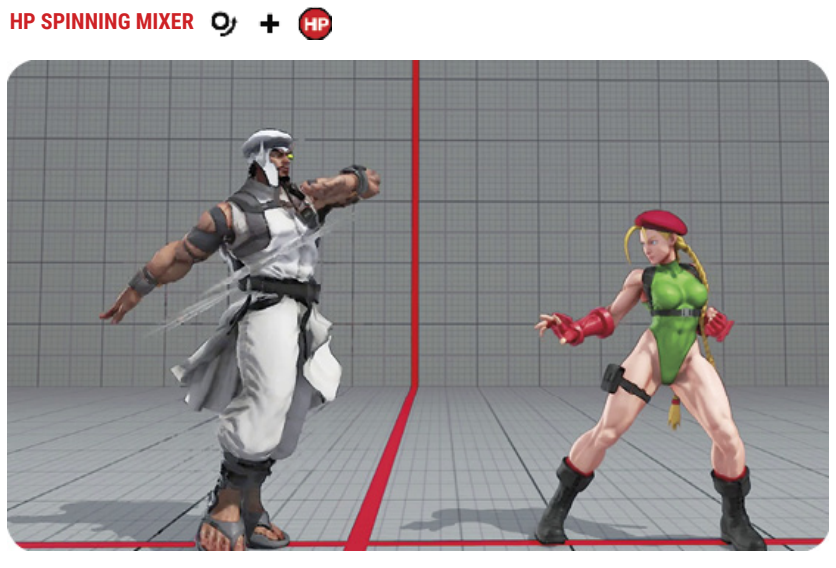
MP SPINNING MIXER LV.2 P DURING MP SPINNING MIXER LV.1

STARTUP	—
ACTIVE	1/1
RECOVERY	31 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-56
CANCEL	—
DAMAGE	12+8(20)
STUN	40(20x2)
METER GAIN	13/7

NOTES

Recovery varies with opponent's guard height

HP SPINNING MIXER + HP



STARTUP	5
ACTIVE	2/1/1/1
RECOVERY	24 + 18 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-34
CANCEL	—
DAMAGE	20+20+17x2 (74)
STUN	80(20x4)
METER GAIN	10/34/17

NOTES

Airborne on 6th frame; recovery varies with opponent's guard height

HP SPINNING MIXER LV.1 P XX P DURING HP SPINNING MIXER

STARTUP	—
ACTIVE	1/1
RECOVERY	29 + 18 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-48
CANCEL	—
DAMAGE	17x2(34)
STUN	40(20x2)
METER GAIN	14/6

NOTES

Recovery varies with opponent's guard height

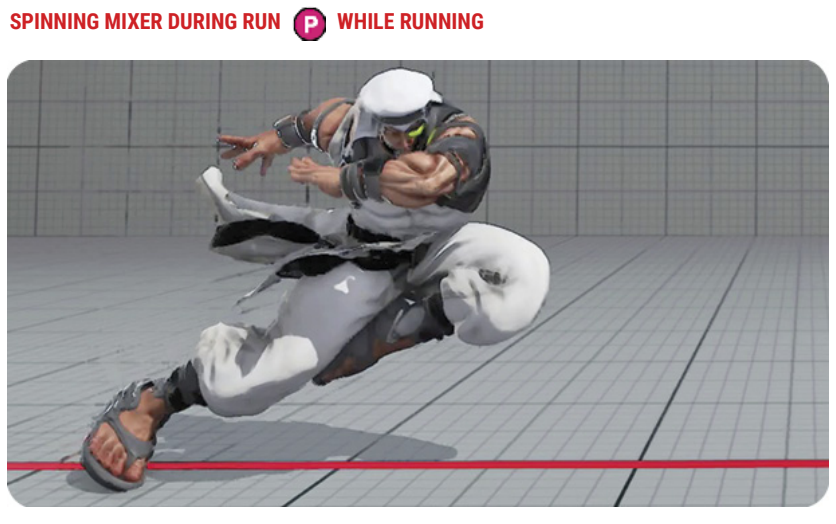
HP SPINNING MIXER LV.2 P DURING HP SPINNING MIXER LV.1

STARTUP	—
ACTIVE	1/1
RECOVERY	34 + 18 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-62
CANCEL	—
DAMAGE	17+15(33)
STUN	40(20x2)
METER GAIN	15/8

NOTES

Recovery varies with opponent's guard height

SPINNING MIXER DURING RUN P WHILE RUNNING



STARTUP	8
ACTIVE	2/2/1/1
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
CANCEL	CA
DAMAGE	20x4+9(89)
STUN	100(20x5)
METER GAIN	10/46/23

NOTES

Frames 11-31 airborne

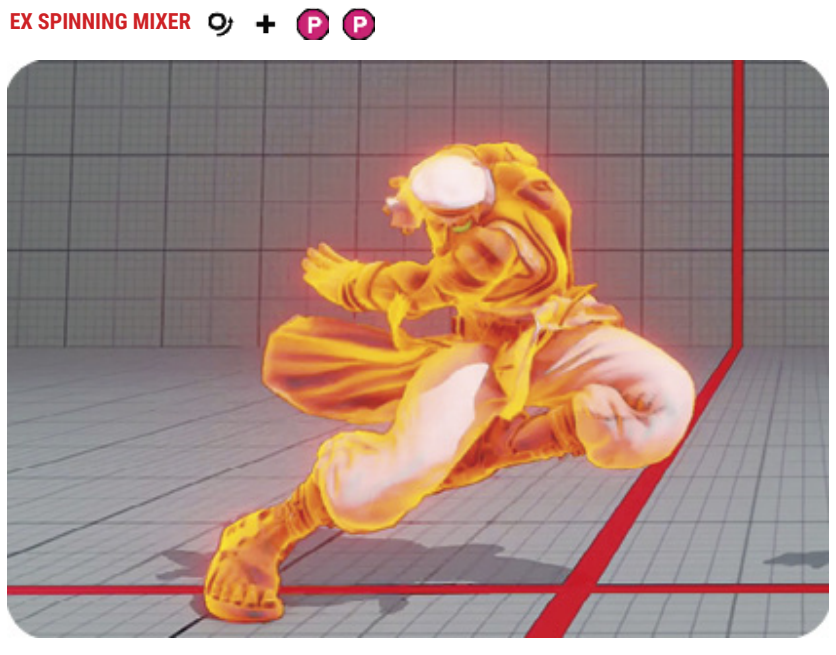
SPINNING MIXER DURING RUN LV.1 P XX P XX P DURING RUNNING SPINNING MIXER

STARTUP	—
ACTIVE	1/1/1/1
RECOVERY	26
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-4
CANCEL	—
DAMAGE	9x4(36)
STUN	80(20x4)
METER GAIN	24/12

SPINNING MIXER DURING RUN LV.2 P XX P DURING RUNNING SPINNING MIXER LV.1

STARTUP	—
ACTIVE	1/1
RECOVERY	28
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-11
CANCEL	—
DAMAGE	9+15(24)
STUN	40(20x2)
METER GAIN	14/7

EX SPINNING MIXER + P P

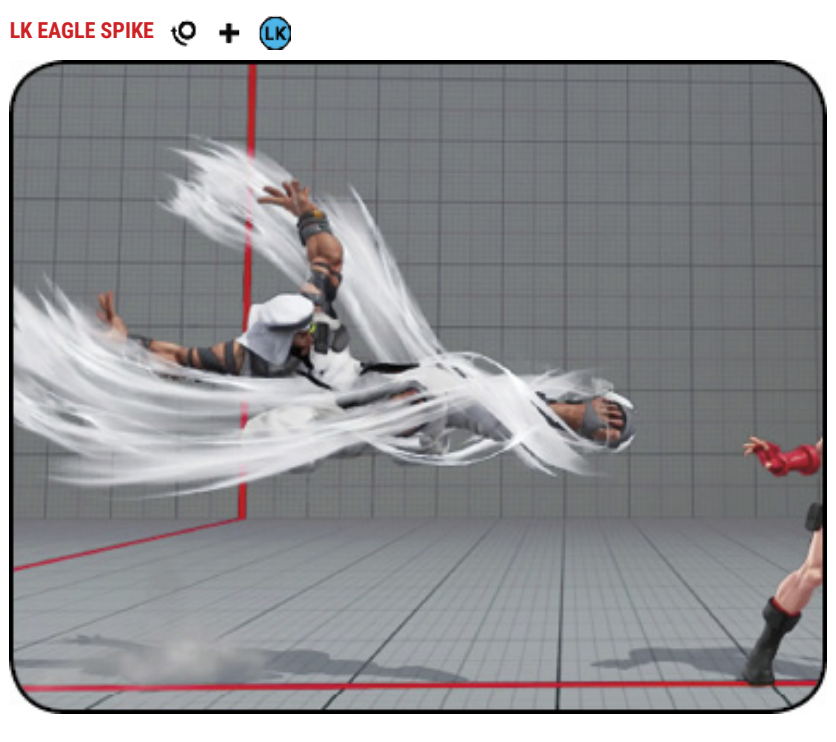


STARTUP	8
ACTIVE	2/1/1/1
RECOVERY	29 + 15 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-34
CANCEL	—
DAMAGE	25+20+13x3+12(83)
STUN	108(30+25+19x2+15)
METER GAIN	-300

NOTES

Frames 1-9 completely invincible; airborne on 11th frame; rewards counter-hit to opponent if hit during recovery

LK EAGLE SPIKE + LK

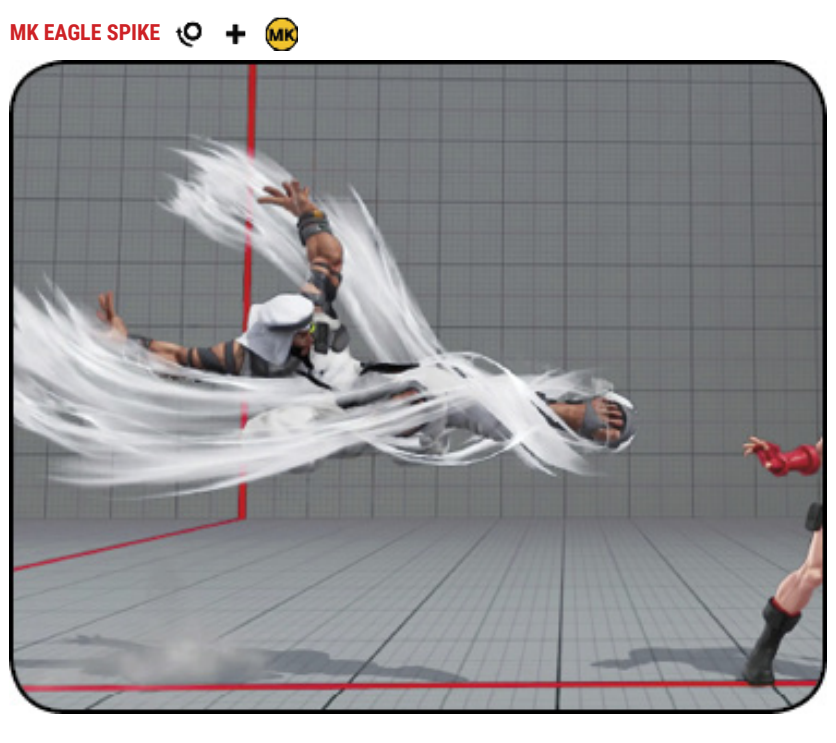


STARTUP	15
ACTIVE	8
RECOVERY	5 + 10 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-20
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	10/50/25

NOTES

Airborne on 5th frame

MK EAGLE SPIKE + MK

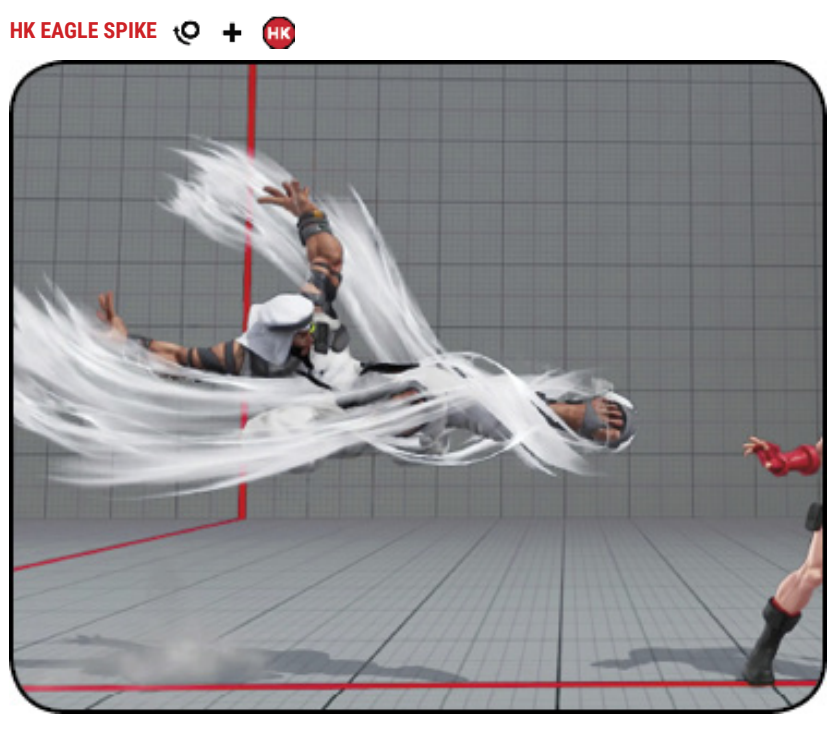


STARTUP	21
ACTIVE	9
RECOVERY	6 + 12 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-20
CANCEL	—
DAMAGE	120
STUN	200
METER GAIN	10/50/25

NOTES

Airborne on 5th frame

HK EAGLE SPIKE + HK

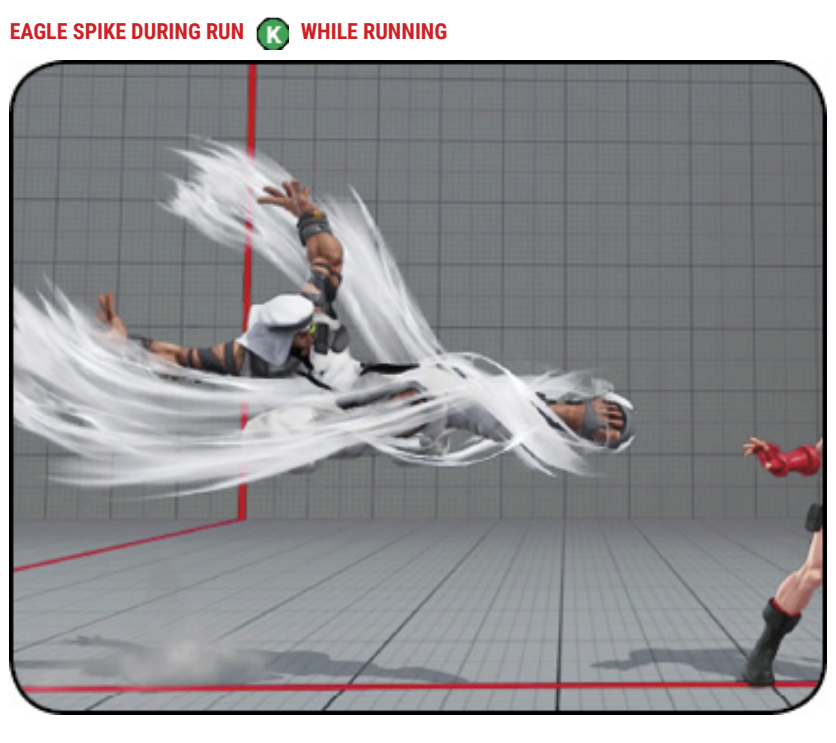


STARTUP	22
ACTIVE	16
RECOVERY	6 + 19 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-20
CANCEL	—
DAMAGE	140
STUN	200
METER GAIN	10/50/25

NOTES

Airborne on 5th frame

EAGLE SPIKE DURING RUN K WHILE RUNNING

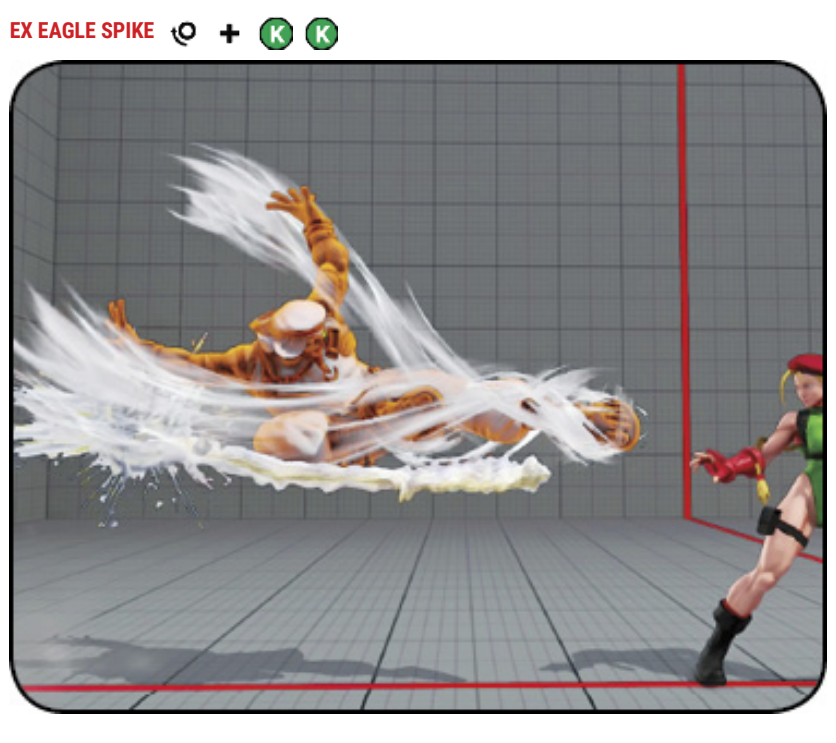


STARTUP	13
ACTIVE	8
RECOVERY	2 + 21 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-21
CANCEL	—
DAMAGE	140
STUN	200
METER GAIN	10/50/25

NOTES

Airborne on 3rd frame

EX EAGLE SPIKE + K K



STARTUP	19
ACTIVE	6
RECOVERY	3 + 19 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	-300

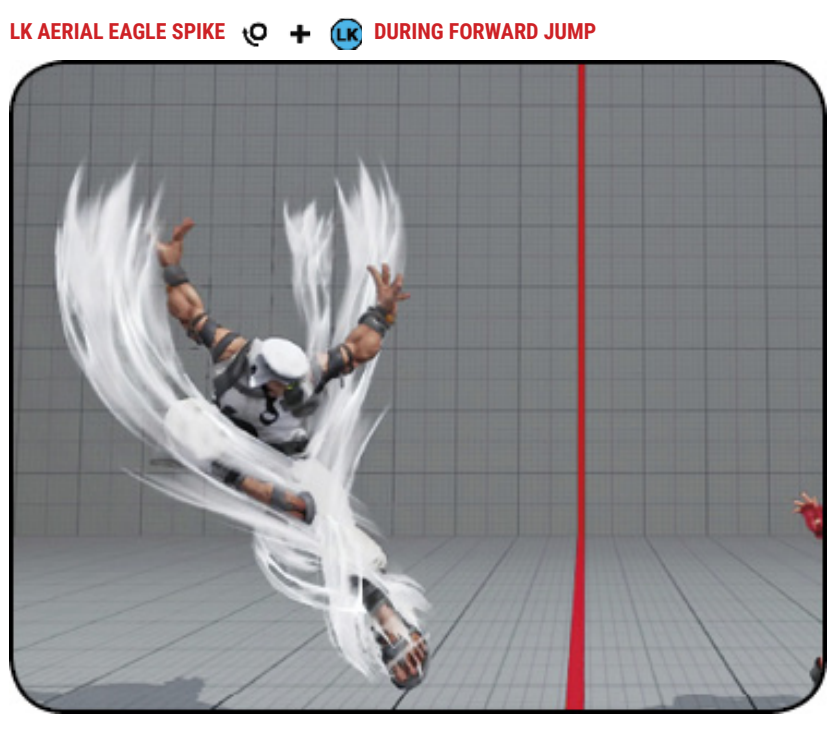
NOTES

Can be canceled into from neutral/back jump + LP / MP

Eagle Spike: In defiance of gravity, Rashid launches himself from an invisible wall with a forceful horizontal kick into the opponent's chest. You can perform Eagle Spike in multiple ways, including in the air. The grounded versions are executed using a + K motion, while the running version is done with a simple K during his running dash. With the exception of EX Eagle Spike, all versions of the attack are extremely unsafe on block. Rashid is left at -20 for LK / MK / HK Eagle Spike and -21 for running Eagle Spike. Most characters can punish him heavily with a dash into a close-range, light-strength combo. For instance, Cammy can block Eagle Spike, then buffer her dash into a crouching LP linked to her Lift Upper target combo.

EX Eagle Spike has a passthrough property, and on contact, it launches the adversary into the air for a potential juggle with MP/HP Spinning Mixer. It leaves Rashid at -9 but is usually safe if blocked mid-stage.

LK AERIAL EAGLE SPIKE + LK DURING FORWARD JUMP

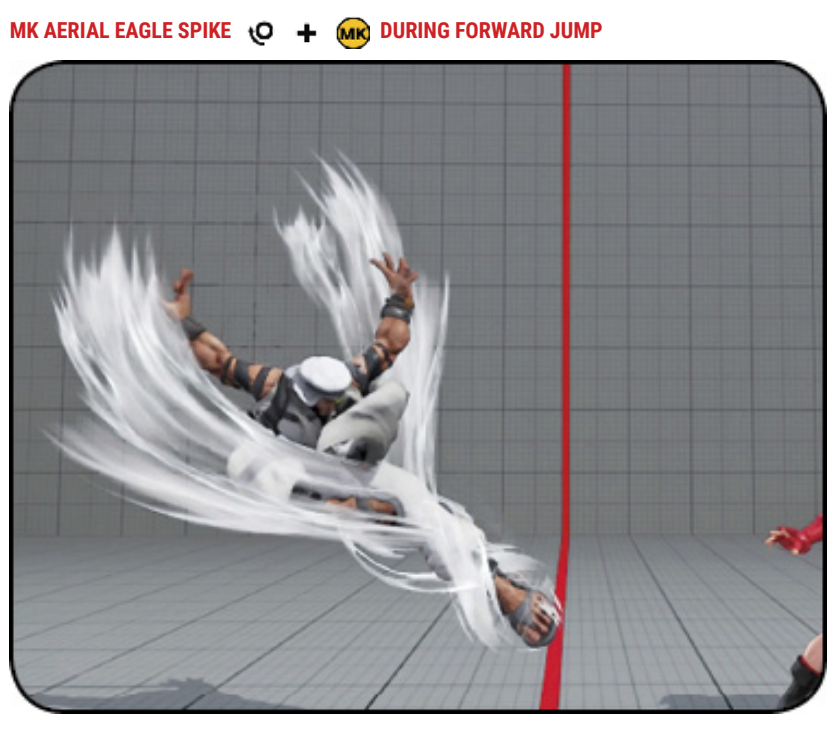


STARTUP	18
ACTIVE	Until landing
RECOVERY	20 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-35
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	10/40/20

NOTES

Can be canceled into from neutral/back jump + LP / MP

MK AERIAL EAGLE SPIKE + MK DURING FORWARD JUMP

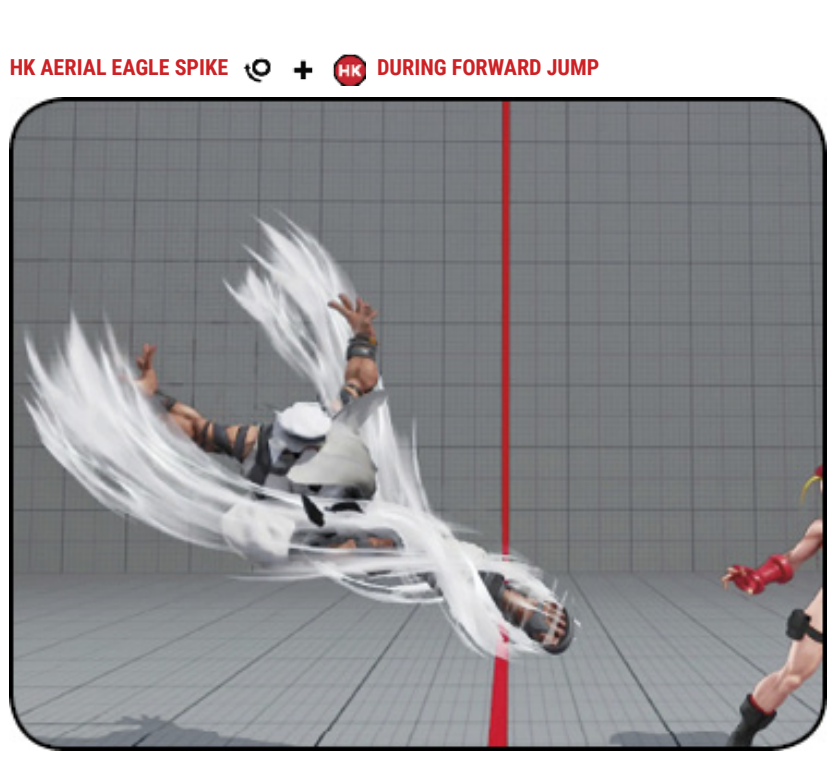


STARTUP	20
ACTIVE	Until landing
RECOVERY	20 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-35
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	10/40/20

NOTES

Can be canceled into from neutral/back jump + LP / MP

HK AERIAL EAGLE SPIKE + HK DURING FORWARD JUMP

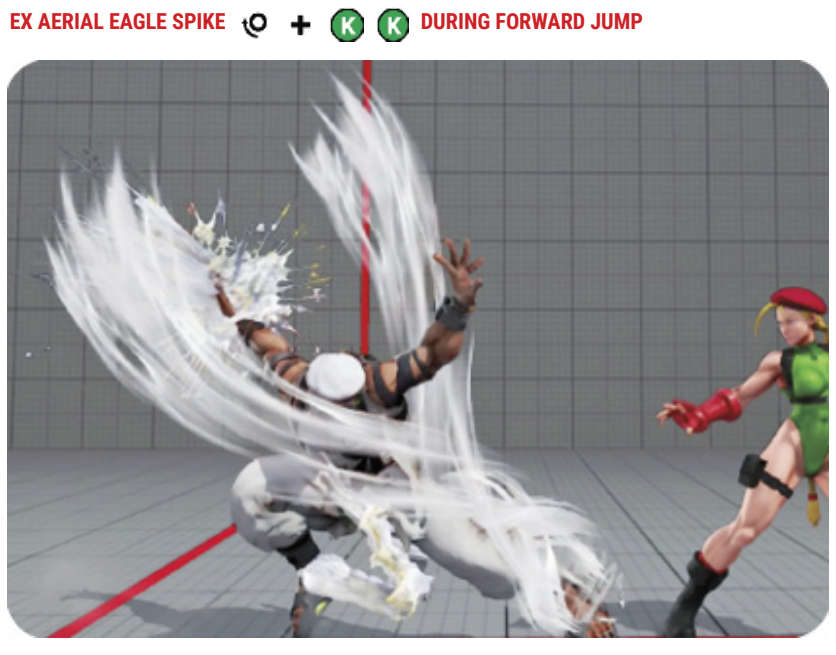


STARTUP	22
ACTIVE	Until landing
RECOVERY	20 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-35
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	10/40/20

NOTES

Can be canceled into from neutral/back jump + LP / MP

EX AERIAL EAGLE SPIKE + K K DURING FORWARD JUMP



STARTUP	15
ACTIVE	Until landing +11
RECOVERY	32 + 21 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-35
CANCEL	—
DAMAGE	80x2(160)
STUN	200(100x2)
METER GAIN	-300

NOTES

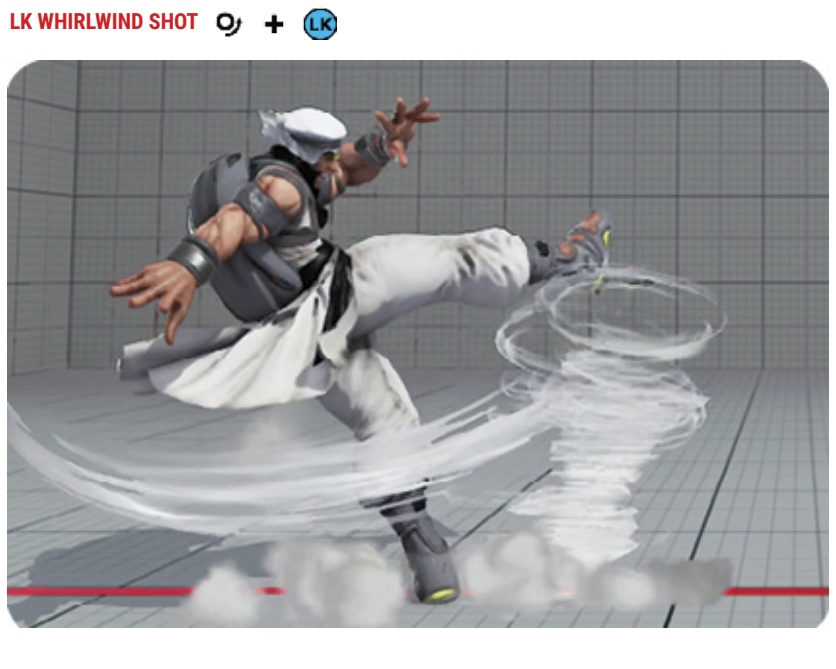
Frames 1-48 projectile invincible; can be canceled into from neutral/back jump + LP / MP

Airborne Eagle Spike: The airborne version of Eagle Spike can be regarded as a much, much less safe dive kick, executed with + K during a forward jump. It causes a knockdown on hit, but on block, it leaves Rashid at -35, giving the enemy a free heavy-strength combo. Airborne Eagle Spike performed from Rashid's Front Flip V-Skill has similar properties.

You should mainly use Airborne Eagle Spike as a juggle combo finisher (see the Combos section for its use). Or, if you're feeling brave, you can use it to counter certain anti-air attacks with its delayed timing (compared to a normal forward jumping MK or HK). For example, jump at your opponent within range where Rashid can hit them with jumping HK, but instead of coming down with a standard jumping attack, cancel his jump with LK Airborne Eagle Spike. Rashid's jump momentum abruptly stops for a second, at which point your foe will stick out their anti-air and miss. Then, your Eagle Spike comes down to hit their recovery. Only use this tactic if your opponent is predictable and has been going for the same anti-air against Rashid's jump-ins. Also, note that most invincible anti-air special moves (like MP Shoryuken) will still beat your dive kick.

EX Airborne Eagle Spike is projectile-invincible and can be executed from a neutral or backward jump when canceling from jumping LP or MP. It has a faster startup than the other versions, so you can use this to punish projectiles from long range if you can react fast enough.

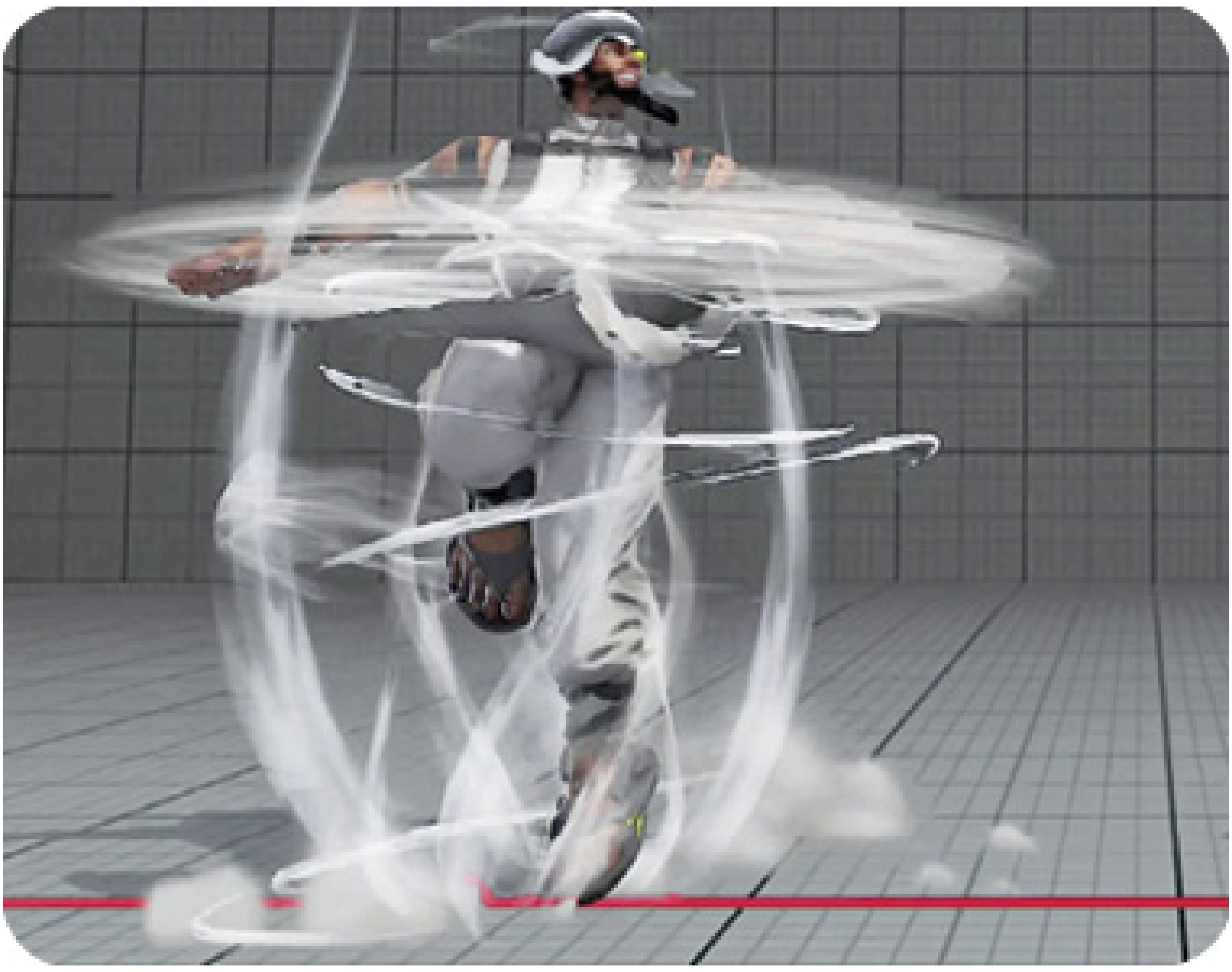
LK WHIRLWIND SHOT + LK



Rashid

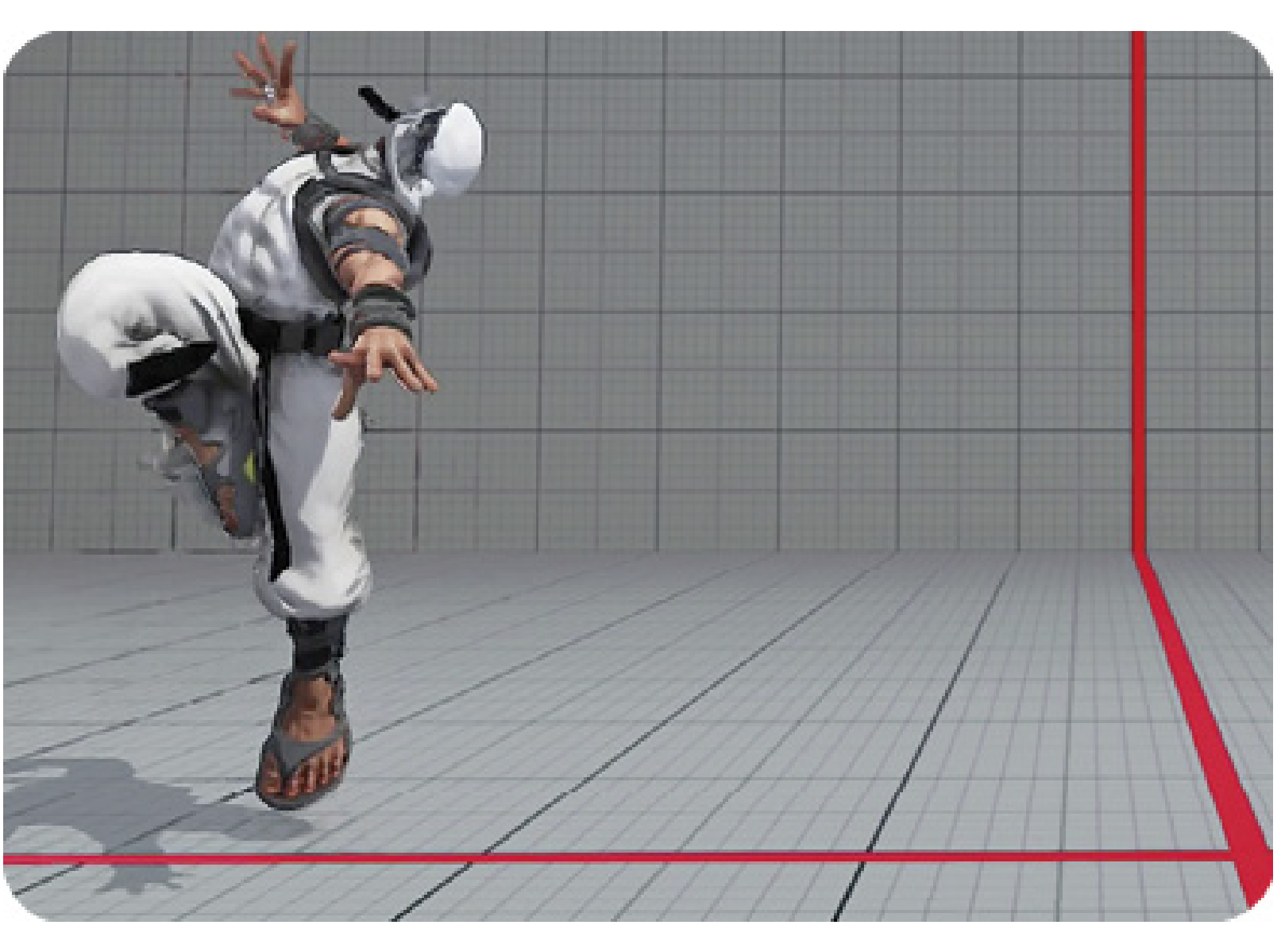
Critical Art

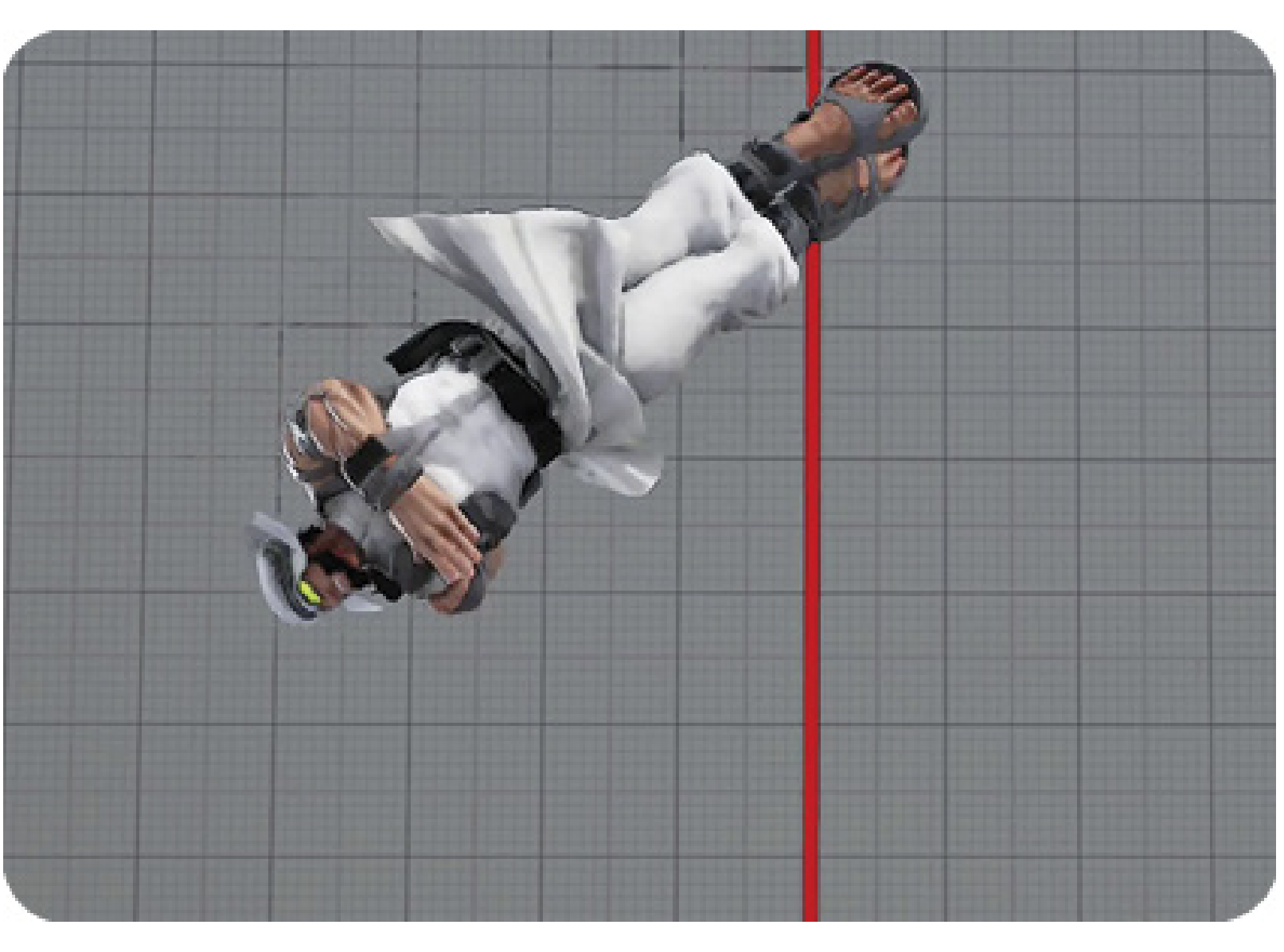
ALTAIR ↓↘→ ↓↘→ + P

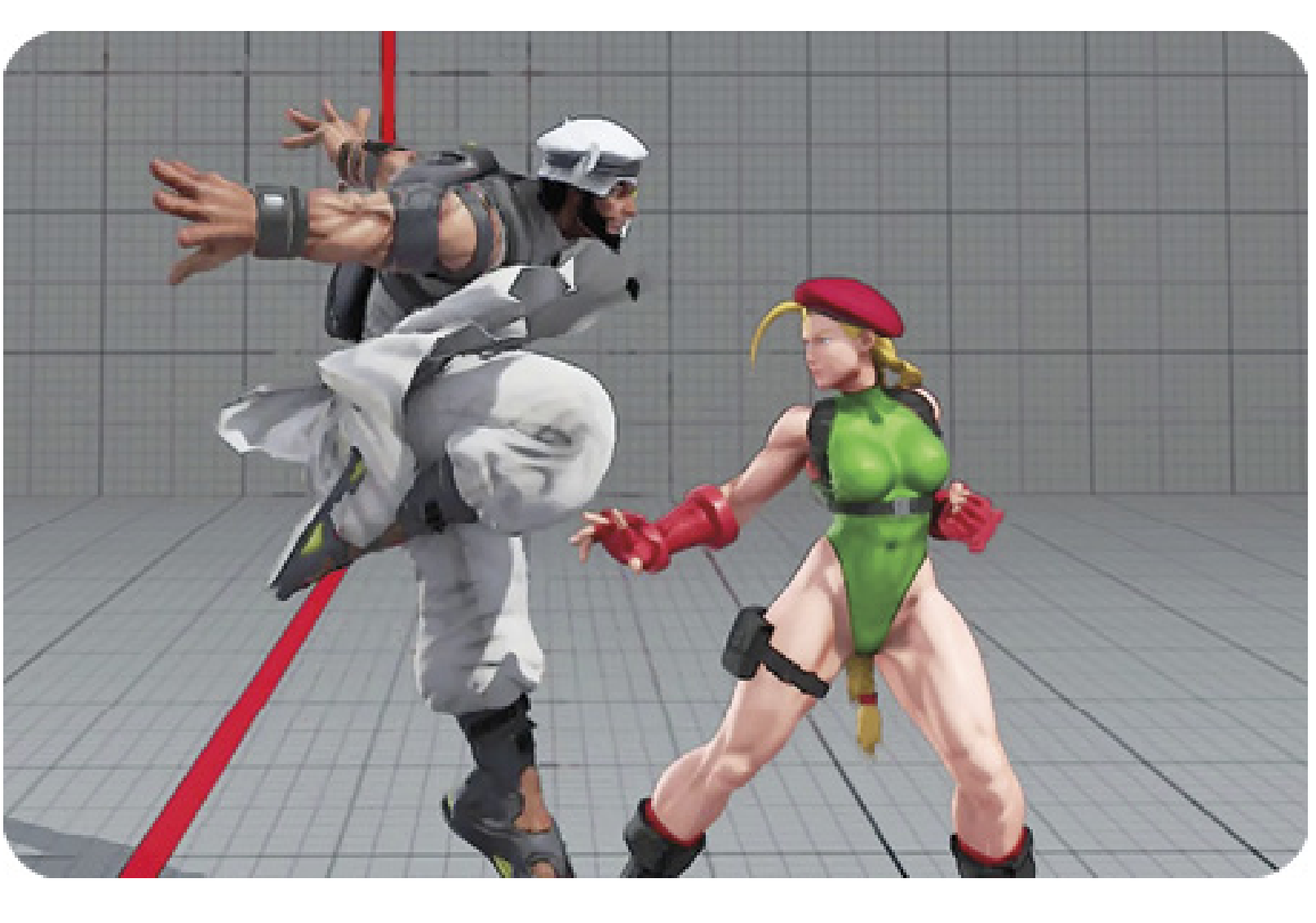


V-SKILL

FRONT FLIP MP + MK







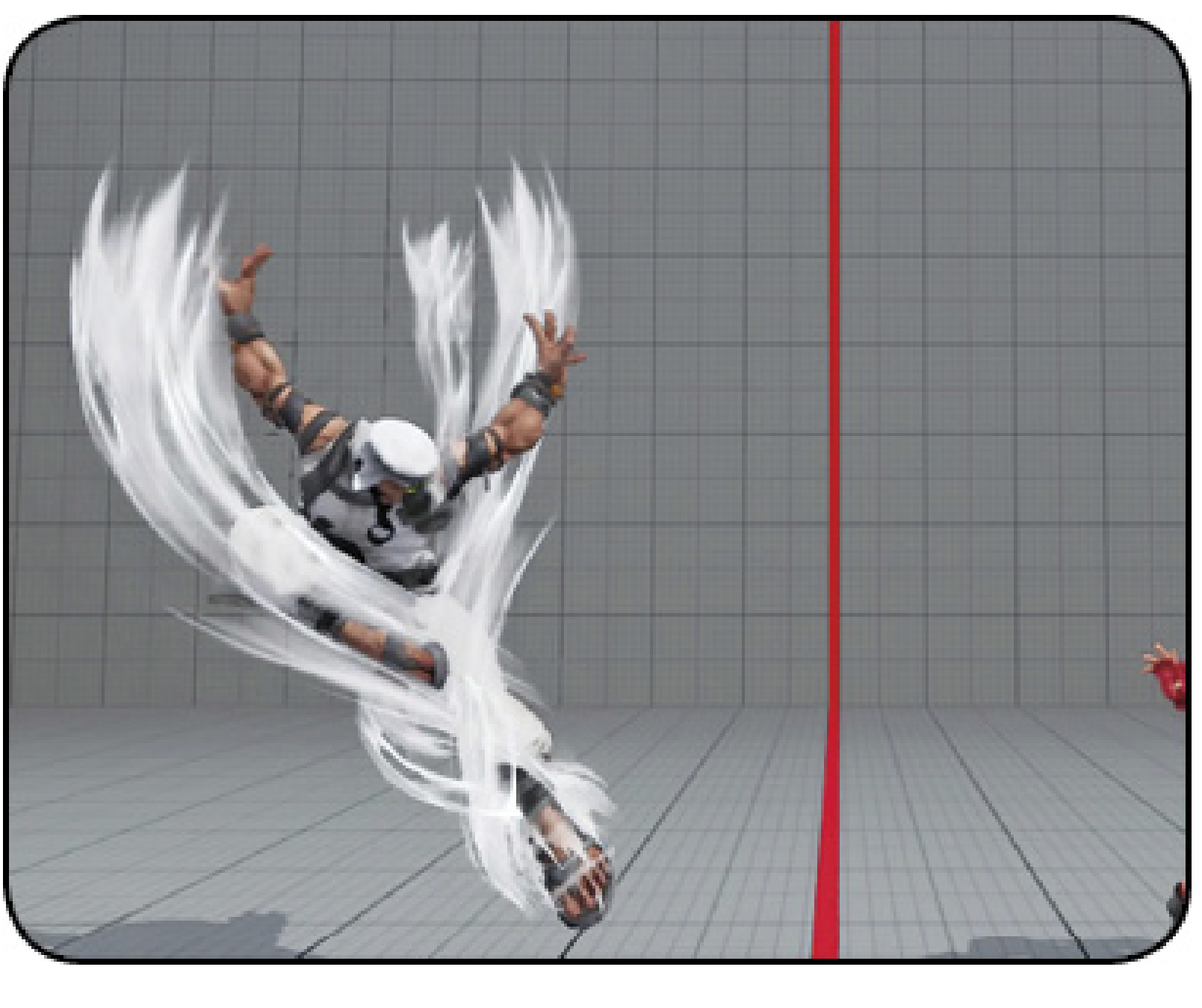
STARTUP	—
ACTIVE	—
RECOVERY	36 + 13 landing
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Airborne on 11th frame

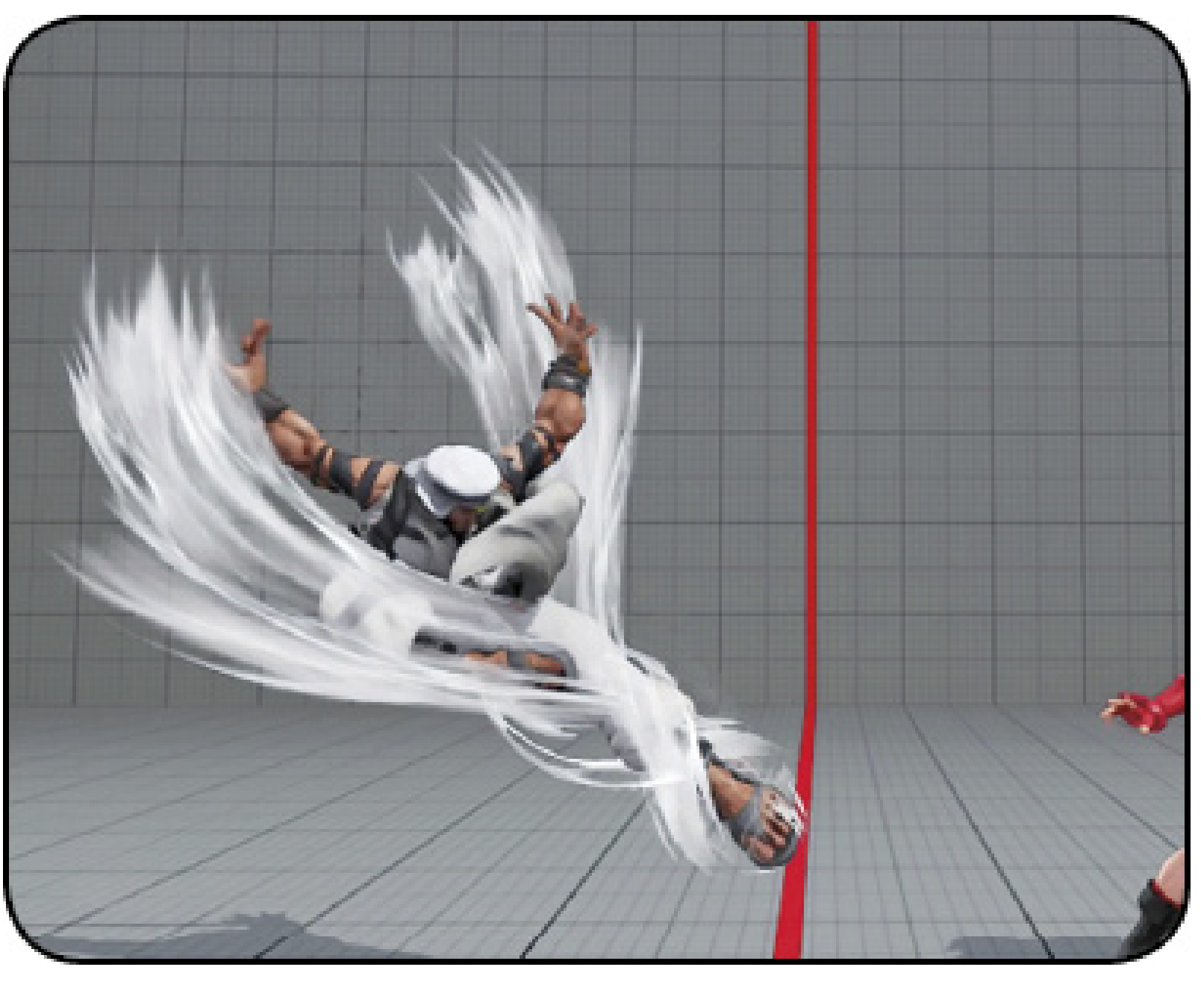
Front Flip: Front Flip is a special jump that travels full screen. It's not a standard jump because the only attack that Rashid can come out of it with is Eagle Spike, which is largely unsafe. It's best used as an escape mechanism off of HK/EX Whirlwind Shot, or for a quick side switch when the opponent is close to Rashid and he's cornered.

LK AIRBORNE EAGLE SPIKE LK DURING FRONT FLIP



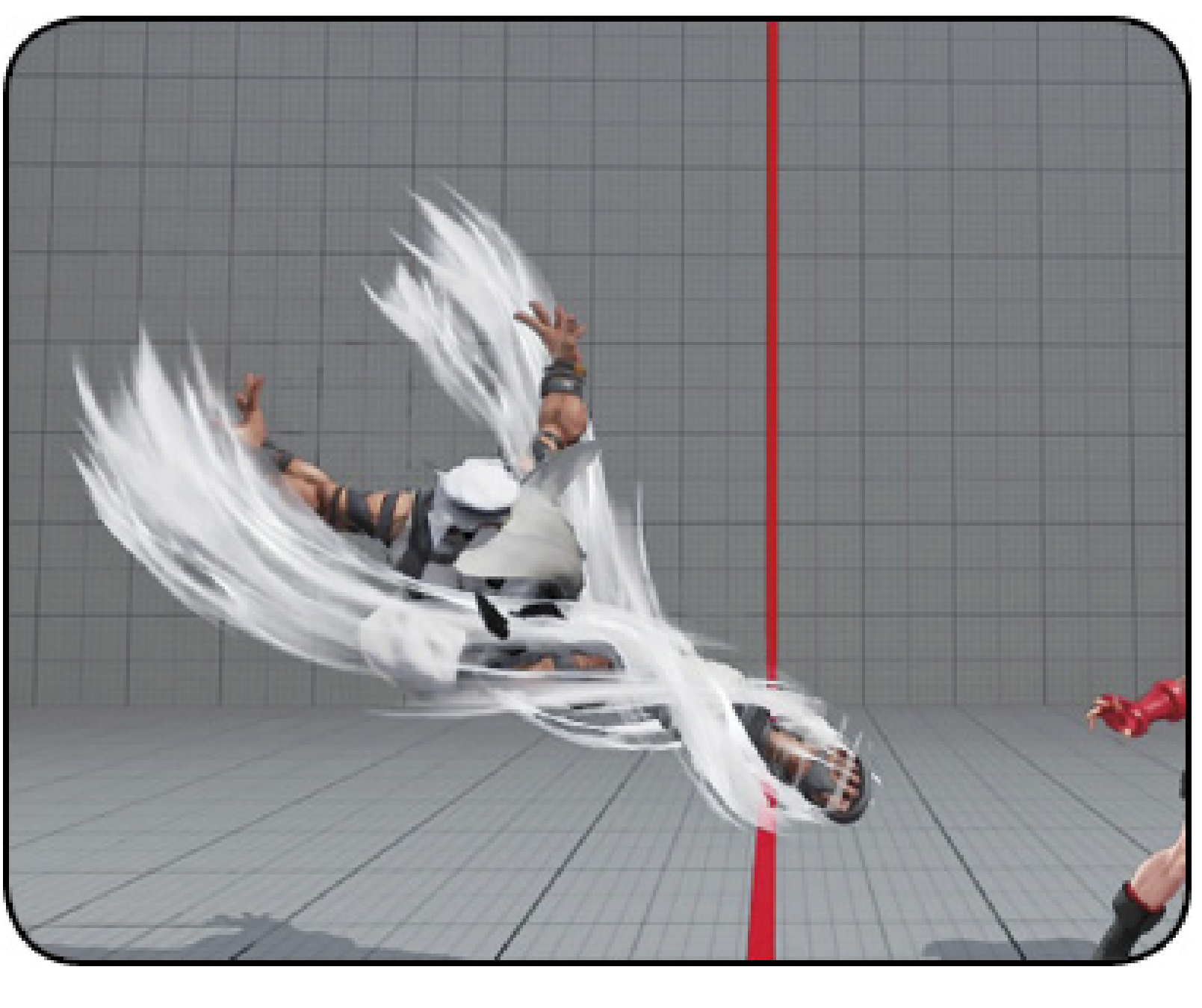
STARTUP	18
ACTIVE	Until landing
RECOVERY	20 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31 (-28 vs crouching)
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	10/40/20 V: 80/40

MK AIRBORNE EAGLE SPIKE MK DURING FRONT FLIP



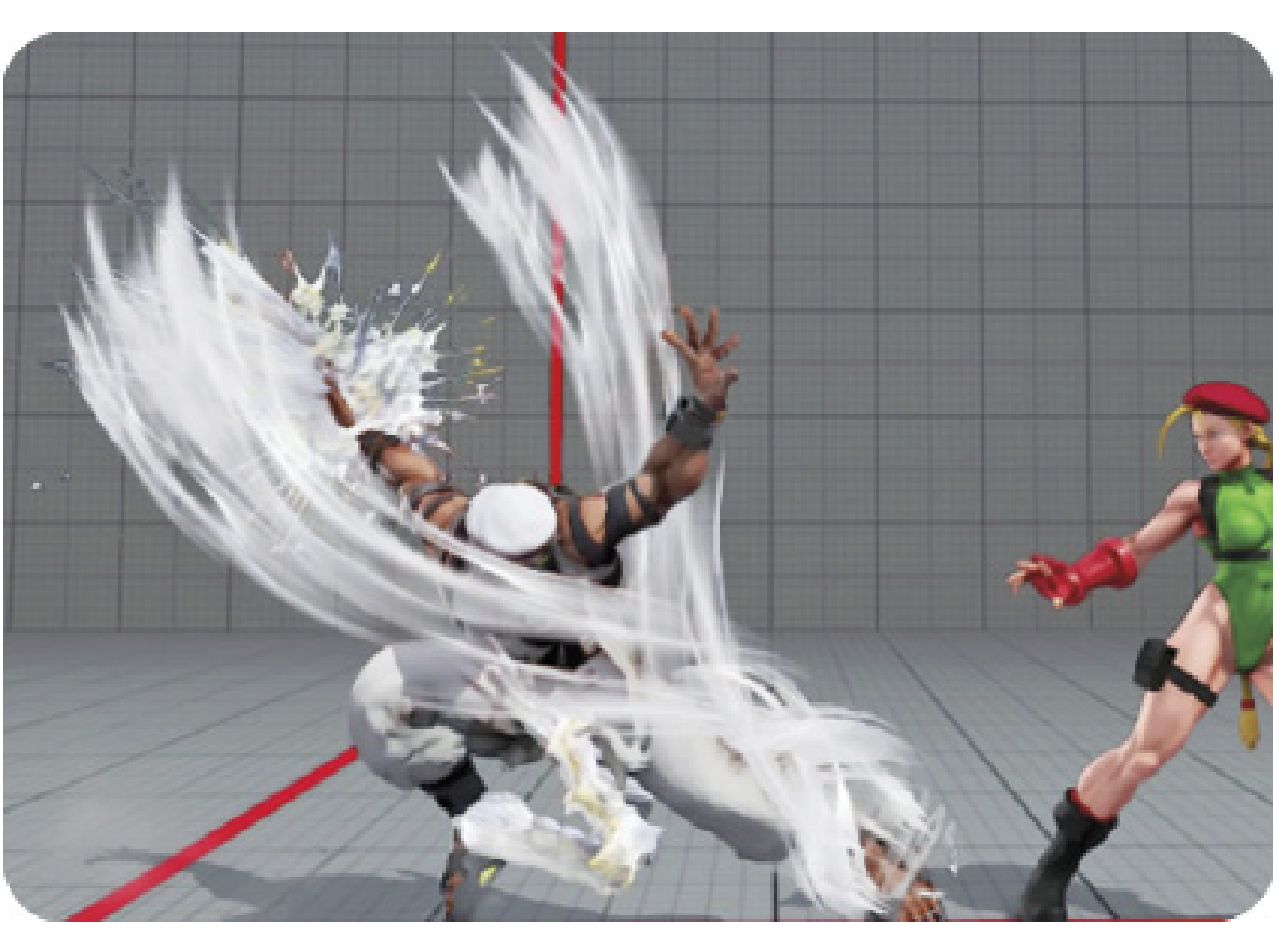
STARTUP	20
ACTIVE	Until landing
RECOVERY	20 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31 (-28 vs crouching)
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	10/40/20 V: 80/40

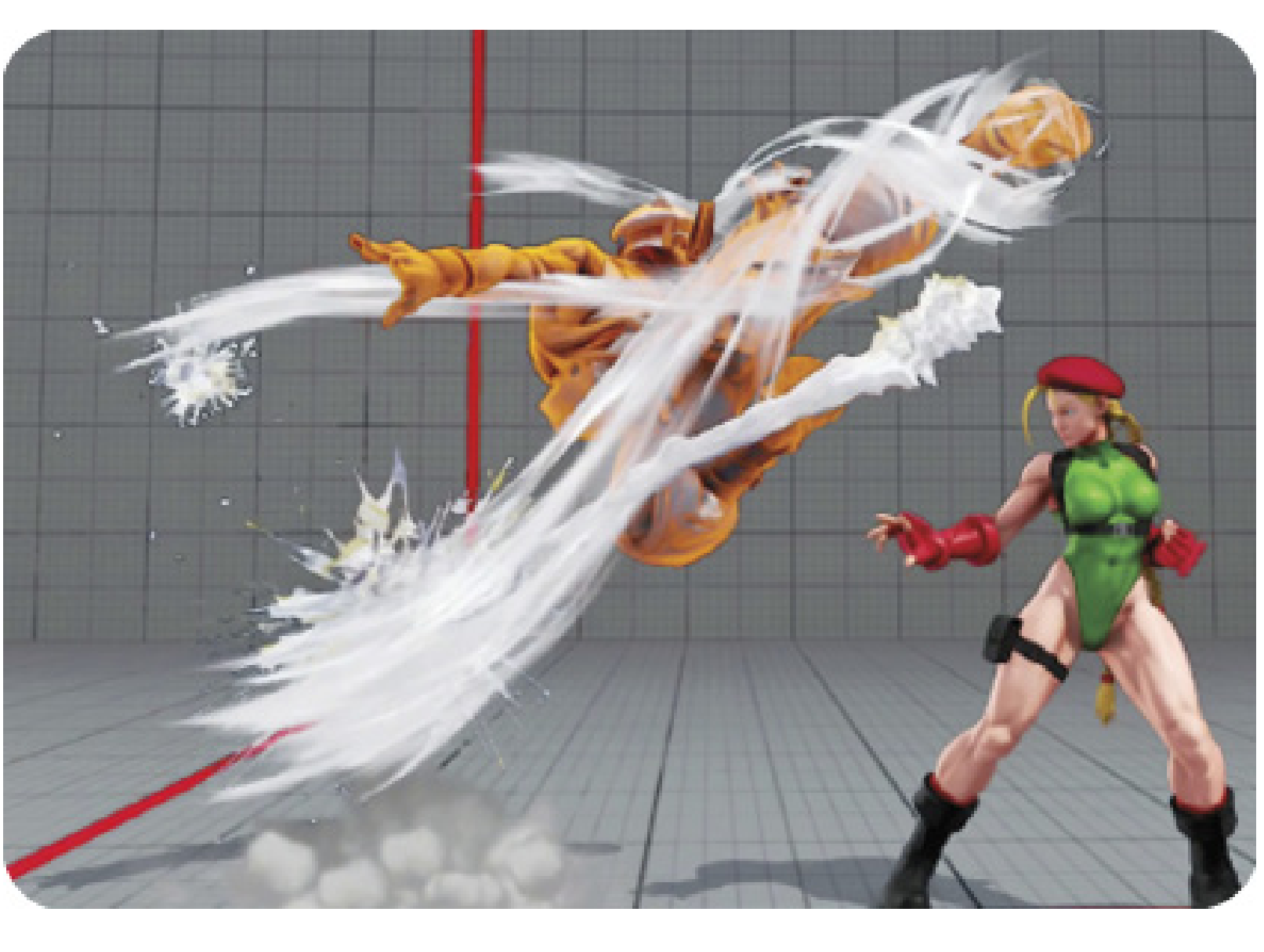
HK AIRBORNE EAGLE SPIKE HK DURING FRONT FLIP



STARTUP	22
ACTIVE	Until landing
RECOVERY	20 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31 (-28 vs crouching)
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	10/40/20 V: 80/40

EX AIRBORNE EAGLE SPIKE K K DURING FRONT FLIP





STARTUP	15
ACTIVE	Until landing + 11
RECOVERY	32 + 21 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-31 (-28 vs crouching)
CANCEL	—
DAMAGE	70x2(140)
STUN	200(100x2)
METER GAIN	-300 V: 100/25

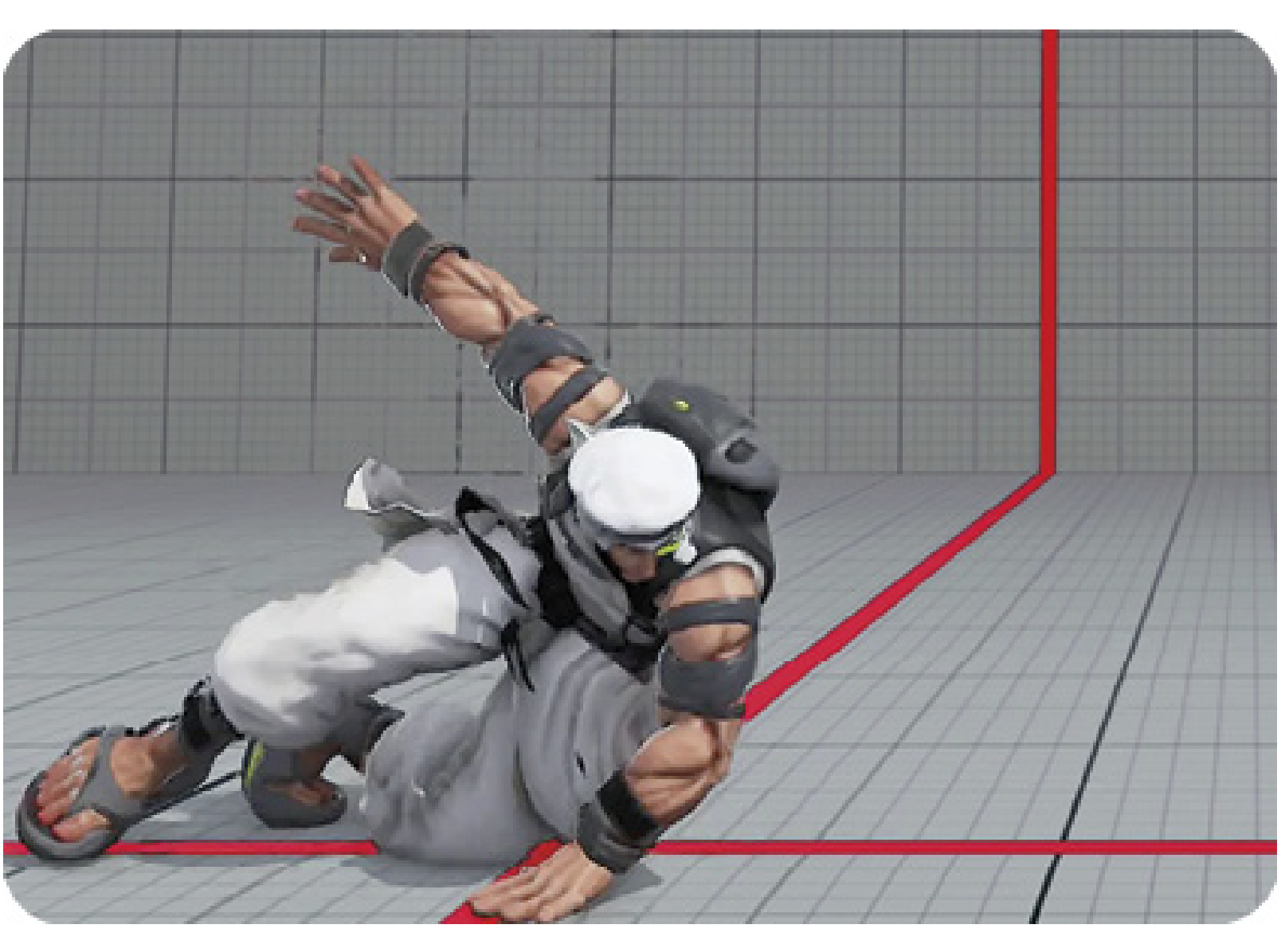
NOTES

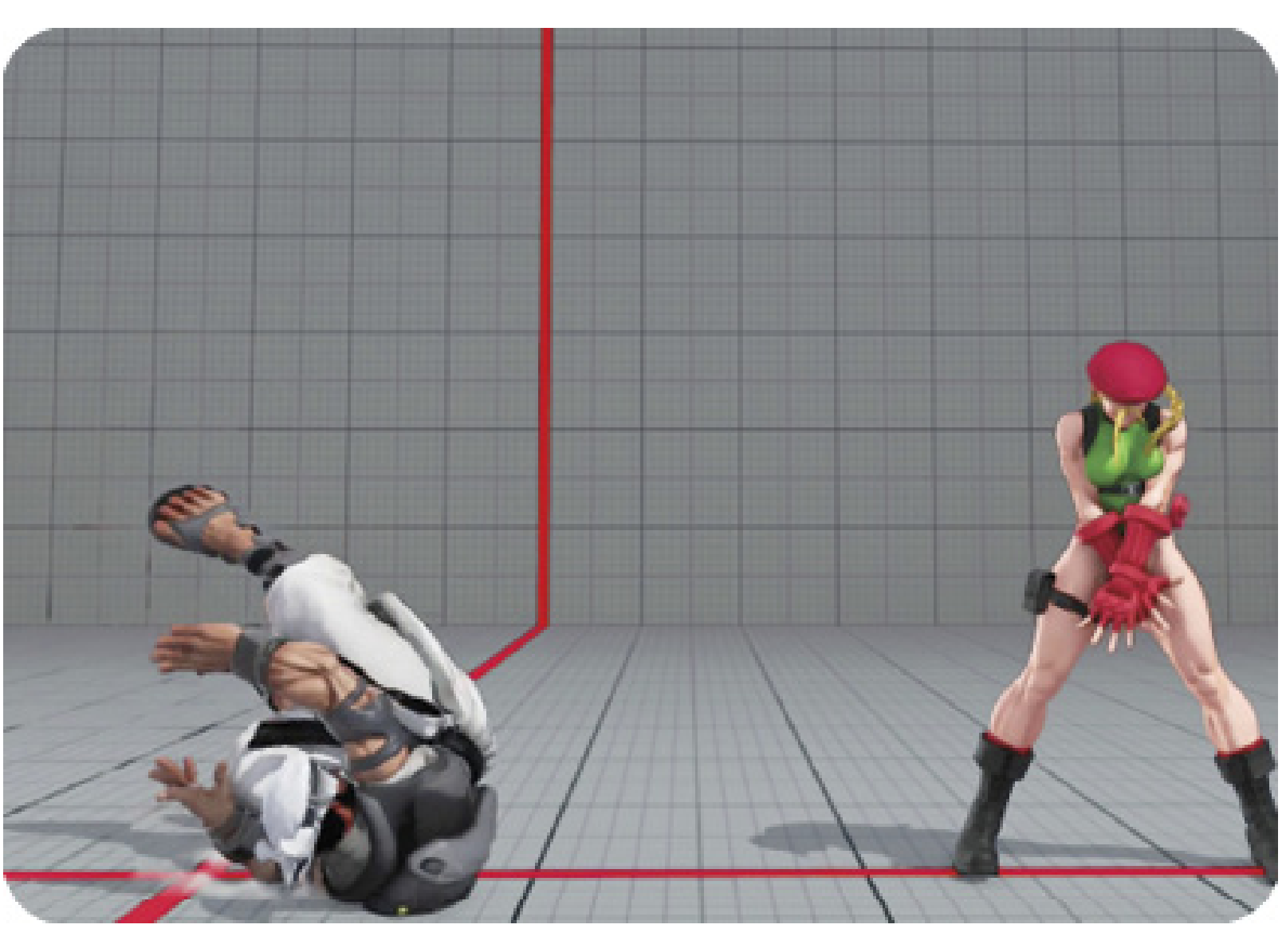
Frames 1-48 projectile invincible

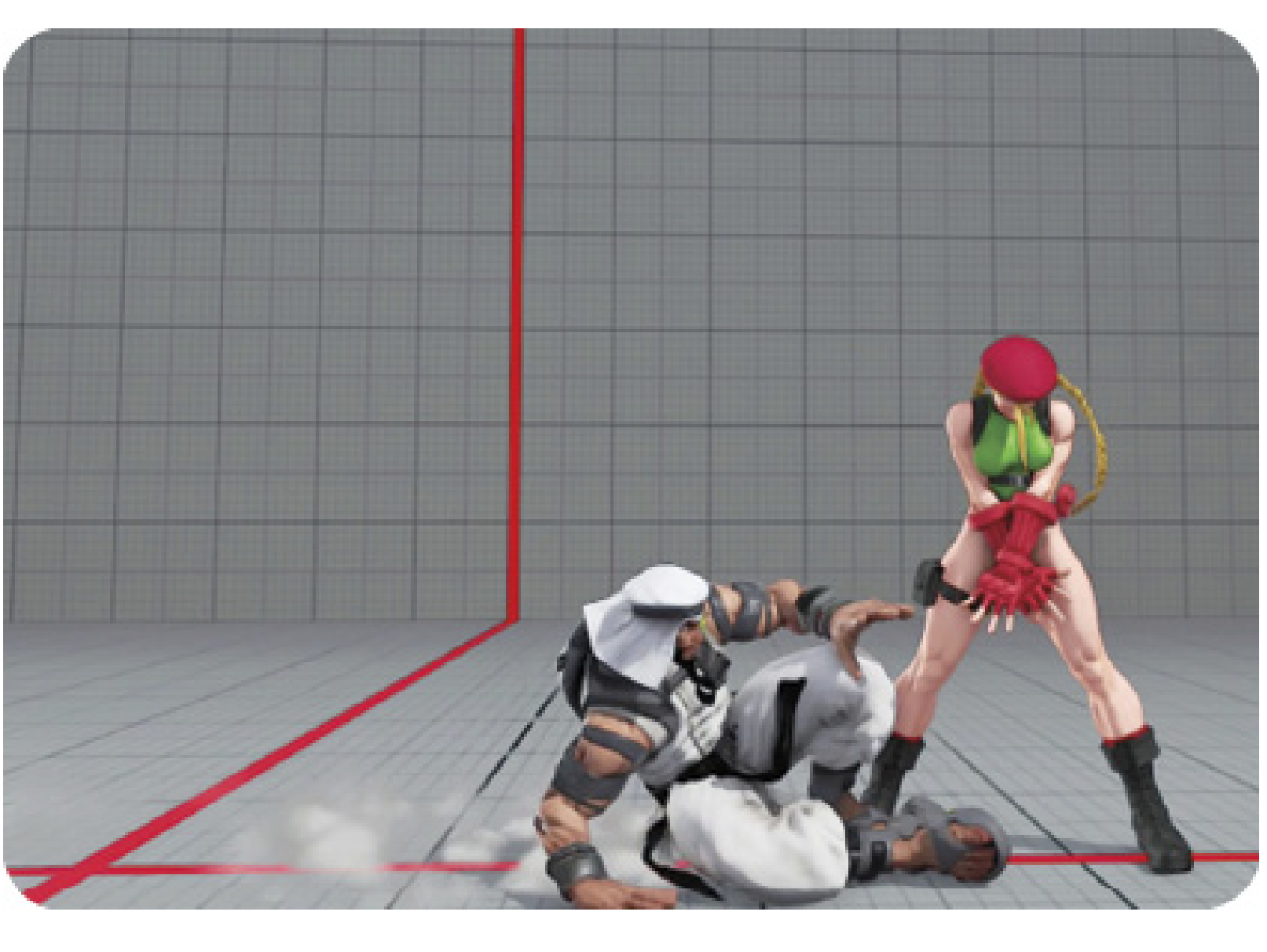
Front Flip Airborne Eagle Spike: Airborne Eagle Spike from Front Flip is very similar to the special attacks performed during Rashid's normal jump. However, it will auto-correct if he happens to pass over to the other side of the opponent. In that case, Rashid will turn around and dive kick in a new direction. Although this is still unsafe if blocked, you can use this as a tricky way to hit an enemy chasing Rashid down during his escape V-Skill. Use caution and assess whether you can take this risk; you'll easily take a heavy-strength combo if your adversary is wise to your tricks and blocks it.

Additionally, you can use Front Flip into Airborne Eagle Spike like the command Airborne Eagle Spike in juggles, with arguably easier execution since you can simply input MP + MK XX K instead of doing a forward jump into ↻ motion.

ROLLING ASSAULT ↓ + MP + MK







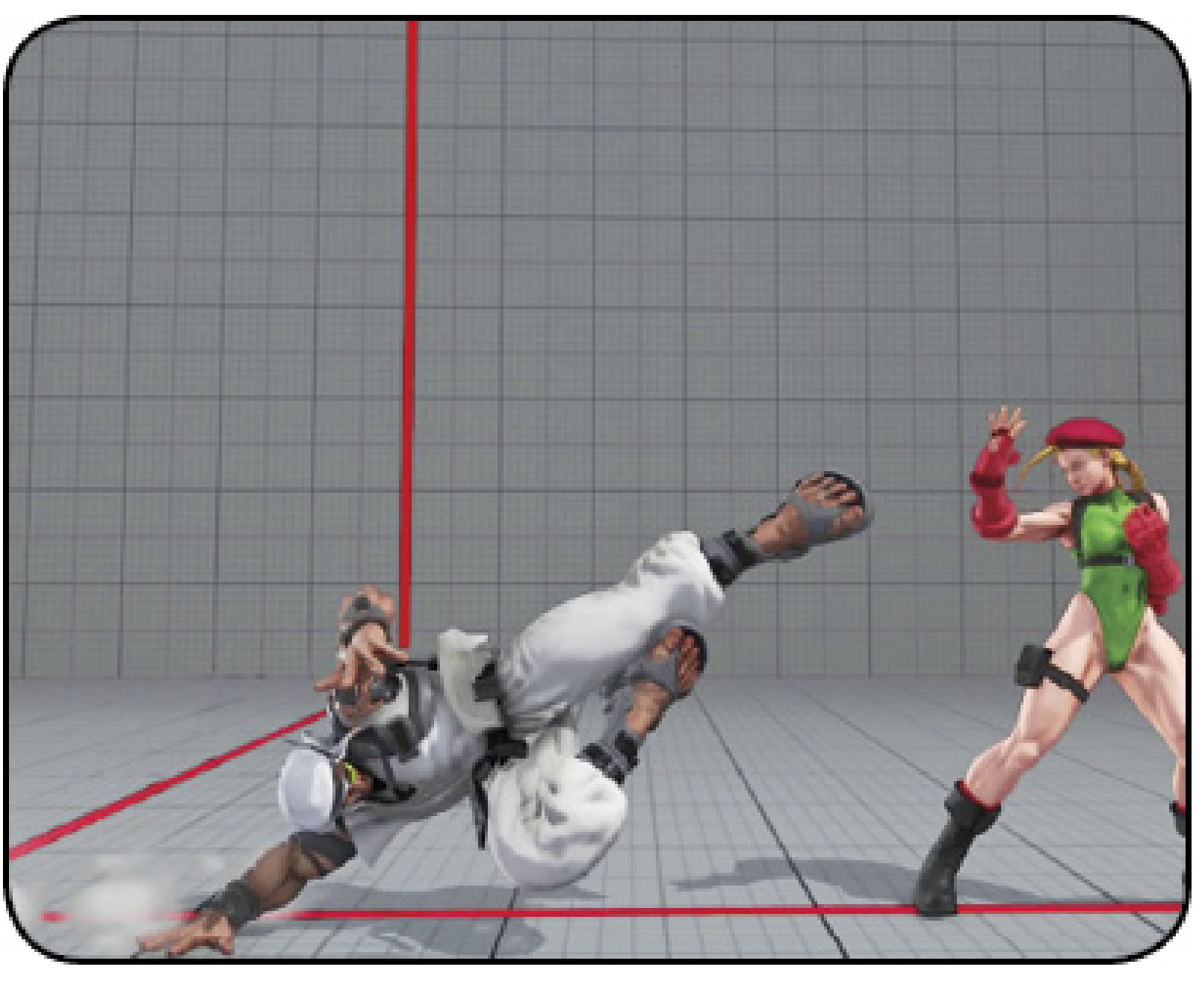
STARTUP	—
ACTIVE	—
RECOVERY	32 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Frames 5-15 projectile invincible

Rolling Assault: Rashid's alternate V-Skill is done by modifying the normal input with ↓ + MP + MK. Rolling Assault is projectile-invincible from frames 5-15 but vulnerable to all other attacks for the entire duration. Rolling Assault isn't particularly exciting when used in the neutral game, but it makes for interesting setups when used as a cancel from HK/EX Whirlwind Shot, affording you frame advantage for potential frame traps and combos (see the Combos section for more details).

NAIL ASSAULT ↓ + MP + MK XX K



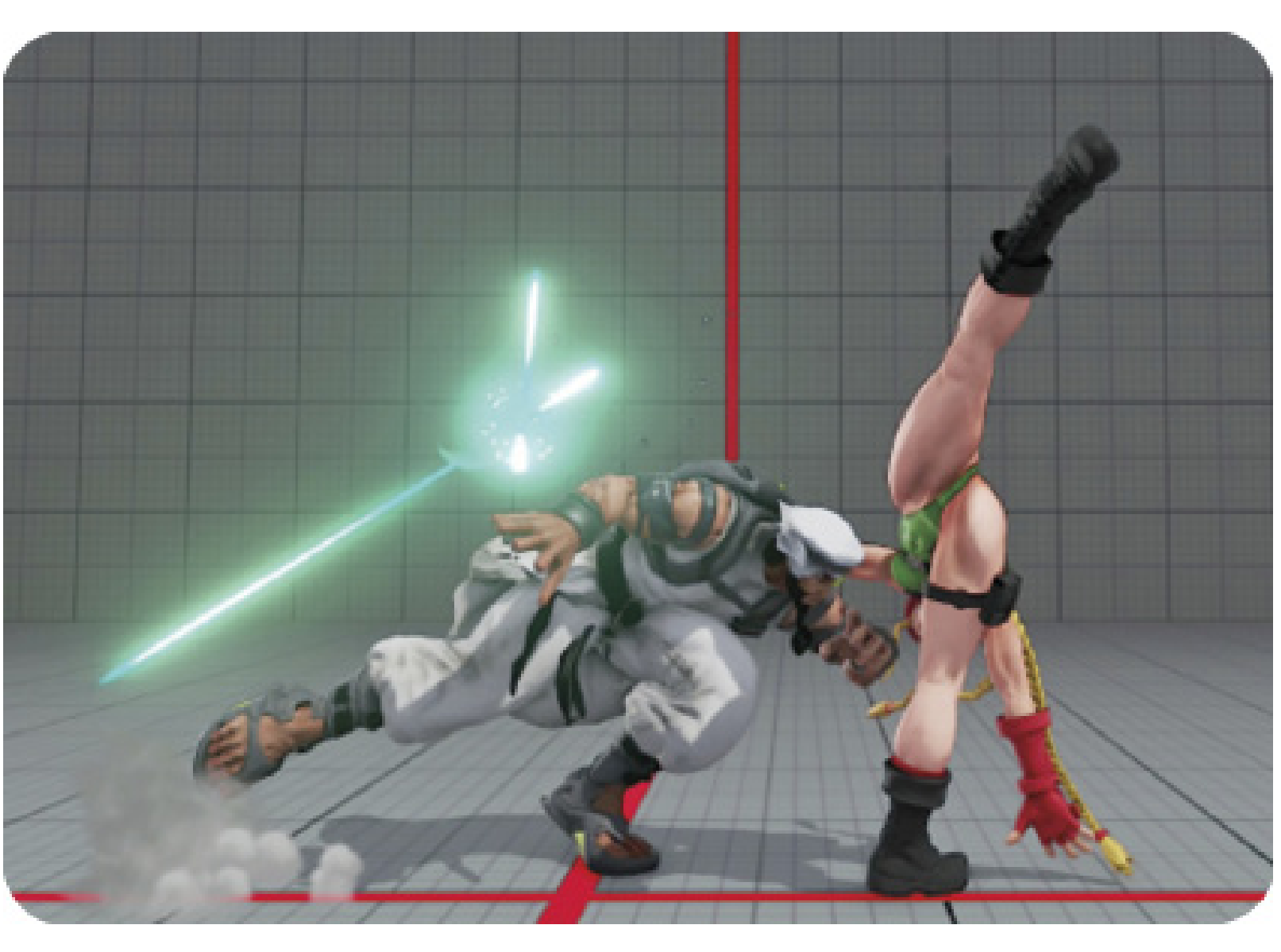
STARTUP	6
ACTIVE	4
RECOVERY	21
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-5
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	V: 60

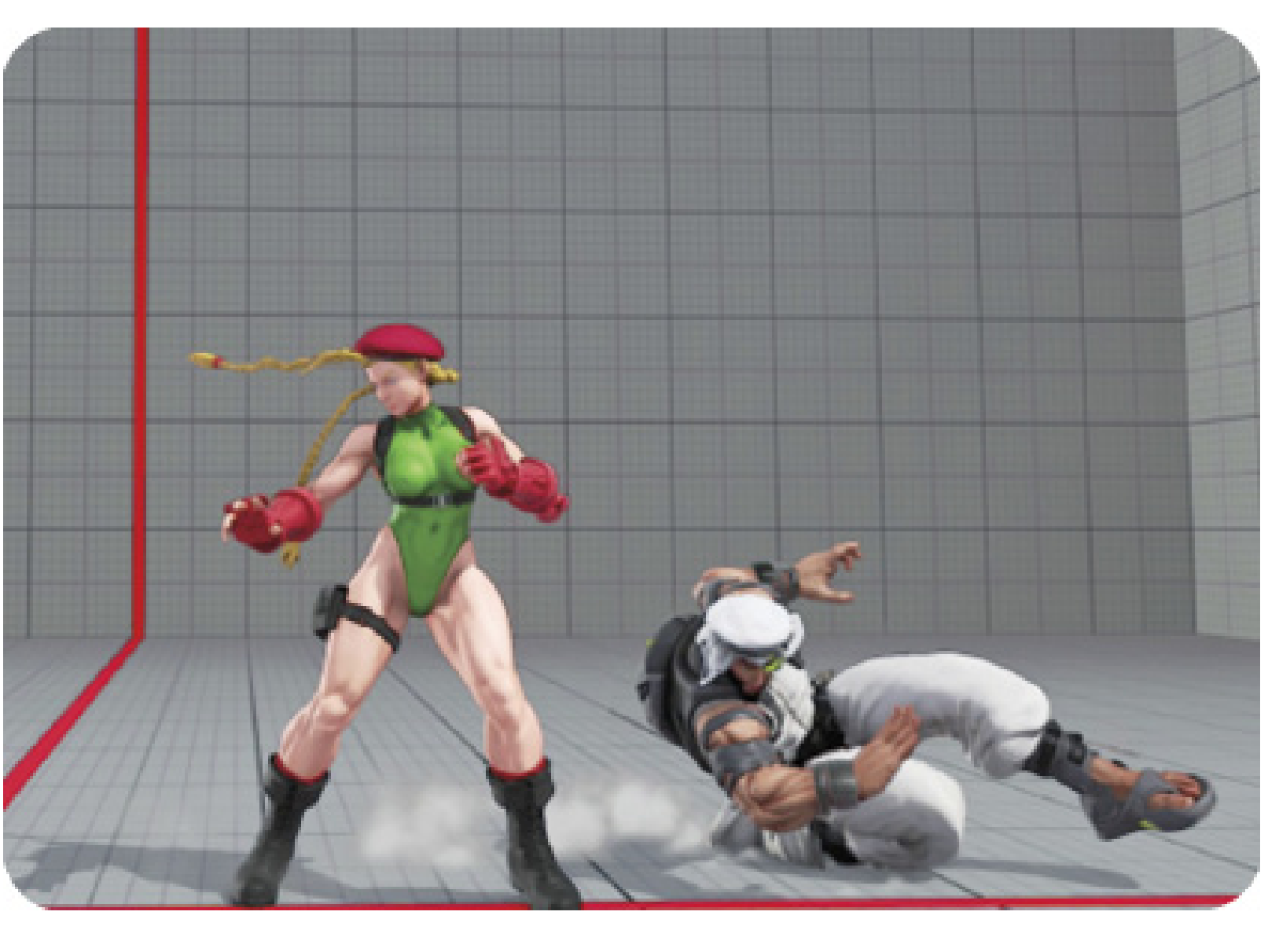
Nail Assault: Nail Assault is a launching kick attack that derives from inputting K during Rolling Assault. It's relatively safe when blocked from a distance (-5) but can be punished by all light attacks if Rashid's within range. It's entirely possible to react to projectiles thrown from long range with Rolling Assault XX Nailing Assault kick for an easy 80 points of damage into a knockdown frame trap or cross-up setup. For instance, after a Nail Assault knockdown, go for → → (hold) to run at the enemy. If they choose to back quick-recover, you can cancel your running animation into a forward jumping cross-up MK. Otherwise, you can continue to run and stop in front of them for a frame trap crouching HP into a potential combo.

Nail Assault also has some uses in combos utilizing EX Whirlwind cancel properties, as seen in **Combo 16**.

V-REVERSAL

SLIDING ROLL → + P P P DURING GUARD





STARTUP	—
ACTIVE	—
RECOVERY	30 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V: -300

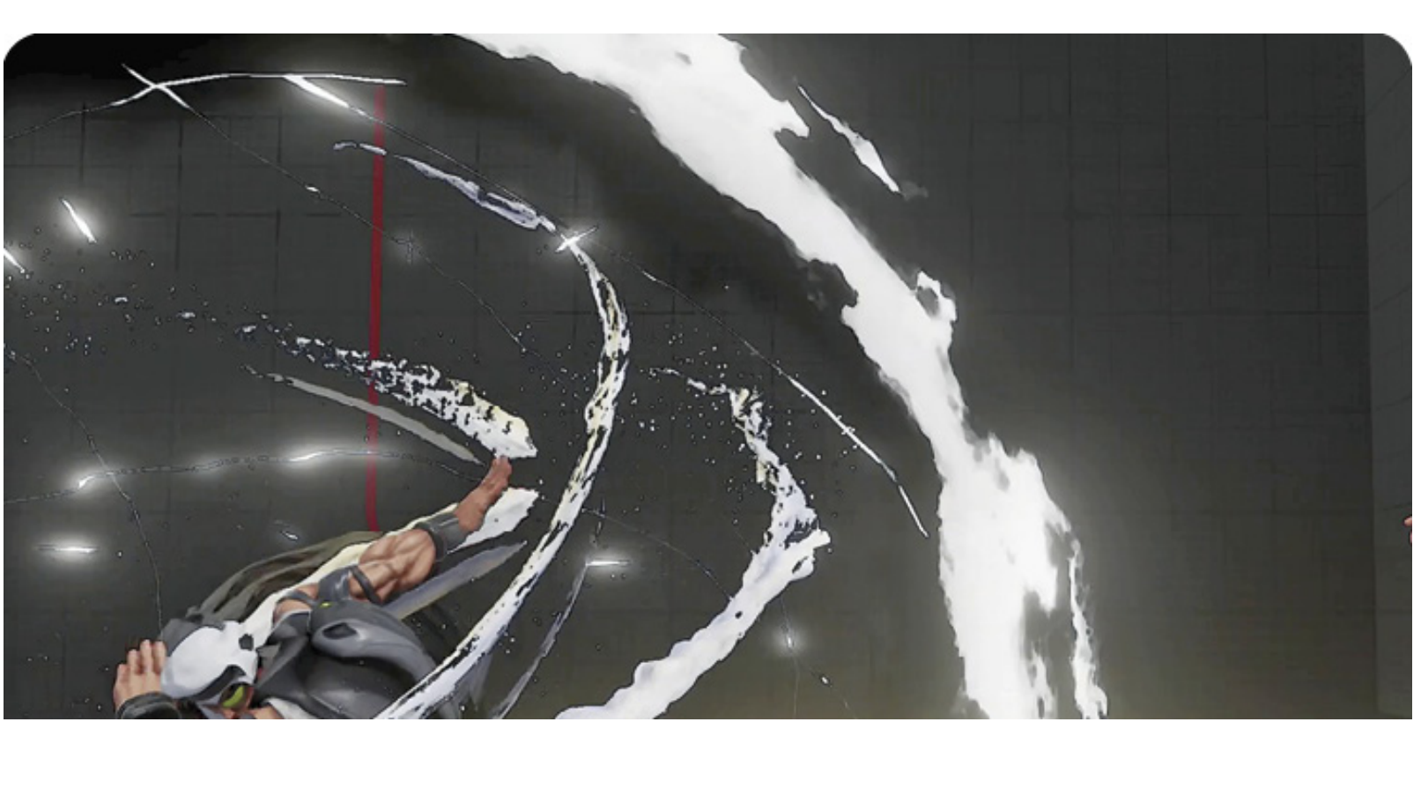
NOTES

Frames 1-25 projectile and strike invincible; recovers 200 of own stun

Sliding Roll: Rashid's V-Reversal is immune to strikes and projectiles up until the last five remaining frames, where he's vulnerable to all attacks (but in a crouching state). It's not particularly inspiring, but you may need to use it to relieve pressure, especially if Rashid's cornered. If you have V-Gauge to spare (and haven't capped at two stocks), it's safe to use it at least once, assuming that you have enough stamina (at least around half life left) to build a full two bars before the round is over.

V-TRIGGER

YSAAR HP + HK



Rashid

Overview

PROS

- Rashid is an extremely agile character with a plethora of air mobility options.
- He can link a variety of medium-strength and heavy-strength attacks into other normal attacks, leading into moderately damaging combos.
- LP/MP Spinning Mixer provide excellent knockdown advantage that allows Rashid to force a strong tempo-based offense onto his enemies.
- Ysaar is a unique V-Trigger that gives Rashid extraordinarily powerful mix-ups.
- Standing HK is a dominating low-crushing attack with Crush Counter properties, and it's safe on block.

CONS

- Eagle Spike, particularly EX Eagle Spike, may seem like a spammable attack, but against astute opponents, a guarded Eagle Spike can cost you the round.
- He deals low damage, especially off of crouching LK combos, so you'll have to open up the enemy's defenses several times before you can end a round.

Rashid is an evasive, hit-and-run type fighter (much like Rolento from prequel *Street Fighter* games), excelling in combos that set him up with follow-up mix-ups. His playstyle lends itself to players who want to constantly be on the move. His difficulty lies in the abundance of setups that you must memorize in order to keep your opponent guessing.

Your objective is to be a nuisance to your adversary, luring them into making bad decisions where you can capitalize with Rashid's high-advantage knockdowns. Achieve this by:

- Utilizing Rashid's air mobility options to keep the enemy on their toes. Mix up his movement with his Triangle Jumps, running dash, and his Front Flip V-Skill, cancelable from HK/EX Whirlwind Shot
- Using carefully timed and well-placed LK Eagle Spike to punish opponents who become impatient
- Exploiting Rashid's standing HK low-crushing hop kick to dominate foes while at mid range
- Using mid-range to long-range zoning with your varying Whirlwind Shots, which can be extremely annoying for some players and may get them to jump in and land on projectiles, giving you plenty of knockdown advantage

STREET FIGHTER

Rashid
Strategy

LONG RANGE

Rashid's overall strategy isn't as cut-and-dry as most other characters, so you'll be in and out of the varying ranges frequently, especially if you combo into Eagle Spike with your enemy using quick-recovery off of it (since it bounces Rashid off his attacker quite a bit of distance). To transition back into mid and close range, you'll have to constantly be on your toes while keeping your opponent on theirs. A unique property Rashid has that helps in his elusive movement is his running dash. His dash is actually a run if you hold the second → input for the → → command. If you simply tap → →, he will run a short distance before he decelerates to a stop. If you want to run the shortest distance possible, you can cancel his run with any input beside → and ↗. For instance, you can tap → → and then hold ↙ and press LP for an immediate dash into crouching LP, or you can simply hold ↙ / ← to block at the earliest possible time.

If you hold → during Rashid's dash and input P during the run, you'll execute a special Running Spinning Mixer. Pressing → + K will result in a Running Eagle Spike. You can basically end Rashid's dash with a command of holding → + P / K to produce these special variants quickly when desired.

You'll be using Rashid's dash and run constantly to confuse your opponent about how he's going to approach. They have to be concerned whether Rashid is running all the way into mid and close range, or if he's going to cancel into Running Eagle Spike. You can also cancel his run with a jump, so Rashid can immediately run into forward jump distance, or even closer at forward jump cross-up MK distance. Otherwise, you can cancel with a backward jump to stay safe and confuse the adversary even more.

Like most characters, Rashid deals the majority of his damage from mid to close range, but he doesn't need to go all-out rushdown. His approach can vary depending on the matchup, but he's designed as a quick and mobile character, much like Rolento from other *Street Fighter* games. As long as you're cunning, he can deal with most matchups. Against most characters, especially those with limited mobility (like Birdie and Zangief), you shouldn't be too afraid of Rashid being cornered and losing ground. Your Front Flip V-Skill, especially canceled from HK/EX Whirlwind Shot, allows Rashid to swap sides at a moment's notice and is an extremely difficult maneuver to counter for these types of characters. If Rashid does get cornered, he can fight his way out by making the enemy guess how or if he's going to escape. Rashid can use an ↖ Triangle Jump off the wall to jump over for a cross-up, use the ↗ variant for a more aggressive approach, or Front Flip his way out (or HK Whirlwind XX Front Flip). Alternatively, you can just fight back if you think your challenger is on to Rashid's aerial shenanigans.

You can also abuse characters who have dashes with higher-than-average duration using Running Eagle Spike from long range. Although this move has a terrible recovery period, characters like Birdie, Dhalsim, M. Bison, and Zangief all have trouble punishing it with significant damage when it's blocked. Characters with faster dashes can dash in for at least a light-strength starting combo, so be mindful of how you use this attack. Experienced players will know optimal ways to punish you, but you can occasionally get away with mixing up your normal ↺ + K Eagle Spikes with your Running Eagle Spike, since the range to which Rashid bounces is different for each. Running Eagle Spike places Rashid farther from his opponent but leaves him at -21, whereas ↺ + K Eagle Spike leaves him a little closer and at -20 disadvantage.

Whirlwind Shot may seem like a great zoning tool at long range, but it's limited in horizontal travel distance. LK Whirlwind Shot travels just past half-screen distance, and HK only travels about a dash's distance before ascending to the sky. This isn't typically a projectile you can abuse repeatedly because its startup time is quite long (LK is the fastest at 17, versus Ryu's slowest Hadoken at 14), while its recovery period is lengthy relative to other projectiles. Though it's difficult to punish on reaction, your enemy can just wait until the whirlwind ascends before walking into mid and close range. This sacrifices valuable spacing and time you could have used to create distance. (It's still an invaluable tool to use once in a while, especially against characters who don't have projectile-invulnerable moves or fast ground mobility options.) In addition, it builds a small amount of meter when executed (you gain a small bit of meter, even if it doesn't make contact).

Rashid doesn't have much trouble getting around zoning characters, especially with his projectile-invulnerable Rolling Assault.

MID RANGE

Although Rashid will be running around frequently and generally being an annoyance to his foe, you can change it up and play an exceptionally effective mid-range game with his abundance of footsies-based pokes. His main attacks at this range include standing HK, standing MP, standing MK, crouching MK, → + MP, → + HP, and his various Whirlwind Shots.

Standing HK is, without a doubt, Rashid's most powerful attack from mid range. It's a heavy attack, so it has the highest priority during trade collisions, cleanly counter-hitting light and medium attacks that overlap with its active frames. Furthermore, it rewards you with a Crush Counter when it does counter-hit (which can be quite often), giving you access to Rashid's more powerful combos (see variants in **Combo 11** and **Combo 12**).

Not only does it out-prioritize medium attacks, but it also crushes low attacks with its invincible lower body hurtbox and airborne properties. It's airborne from frames 6 through 18 and hits on Frame 16, which is extraordinary when you take into account that it's safe (at -2 when blocked) and advances Rashid into close range. The best way for your opponent to deal with this is to either block and then go on the offensive with their +2 advantage, or to counter it with a preemptive standing light attack, which just knocks Rashid out of the air into safety.

If you want Rashid to stay at farther ranges while keeping up an aggressive stance, you can use standing MK instead. It sports an impressive hitbox-to-hurtbox ratio, with its hitbox extending slightly past Rashid's hurtbox. It's also much more difficult to counter with a low attack from a distance since Rashid lifts his leg up for a thrusting side kick to the enemy's midsection. As a whiff-punish, you can cancel standing MK into Ysaar for extra damage. Otherwise, standing MK isn't special-cancelable.

Once you've conditioned the enemy with the threat of your standing HK and standing MK (or if you're playing a more reserved footsie game), you can start using crouching MK to poke at them (or whiff-punish confirm into **Combo 2**). Crouching MK XX ↻ + LP (non-mashed) is safe even at closer distances, but it's even better when you connect with it at the tip of Rashid's foot. He's left at -2 from range and gets a tiny bit of free chip damage, so he's completely safe. On hit, it's possible to confirm into LP Spinning Mixer lv.2 (mashed), but this is quite difficult. Otherwise, it's perfectly acceptable to just take the smaller amount of damage from hitting with the three-hit LP Spinning Mixer, considering how safe Rashid is on block from this effective mid-range string.

If you have a good read on your opponent's defenses and you believe them to be the passive type, you can start going for Rashid's far-reaching aerial overhead → + HP attack. It's not nearly as safe as standing HK, both in its block advantage (-4) and its airborne state (Rashid's technically standing before his first active frame). You should reserve this attack until you're sure that your adversary is afraid of your crouching MK poke sequences. On counter-hit, you aren't rewarded with a combo (like Necalli is with his overhead), but you do gain a bit more advantage (+2 on counter-hit, ±0 on non-counter-hit).

Another excellent attack from mid range is → + MP (Flap Spin). It does 10 more damage than standing MK, covers more range, is safe on block, and advances Rashid forward a bit. It's easier to interrupt (even though it starts at eight frames, like standing MK) because it moves Rashid's entire body forward. The upside is that it's a two-hit attack, so if you happen to whiff the first swing, you get another chance with the second hit (which admittedly can be interrupted). But, if this second hit counter-hits, you're rewarded with a link into crouching LP, as seen in **Combo 11**.

Alternatively, if you want to take your offense into the air, Rashid has one of the best cross-up jumping attacks in terms of ambiguity, thanks to the long active frames on jumping MK. At certain distances (around the distance of his backdash), you can create a 50/50 forward jump setup by changing the timing of his jumping MK. With its five frames of activity, you can time it earlier to cause it to hit frontal, or input it late when Rashid has passed over his foe for a cross-up. To practice this, get up close and flush with the training dummy and then backdash away. Then, forward jump and try out different timings. You'll notice that sometimes you'll cross up the dummy, but other times you won't. If mastered, this is an absurdly powerful technique.

If you're up against a grappler or non-projectile character, you can opt to make more use of Whirlwind Shot at mid range. This is an irritating move for characters with limited ground mobility because it's difficult to jump over on reaction. Use LK for a faster release and more horizontal coverage. Use HK Whirlwind Shot at closer ranges and when you sense hesitation in your opponent's play (because of its long startup time). It's also more likely to knock enemies out of the air at closer distances once it's out. If Rashid is cornered, or if you want to switch sides to give Rashid more space behind himself, you can cancel HK Whirlwind Shot with Front Flip if you can force your adversary to block it. You can even confirm into Front Flip XX Eagle Spike on hit (juggle or grounded).

Against mid-range jump-in attacks, Rashid has a few options available. With EX Gauge, you can beat most jumping attacks with EX Spinning Mixer because it's invincible for nine frames. It covers a wide area from the front of Rashid's head and a bit farther out. However, it will whiff against attacks directly on top of Rashid and against cross-ups, so you'll have to assess whether or not it will hit if someone goes for a closer jump-in on Rashid. For these situations, you can use a well-timed HP Spinning Mixer. You'll need to execute it earlier than you would EX Spinning Mixer because it doesn't have complete invincibility (it does have upper body invincibility, which suffices), so it does a decent job of covering the top of Rashid's head. Without meter, you can use crouching MP to deflect jump-ins at ranges where EX Spinning Mixer works. It still has the same weakness of not beating cross-up attempts, though.

CLOSE RANGE

Rashid's best attacks are from mid range, but he's also excellent in close-quarters combat. He doesn't have a three-frame jab, but his standing LP does leave him at +3 on guard (where most characters' light attacks provide +1 to +2 advantage on block). You'll mainly be using standing and crouching LP, standing MP, and throws when Rashid is face-to-face with his opponent.

Once Rashid's in close range off of a blocked jumping HK, a knockdown, or from LP Spinning Mixer (non-mashed, which leaves him at ±0), you have a few routes available to take. You can go for a simple low-check sequence with crouching LK XX standing LP into **Combo 1**. This combo doesn't do much damage, but if you knock down with LP Spinning Mixer lv.2, Rashid's left at substantial knockdown advantage, allowing you to go in for a frame trap. For instance, after the Spinning Mixer knockdown, immediately dash forward and cancel Rashid's dash into crouching HP. This is a strong set-play mix-up where if the enemy quick-rises, they have to block the first crouching HP strike. If they back quick-recover, they're forced to deal with the second hit (which Crush Counters on counter-hit; see **Combo 17**). Alternatively, you can go for a throw or frame trap.

Although Rashid's throws aren't too exciting in terms of knockdown advantage, you'll still need to go for them occasionally. Forward throw is best in most offensive situations, but you won't get much off of it aside from some damage (see the Riding Glider and Rising Sun descriptions for specifics). Rashid's throws are primarily used to scare the opponent to start going for tech-throws when he's in their face, creating chances for you to score your high-damage frame trap combos. You'll want to land these as often as possible because Rashid doesn't do much damage otherwise.

Standing MP is your primary frame trap tool when Rashid has enough advantage. On hit, it's easily confirmable into either another standing MP or crouching MK, as seen in **Combo 3a** and 3b. The caveat to linking another standing MP is that the enemy must be hit standing, so it's safer to link into crouching MK in most scenarios (although you get better follow-ups off of standing MP). On block, standing MP leaves Rashid at an outstanding +3 advantage, giving him enough room for several lines of play afterward. After a blocked standing MP, you can opt for an aggressive advance into point-blank range into standing LP, which, on counter-hit, rewards you with **Combo 9**. If you've gauged your opponent's close-range defense and feel like they're going to retaliate with some kind of attack after guarding, you can go for a buffered standing HP counter-hit frame trap, with the potential Crush Counter combo seen in **Combo 14**. See the combo description for an option-select technique off of standing HP. Alternatively, Rashid can step forward for another standing MP; with it being a five-frame medium attack, it can potentially beat out light attacks with its higher priority in the trading system.

Even though standing HK is designed as a mid-range attack, it's also decent from just past point-blank range, especially after Rashid's +3 advantage from a blocked standing LP or MP. For example, you can chain two standing jabs, then buffer into standing HK for a low-crush counter-hit frame trap attempt.

When you've landed one of Rashid's EX Eagle Spike combos (see combos ending with ↺ + K K in the Combos section), you can choose to juggle with either MP or HP Spinning Mixer. HP Spinning Mixer deals the most damage, but MP Spinning Mixer affords you a better mix-up opportunity on a quick-rising (or back quick-rising) enemy. Against a backflip quick-recovery (the kick version, which most players opt for in hopes of getting away from Rashid), you can immediately go for a forward jumping MK for a frontal attack, or you can have Rashid step forward a bit and then jump forward with a late jumping MK for a cross-up. This can be rather difficult to block, so make use of this setup as often as possible. Of course, this requires that your opponent is predictable with their recovery option. If they're on to your tactics, you can change it up with forward dash into a frame trap setup instead.

If you find Rashid cornering the enemy, you can either keep them boxed in with his superb mid-range attacks, or you can go for some tricky Triangle Jump setups. For instance, if you cross up the opponent with a forward jump MK, which corners Rashid, you can then go for a low-hit check. If they're blocking, go for a quick Triangle Jump ↗ into jumping MK while Rashid's back is to the corner. This is extremely hard to block, even for the most experienced players. Be creative with these wall jump techniques, as they play toward Rashid's evasive nature well.

As Rashid, you never want to be defending from an up-close position since your fastest normal attack starts at four frames. However, you do have access to an invincible reversal, provided you have EX Gauge. EX Spinning Mixer will beat out non-invincible meaty attacks and throws, with the drawback being that it's reversal counter-hit punishable. You can rarely afford to whiff these against a competent player who knows the optimal punish, especially considering Rashid's less-than-average health. Since Rashid is such a mobile character, your opponents will frequently want to pin him down with meaty attacks any chance they get. Therefore, you may be more likely to hit with this wakeup reversal relative to playing as another character (for instance, Ryu players tend to be predictable with wakeup Shoryuken).

YSAAR SETUPS

Rashid's V-Trigger, Ysaar, is an extremely flexible move that allows for set play mix-ups, as well as a neutral projectile that lets Rashid advance into range. You'll want to master as many setups using Ysaar as possible to give you the best chances of opening up the enemy's defenses. The following are some examples of what you can do with Rashid's V-Trigger.

Off of an EX Eagle Spike, instead of juggling with MP/HP/EX Spinning Mixer, you can instead throw out a meaty Ysaar for a mix-up attempt. You sacrifice some damage for a chance at more damage and another setup, so you'll need to assess whether you can go for this or save up your V-Gauge for a hit-check combo.

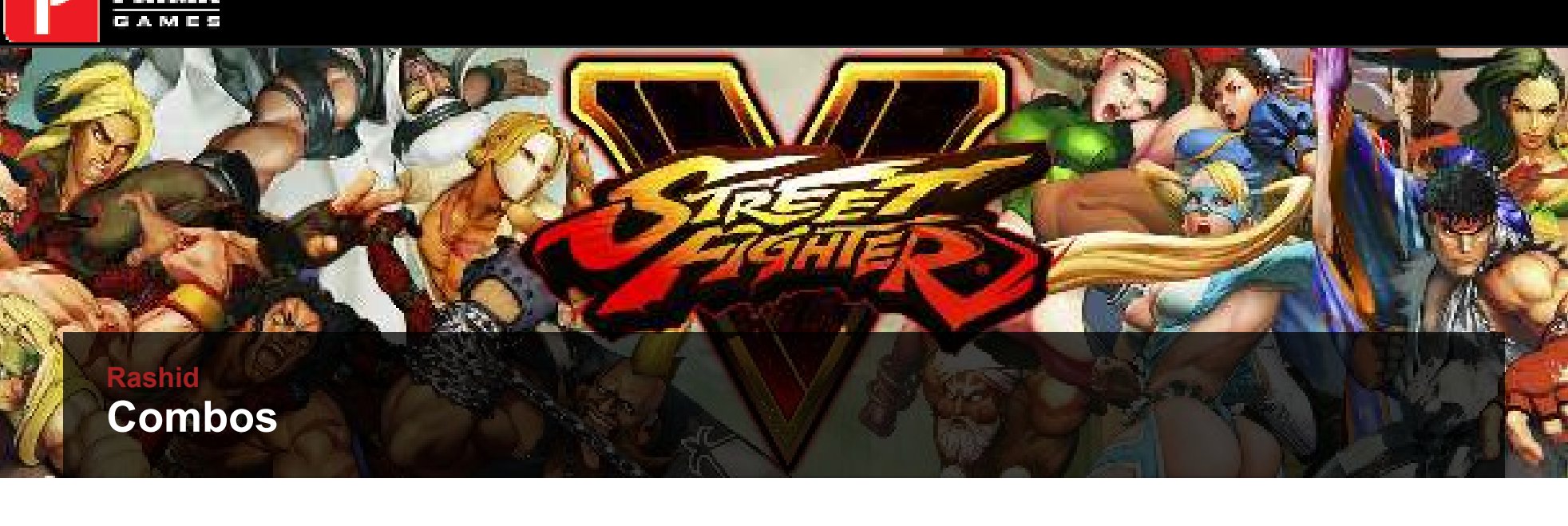
After you've placed your meaty tornado, you can utilize Ysaar's unique movement-enhancing properties by jumping forward into it, which launches Rashid far forward, crossing up the opponent. If the foe quick-rises, they must block the opposite direction. If they don't, you can juggle with either an Airborne Eagle Spike (or Front Flip XX Eagle Spike) or an MP Spinning Mixer (for another potential mix-up afterward).

If your foe stays down or if they block this cross-up, Rashid flies so far that he actually reaches the other end of the screen, allowing him to Triangle Jump off the wall. You can use this opportunity to then go for a downward Triangle Jump into an overhead jumping HK. This can be relatively easy to block, but the alternative isn't. Instead of coming down with jumping HK, simply land and go for an "empty jump" crouching LK hit-check into **Combo 1**.

The other branch you can take off of EX Eagle Spike into meaty Ysaar, if you think your opponent will refuse to quick-rise, is to set them up into an overhead or low attack. For example, after your V-Trigger, Rashid can stay in place or go for a timing sequence using whiffed attacks to help you time his overhead or low hit. EX Eagle Spike, V-Trigger, whiff standing MP twice, then whiff a standing LP; this is about the time your adversary will wake up into your meaty tornado, where you can go for → + HP overhead (Beak Assault). If done correctly, you'll open your foe up into getting hit by Ysaar, where you can then juggle with EX Eagle Spike or MP Spinning Mixer.

Alternatively, you can (after a meaty V-Trigger) whiff standing MP twice, then walk forward a bit, then go for a meaty crouching MK, pushing your enemy into the tornado. If they're blocking high (expecting Beak Assault), they'll get hit into the tornado, where you can finish your juggle combo.

These are just some examples of what you can do with Ysaar, so practice and discover other variations to keep your mix-ups ambiguous.



Rashid

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK X▸ STANDING LP X▸ ↷ + LP , THEN FINISH WITH EITHER:

↷ + ↷ + P
288 damage, 149 stun (requires full EX Gauge)

LP X▸ LP X▸ LP
95 damage, 217 stun

Your basic low-check, two-hit hit-confirm combo. This combo deals a low amount of damage, but its primary use is to knock down your opponent. After LP Spinning Mixer, Rashid's at +6 advantage after a forward dash follow-up against a quick-rising enemy. One of the best sequences after hitting LP Spinning Mixer (with the mashing P follow-up) is to forward dash and immediately cancel Rashid's run into crouching HP. The first hit will act as a frame trap against a neutral quick-rise, while the second hit will frame trap a back quick-rise. Additionally, if the second hit interrupts an attack, you'll get a Crush Counter combo (see Combo 17 for details).

DEVELOPER NOTES

Rashid's fighting style is based off of parkour. Although parkour is normally used for evading, what we really wanted to get across was the mobility associated with the art. With Rashid, players will get a character that is able to attack from angles that other characters cannot, as well as evade attacks and get away from situations that other characters have a hard time dealing with. We felt the last piece of the puzzle to really make him feel "free" was if he could somehow further his movement. Since he uses tornadoes as an attack, we thought "wouldn't it be cool if he could use the tornadoes to also adjust his movement?" Once that was added, Rashid was complete.

—Peter Rosas, Associate Producer

COMBO 2

CROUCHING MK , THEN CANCEL INTO EITHER:

↶ + LK
140 damage, 280 stun

↷ + LP (OPTIONAL FOLLOW-UP P X▸ P X▸ P ON HIT-CONFIRM)
156* damage, 214 stun

You'll use this as a standard whiff-punish type sequence or if you can make a good read on your opponent's movement. For example, if they're being antsy around close to mid range and walking back and forth, you can go for this. Just remember that Rashid is easily punishable by characters with quick dashes if his Eagle Spike is guarded.

Using a poke sequence of crouching MK X▸ ↷ + LP keeps Rashid safe and gets him into close range, at -2 advantage on block. This is preferable to being -20 on block from Eagle Spike if you're using this as a hit-check from within mid range. It's possible (albeit difficult) to input both the crouching MK attack and the follow-up ↷ + LP cancel, and then mash on P after you see that the crouching MK successfully connects.

GROUNDED HIT-CHECKS

COMBO 3A

STANDING MP ▷ CROUCHING MK , THEN CANCEL INTO EITHER:

↶ + LK
185 damage, 350 stun

↷ + LP X▸ LP X▸ LP X▸ LP
137 damage, 258 stun

COMBO 3B

STANDING MP ▷ STANDING MP , THEN CANCEL INTO:

↶ + K K , ↷ + HP X▸ P X▸ P X▸ P
255 damage, 382 stun (requires one stock of EX Gauge)

↶ + MK
210 damage, 350 stun

↷ + LP X▸ LP X▸ LP X▸ LP
162 damage, 274 stun

These two variations are your bread-and-butter combos starting from a standing MP as a frame trap. Combo 3b may not work on certain characters standing, so use Combo 3a instead.

COMBO 4A

CROUCHING HP ▷ STANDING MP , THEN CANCEL INTO:

↶ + K K , ↷ + HP X▸ P X▸ P X▸ P (NEAR CORNER ONLY)
275 damage, 432 stun (requires one stock of EX Gauge)

↶ + K K , ↷ + MP X▸ P X▸ P X▸ P
260 damage, 446 stun (requires one stock of EX Gauge)

↶ + MK
230 damage, 430 stun

COMBO 4B

CROUCHING HP ▷ CROUCHING MK , THEN CANCEL INTO:

↶ + LK
205 damage, 400 stun

↷ + LP X▸ P X▸ P X▸ P
173 damage, 324 stun

Crouching HP is an alternative frame-trapping attack. It's slower but deals more damage, and if you can set up the second hit to connect on its own, it can act as a Crush Counter on counter-hit. Rashid's left at -2 on block, so be prepared to defend a fast light attack that may interrupt your next move if you suspect that your opponent is prone to pressing buttons.

Combo 4b will work from a distance, whereas Combo 4a will not.

COMBO 5

STANDING HP OR STANDING HK X▸ HP + HK , THEN:

↷ ↷ + P (REQUIRES FULL V-GAUGE AND EX GAUGE)
401 damage, 270 stun

↶ + K K , ↷ + MP X▸ P X▸ P X▸ P (REQUIRES FULL V-GAUGE AND ONE STOCK OF EX GAUGE)
275 damage, 431 stun

MP + MK X▸ K OR AIR ↶ + K (REQUIRES FULL V-GAUGE)
246 damage, 410 stun

One of the best uses of Ysaar is as a hit-check follow-up to add damage to your combos or to give you a mix-up if the opponent blocks your prior attack. As a combo, you can juggle with your Critical Art for massive damage after the giant tornado launches the enemy. You may need to adjust the timing of Altair for the opponent to land on its hitbox, either by preceding it with a quick forward dash or by delaying its input.

You can also use EX Eagle Spike or Airborne Eagle Spike to juggle off Ysaar. V-Skill Eagle Spike is another option, and it may be easier to execute (it also auto-corrects, in case Rashid flips over).

JUMP-INS

COMBO 6A

FORWARD JUMPING HK , CROUCHING HP ▷ CROUCHING MK , THEN CANCEL INTO:

↶ + LK
272 damage, 505 stun

COMBO 6B

FORWARD JUMPING HK , STANDING HP , THEN FINISH WITH EITHER:

↶ + K K , ↷ + HP
303 damage, 477 stun (requires one stock of EX Gauge)

↶ + HK
274 damage, 445 stun

Sample combos off of a clean forward jumping HK attack over a projectile, command throw whiff, or high-recovery heavy attack.

COMBO 7A

FORWARD JUMPING CROSS-UP MK , CROUCHING HP ▷ CROUCHING MK , THEN CANCEL INTO EITHER:

↶ + LK
242 damage, 455 stun

↷ + LP X▸ LP X▸ LP X▸ LP
213 damage, 387 stun

COMBO 7B

FORWARD JUMPING CROSS-UP MK , STANDING MP ▷ CROUCHING MK , THEN CANCEL INTO EITHER:

↶ + LK
224 damage, 410 stun

↷ + LP X▸ LP X▸ LP X▸ LP
181 damage, 328 stun

Rashid's forward jumping cross-up MK can be tough to block because of his odd jumping arc. You can use these combos on hit-confirmation. Otherwise, you can go low after the jump-in with a follow-up Combo 1 hit-check.

COMBO 8

FORWARD JUMPING HP , STANDING HP X▸ HP + HK ▷ ↶ + K K , ↶ + K K , ↷ + HP X▸ P X▸ P X▸ P

410 damage, 607 stun (requires full V-Gauge and two stocks of EX Gauge)

A stylish, resource-hogging combo that showcases a unique launching property when hitting with V EX Eagle Spike. You must execute EX Eagle Spike immediately after Ysaar in order to combo it. This is one of Rashid's most damaging and practical combos since your V-Gauge is of the two-bar variety, and you'll have access to plenty of EX Gauge with Rashid. The timing for the first EX Eagle Spike may take some getting used to.

GROUNDED COUNTER-HITS

COMBO 9

COUNTER-HIT STANDING OR CROUCHING LP ▷ STANDING MP ▷ CROUCHING MK , THEN CANCEL INTO EITHER:

↶ + LK
200 damage, 394 stun

↷ + LP X▸ P X▸ P X▸ P
157 damage, 312 stun

Rashid's standing LP is an impressive +3 on block, so you'll want to use it as a quick frame-trap attack. With a two-level hit-check of standing LP into standing MP , you can counter-hit-confirm for around 200 points of damage (without use of resources).

COMBO 10

COUNTER-HIT STANDING MP ▷ STANDING HP , THEN CANCEL INTO EITHER:

↶ + K K , ↷ + HP
285 damage, 447 stun (requires one stock of EX Gauge)

↶ + HK
256 damage, 415 stun

If you're confident in reacting to your counter-hits with standing MP , you can link it into standing HP (since Rashid's +8 from counter-hit standing MP). This is more of an advanced combo because of the anticipation and foresight required to connect with it.

COMBO 11

COUNTER-HIT → + MP (SECOND HIT) ▷ CROUCHING LP , THEN CANCEL INTO EITHER:

↷ + LP X▸ ↷ ↷ + P
318 damage, 102 stun (requires full EX Gauge)

↷ + LP X▸ P X▸ P X▸ P
148 damage, 223 stun

If you manage to counter-hit with the second half of Flap Spin, you can link into crouching LP to knock down the enemy with LP Spinning Mixer.

COMBO 12A

COUNTER-HIT STANDING HK , → + MP (ONE HIT), THEN CANCEL INTO EITHER:

↶ + K K , ↷ + HP X▸ P X▸ P X▸ P
273 damage, 417 stun

↶ + HK
244 damage, 385 stun

COMBO 12B

COUNTER-HIT STANDING HK , → + MP (ONE HIT) X▸ ↷ + K K , ↶ + K K , ↷ + P X▸ P X▸ P X▸ P

292 damage, 476 stun (requires two stocks of EX Gauge)

Both combos require you to get the timing down correctly because of how → + MP juggles at varying heights. For Combo 12a, you can substitute HP Spinning Mixer for MP Spinning Mixer for better knockdown advantage and mix-up potential.

Combo 12b requires even more precise timing when connecting with → + MP . Your opponent needs to bounce enough off of EX Whirlwind Shot to launch, allowing for EX Eagle Spike to juggle.

COMBO 13

(CORNERED OPPONENT) COUNTER-HIT STANDING HK , → + MP (ONE HIT) X▸ ↓ + MP + MK X▸ K , THEN FINISH WITH EITHER:

↷ ↷ + P
421 damage, 305 stun (requires full EX Gauge)

↷ + P P X▸ P X▸ P X▸ P
298 damage, 441 stun (requires one stock of EX Gauge)

This is your optimal counter-hit standing HK combo if your opponent's back is near a wall. The timing of the → + MP juggle can be strict; you'll need to connect with it when the enemy is about to hit the floor so Rashid doesn't roll under them.

COMBO 14

COUNTER-HIT STANDING HP X▸ ↓ + MP + MK , CROUCHING LP X▸ STANDING LP OR CROUCHING LP X▸ ↷ + P X▸ P X▸ P X▸ P

202 damage, 385 stun

If you can score a counter-hit standing HP (or with an option-select input of standing HP into delayed MP + MK), you can link into a Rolling Assault crouching LP . This is a relatively advanced technique, but it's a potent one.

COMBO 15

(CORNERED OPPONENT) STANDING HP X▸ ↓ + MP + MK X▸ K , THEN JUGGLE WITH EITHER:

↷ + HP X▸ P X▸ P X▸ P
239 damage, 340 stun

↷ ↷ + P
422 damage, 240 stun (requires full EX Gauge)

A fairly powerful corner combo if you can whiff-punish an attack (or incidentally score a counter-hit HP).

COMBO 16

(CORNERED OPPONENT) COUNTER-HIT STANDING HP X▸ ↷ + K K X▸ ↓ + MP + MK , THEN:

↷ + P X▸ P X▸ P X▸ P (VT SPINNING MIXER)
313 damage, 518 stun (requires one stock of EX Gauge)

STANDING HP X▸ ↶ + HK
339 damage, 602 stun

CROUCHING HP ▷ STANDING MP X▸ ↶ + K K , ↷ + HP X▸ P X▸ P X▸ P
385 damage, 670 stun (requires two stocks of EX Gauge)

CROUCHING HP ▷ STANDING MP X▸ ↶ + MK
355 damage, 652 stun (requires one stock of EX Gauge)

A highly situational combo off of a Crush Counter standing HP while your opponent is near the corner. These scenarios won't happen often, but it's usually safe to go for standing HP X▸ EX Whirlwind Shot if you have the resources for it.

COMBO 17

COUNTER-HIT CROUCHING HP (SECOND HIT ONLY) ▷ STANDING HP , THEN CANCEL INTO EITHER:

↶ + K K , ↷ + HP X▸ P X▸ P X▸ P
261 damage, 447 stun (requires one stock of EX Gauge)

↶ + HK
232 damage, 415 stun

Off of a counter-hit crouching HP setup (e.g., from Combo 1 into forward dash), you're rewarded with massive frame advantage and hitstun, allowing you to follow up with this combo. Otherwise, it's rare for the second hit of crouching HP to counter-hit in the neutral game since the first hit has to miss and your adversary has to attack into the second one.

DEVELOPER NOTES

Rashid's movement can be quite tricky and hard to catch. His V-Skill Front Flip can easily fly him out of the corner, while his Eagle Spike special attack can bring him to his opponent quickly. By using the attacks listed, in addition to his Spinning Mixer for pressure, you can leave your opponent confused about whether you're coming or going. Lastly, learn which attacks receive a momentum boost while his V-Trigger Ysaar is out, since that will get you in front of the tornado quicker. As long as the tornado is on the screen, your opponent will be too petrified to act.

—Peter Rosas, Associate Producer

ANTI-AIR COMBOS

COMBO 18

↷ + K K OR HK OR MK , ↶ + K K , ↷ + HP X▸ P X▸ P X▸ P

243 damage, 395 stun (requires one stock of EX Gauge, or two with EX Whirlwind Shot)

If your opponent jumps into one of your MK/HK/EX Whirlwind Shots, you can go for a potential juggle combo using EX Eagle Spike to pick them up. The timing will vary based on the height of the Whirlwind Shot impact.

V-TRIGGER AND SITUATIONAL COMBOS

COMBO 19

COUNTER-HIT STANDING HK , → + MP (ONE HIT) X▸ HP + HK , JUMP FORWARD ↶ + HK

248 damage, 415 stun (requires full V-Gauge)

Your Ysaar tornado is still active after performing this combo, so you can mix up your opponent with it by jumping over their downed body and going for a high/low/throw setup.

COMBO 20A

(CORNERED OPPONENT) STANDING MP ▷ CROUCHING MK X▸ ↷ + MP , THEN FINISH THE JUGGLE WITH EITHER:

↷ ↷ + P
356 damage, 238 stun (requires full EX Gauge)

↷ + P P X▸ P X▸ P X▸ P
233 damage, 374 stun (requires one stock of EX Gauge)

COMBO 20B

(CORNERED OPPONENT) CROUCHING HP ▷ STANDING MP X▸ ↷ + MP , THEN FINISH THE JUGGLE WITH EITHER:

↷ ↷ + P
397 damage, 304 stun (requires full EX Gauge)

↷ + P P X▸ P X▸ P X▸ P
260 damage, 422 stun (requires one stock of EX Gauge)

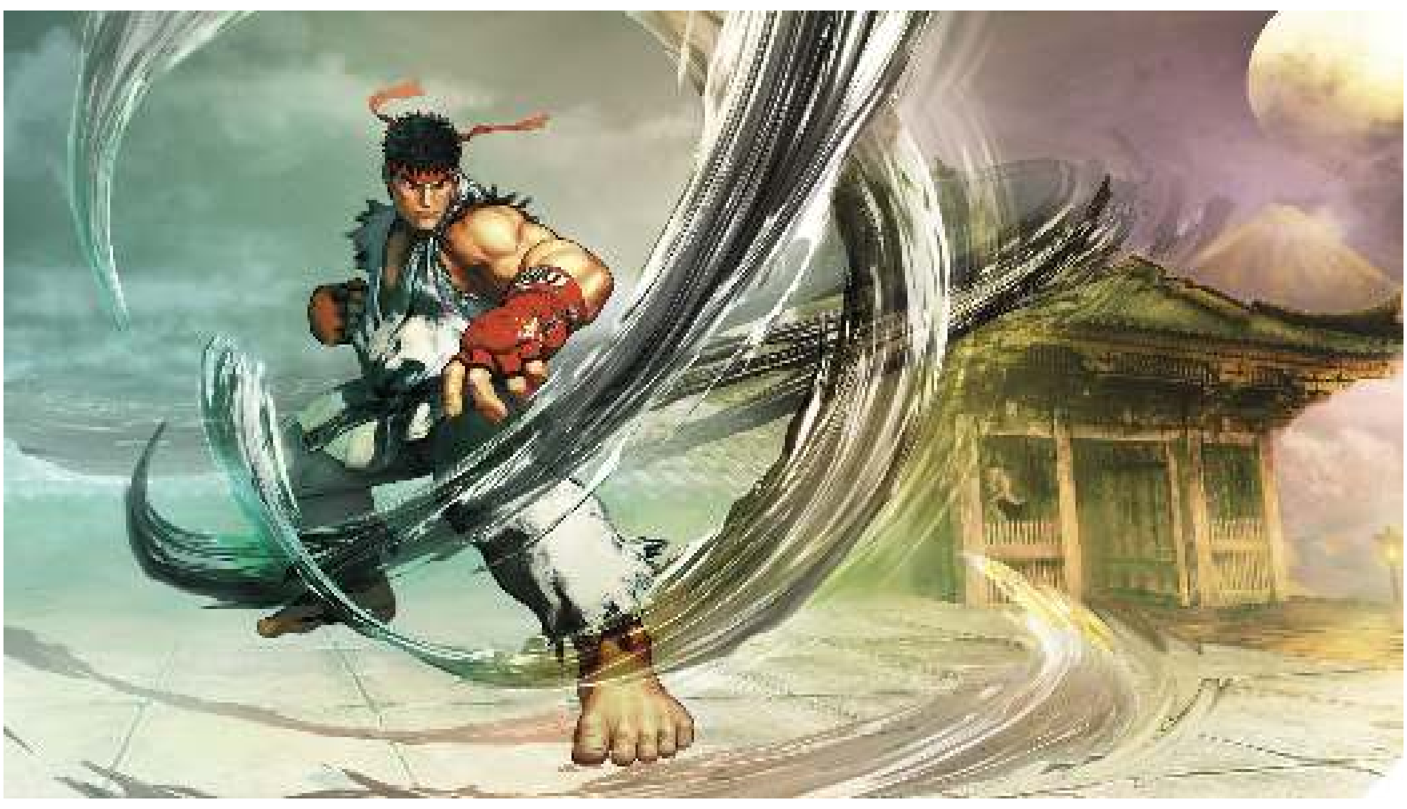
Combo 20a is a situational combo against standing opponents near the corner, while 20b works on crouching foes near the corner. You can finish the juggle with either your Critical Art or EX Spinning Mixer.

STREET FIGHTER V

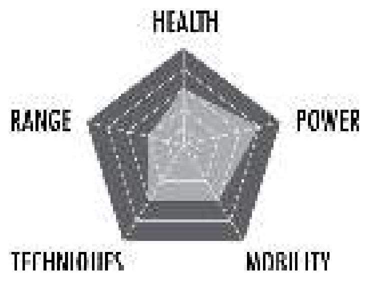
Ryu

Bio

ETERNAL WANDERER

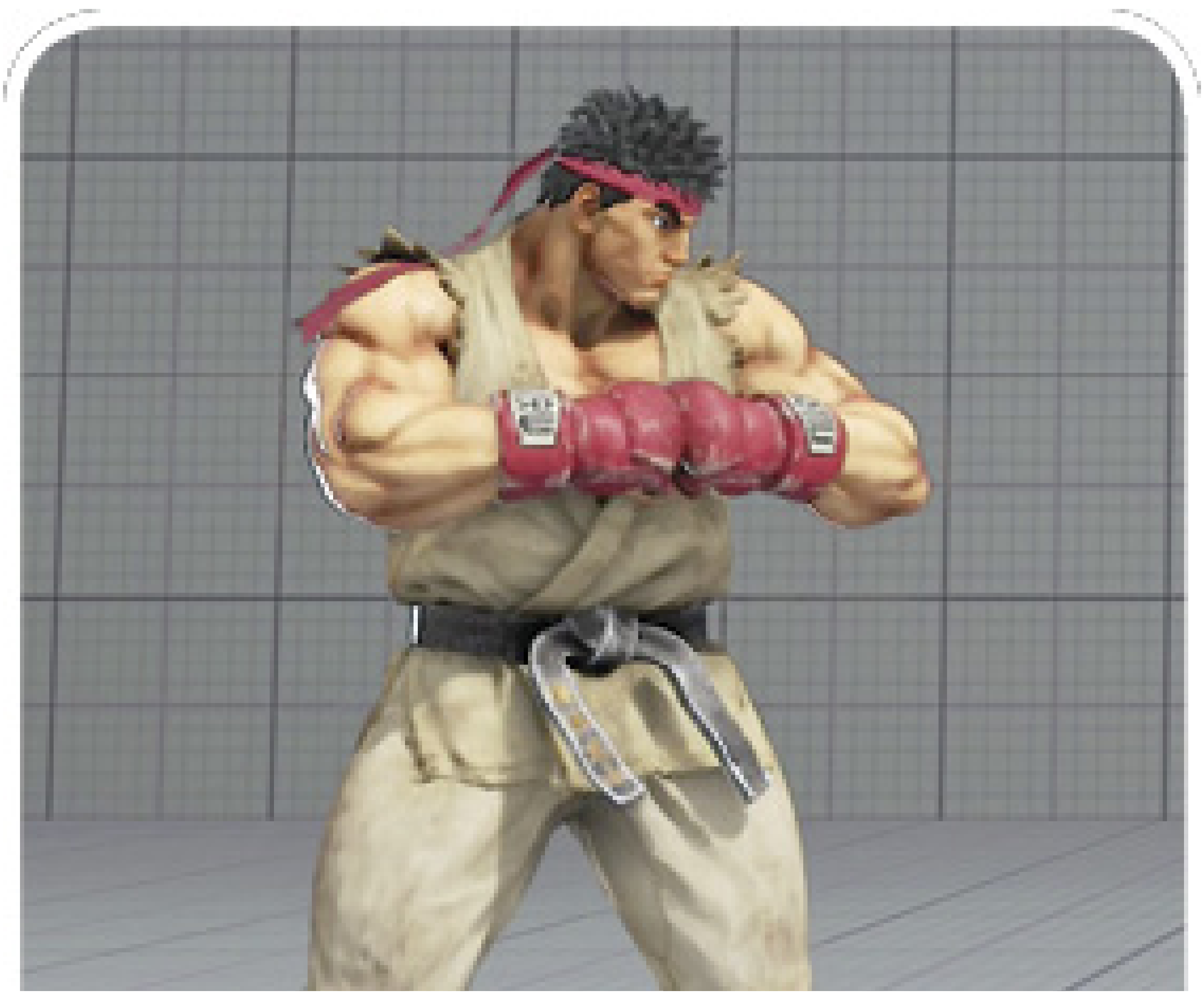


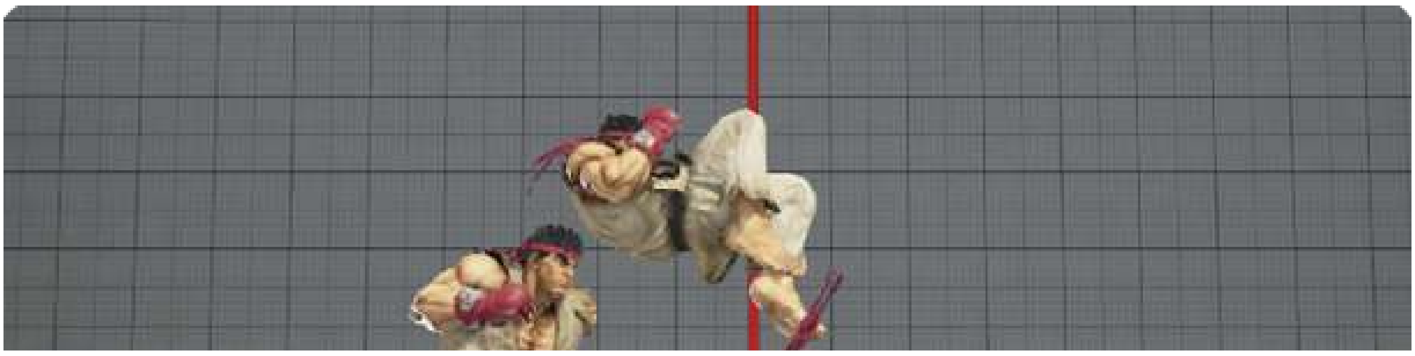
CHARACTER ATTRIBUTES

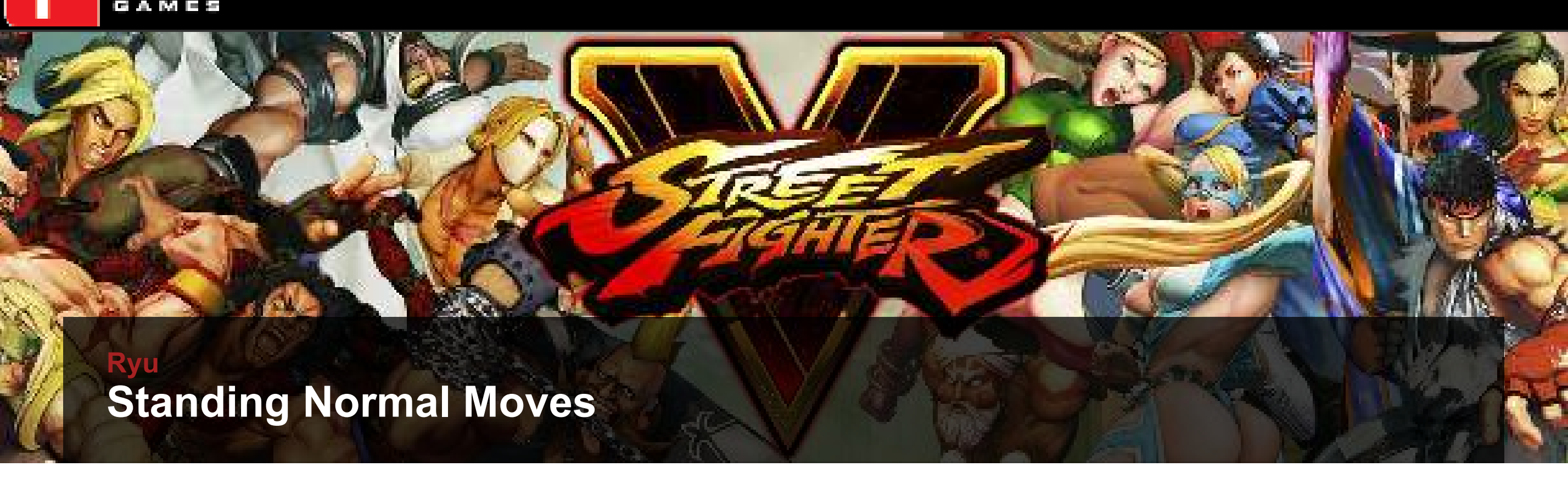


APPEARANCES
Street Fighter (1987)
Street Fighter II (1991)
Street Fighter: The Movie (1995)
Street Fighter Alpha (1995)
X-Men vs. Street Fighter (1996)
Street Fighter Alpha 2 (1996)
Street Fighter EX (1996)
Super Puzzle Fighter II Turbo (1996)
Street Fighter EX (1996)
Marvel Super Heroes vs. Street Fighter (1997)
Super Gem Fighter Mini Mix (1997)
Street Fighter III (1997)
Street Fighter Alpha 3 (1998)
Street Fighter EX2 (1998)
Marvel vs. Capcom: Clash of Super Heroes (1998)
SNK vs. Capcom: The Match of the Millennium (1999)
Marvel vs. Capcom 2: New Age of Heroes (2000)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
SNK vs. Capcom: SVC Chaos (2003)
Capcom Fighting Evolution (2004)
Tatsunoko vs. Capcom (2008)
Marvel vs. Capcom 3 (2011)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

COSTUMES



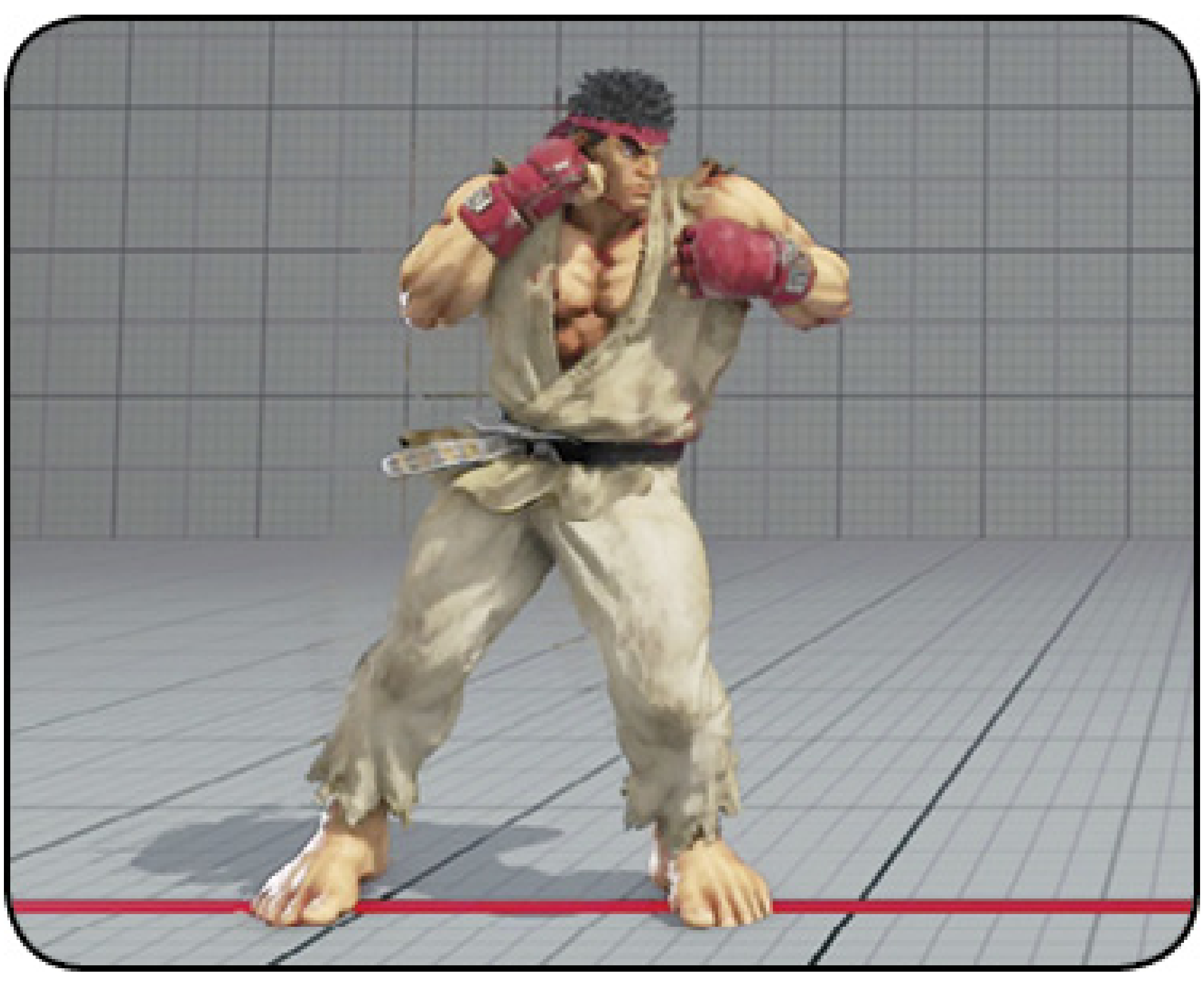




Ryu

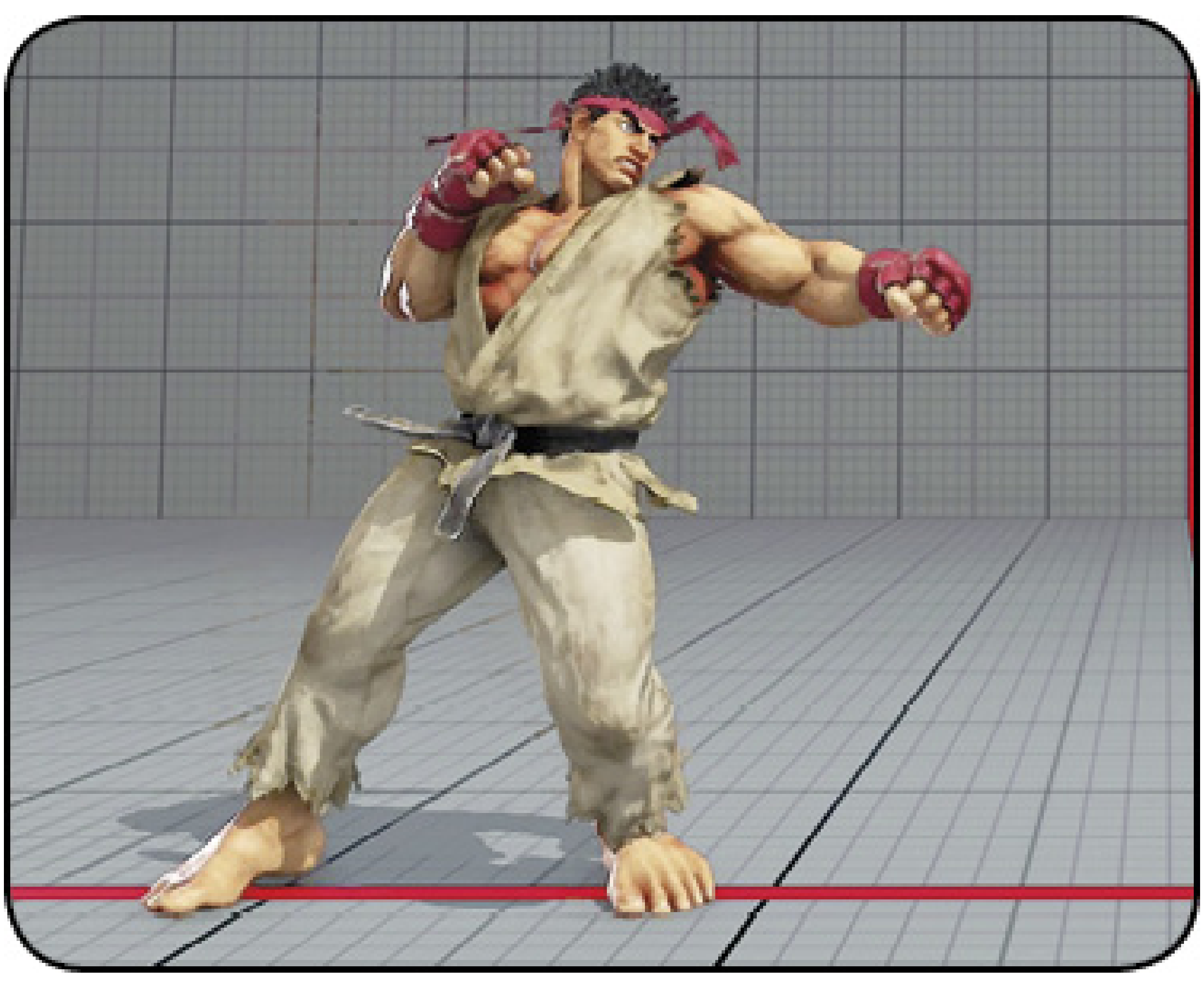
Standing Normal Moves

STANDING JAB LP



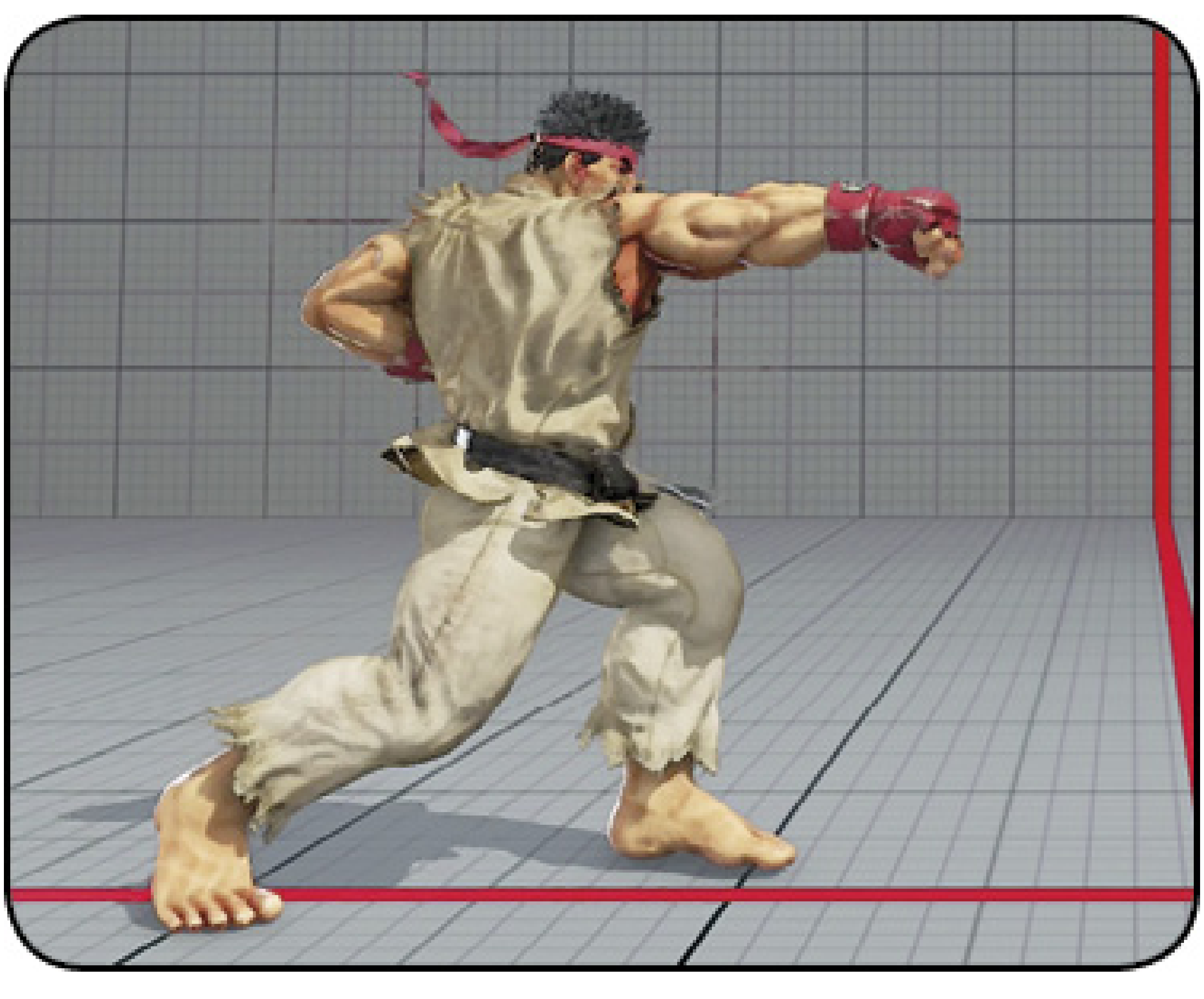
STARTUP	3
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	4
VTX GUARD	2
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	5
ACTIVE	3
RECOVERY	10
GUARD LEVEL	HL
ON HIT	6
ON GUARD	1
VTX HIT	10
VTX GUARD	5
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

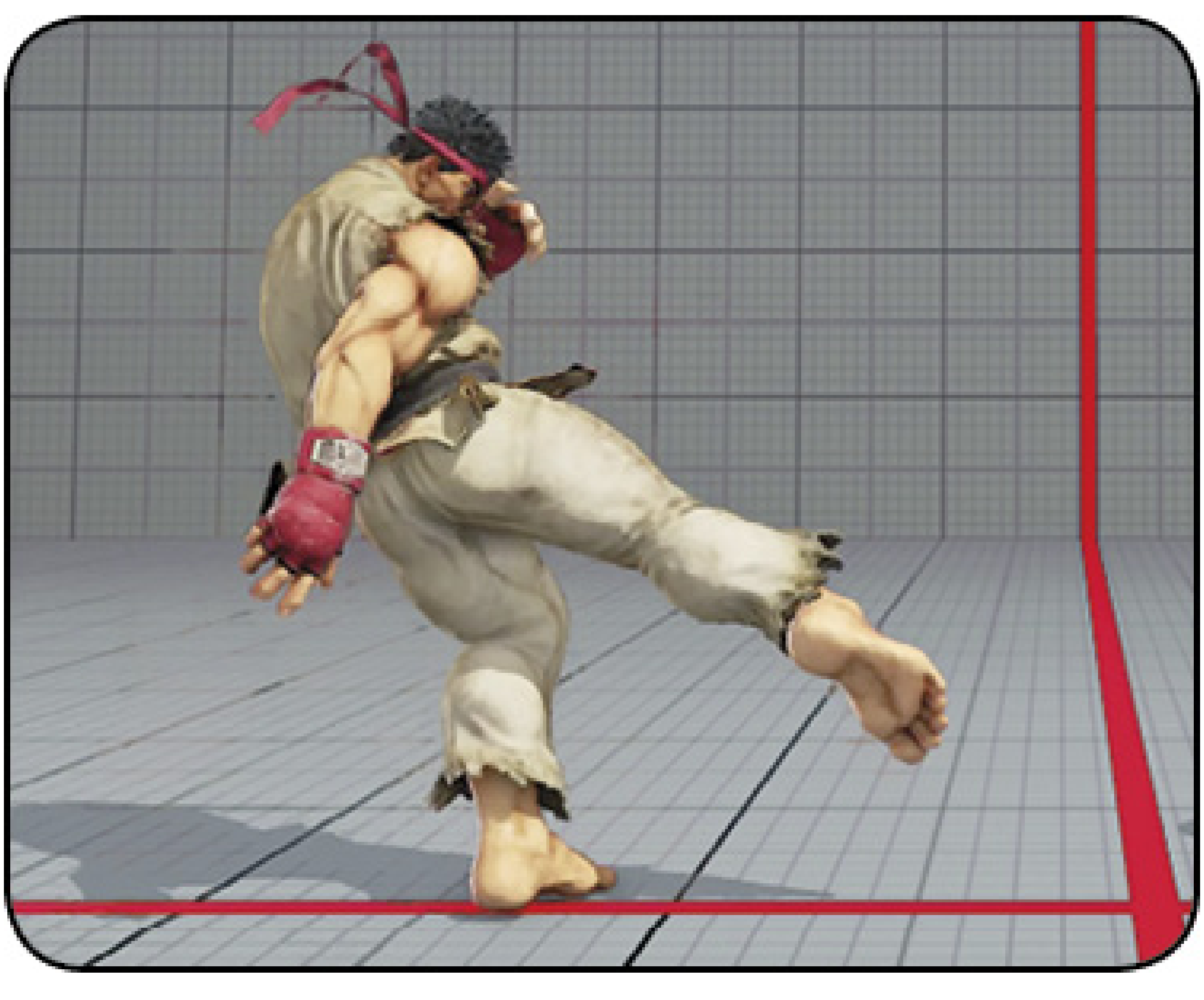


STARTUP	7
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
VTX HIT	12
VTX GUARD	7
CANCEL	CA, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (spinning knockdown) and V-Gauge +150

STANDING SHORT LK

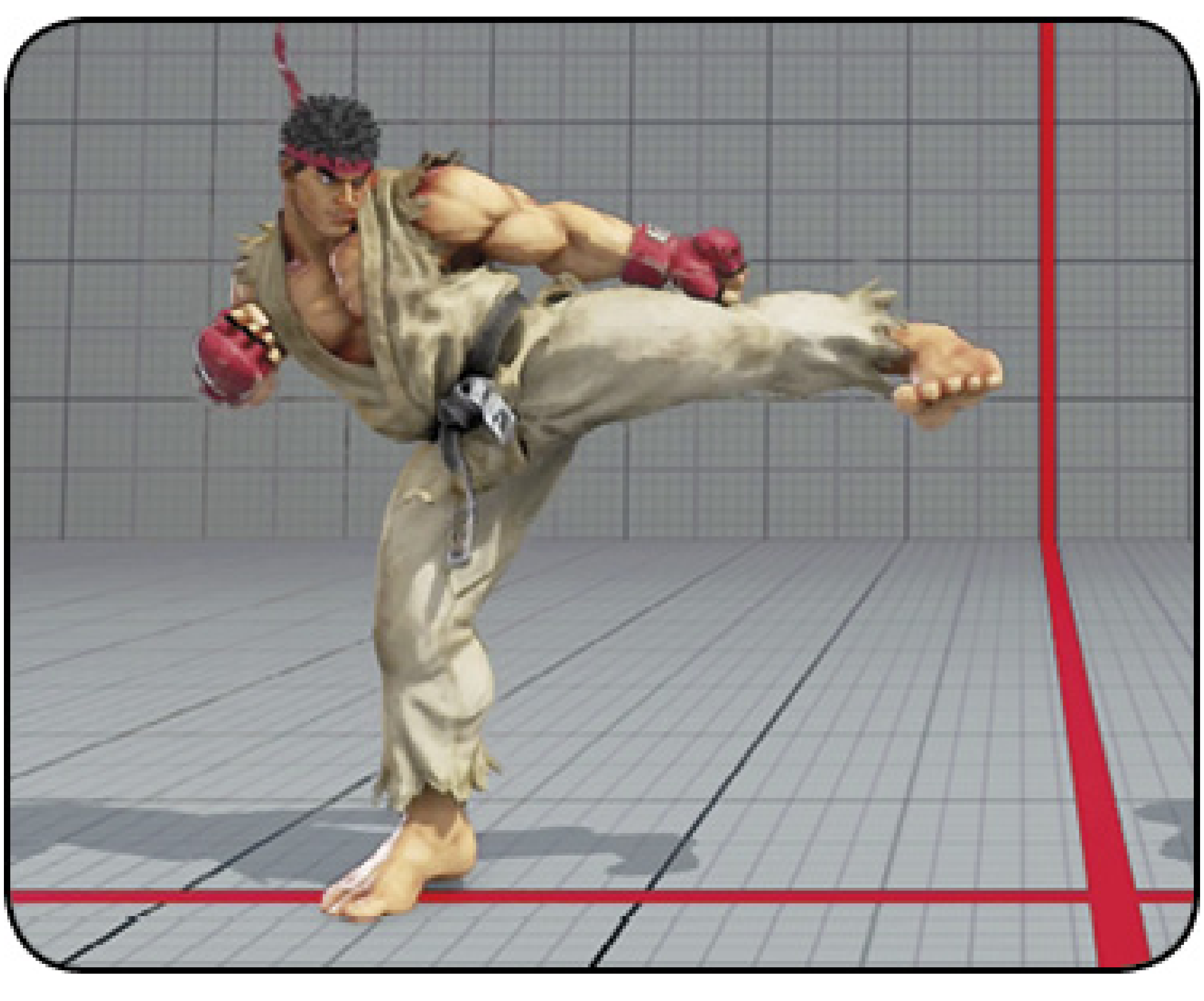


STARTUP	4
ACTIVE	3
RECOVERY	11
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-2
VTX HIT	4
VTX GUARD	3
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

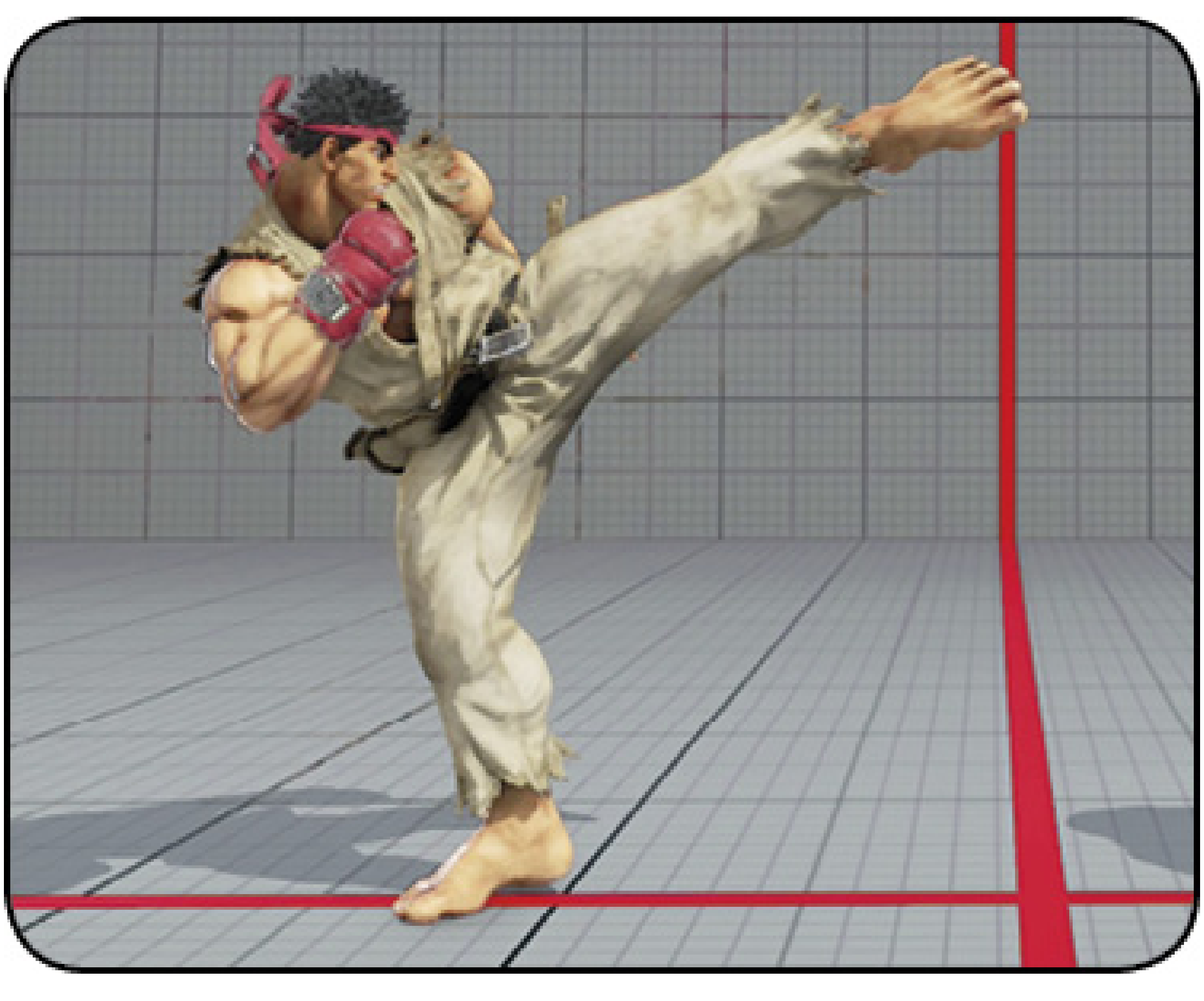
Can be canceled into from standing LP and crouching LP

STANDING FORWARD MK



STARTUP	8
ACTIVE	3
RECOVERY	16
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
VTX HIT	11
VTX GUARD	7
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

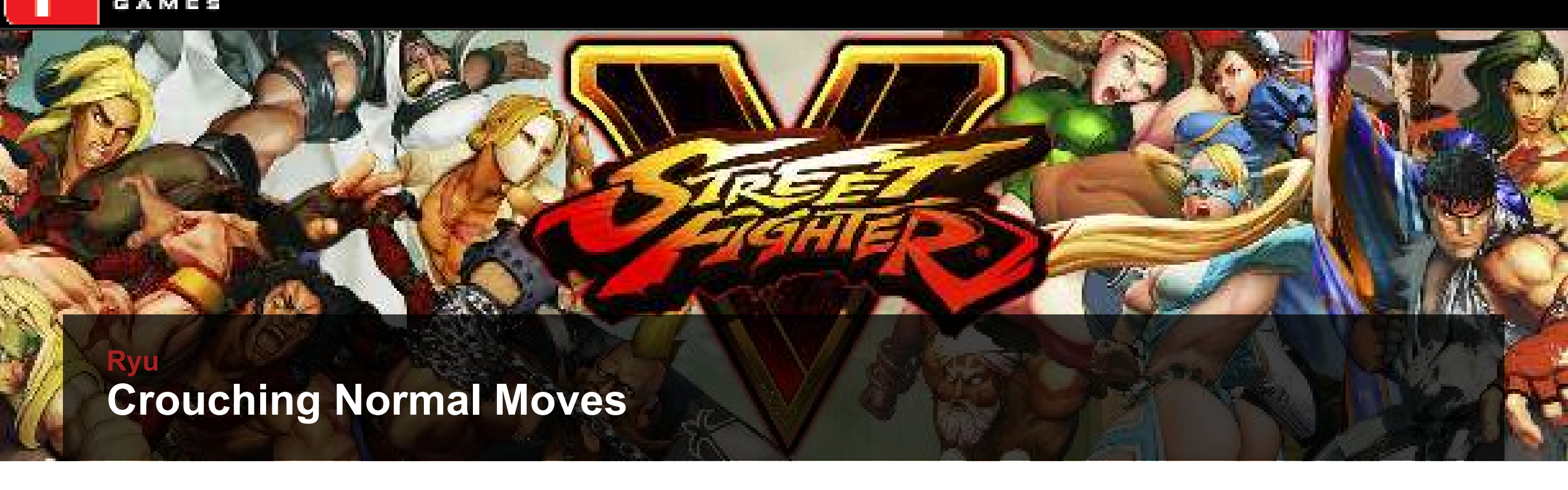
STANDING ROUNDHOUSE HK



STARTUP	10
ACTIVE	2
RECOVERY	18
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-1
VTX HIT	9
VTX GUARD	16
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (stagger), +15 frame advantage, +150 V-Gauge



Ryu

Crouching Normal Moves

CROUCHING JAB (LP) WHILE CROUCHING

STARTUP	4
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
VTX HIT	2
VTX GUARD	1
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG (MP) WHILE CROUCHING

STARTUP	5
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
VTX HIT	10
VTX GUARD	8
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE (HP) WHILE CROUCHING

STARTUP	6
ACTIVE	4
RECOVERY	24
GUARD LEVEL	HL
ON HIT	-7
ON GUARD	-10
VTX HIT	12
VTX GUARD	9
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

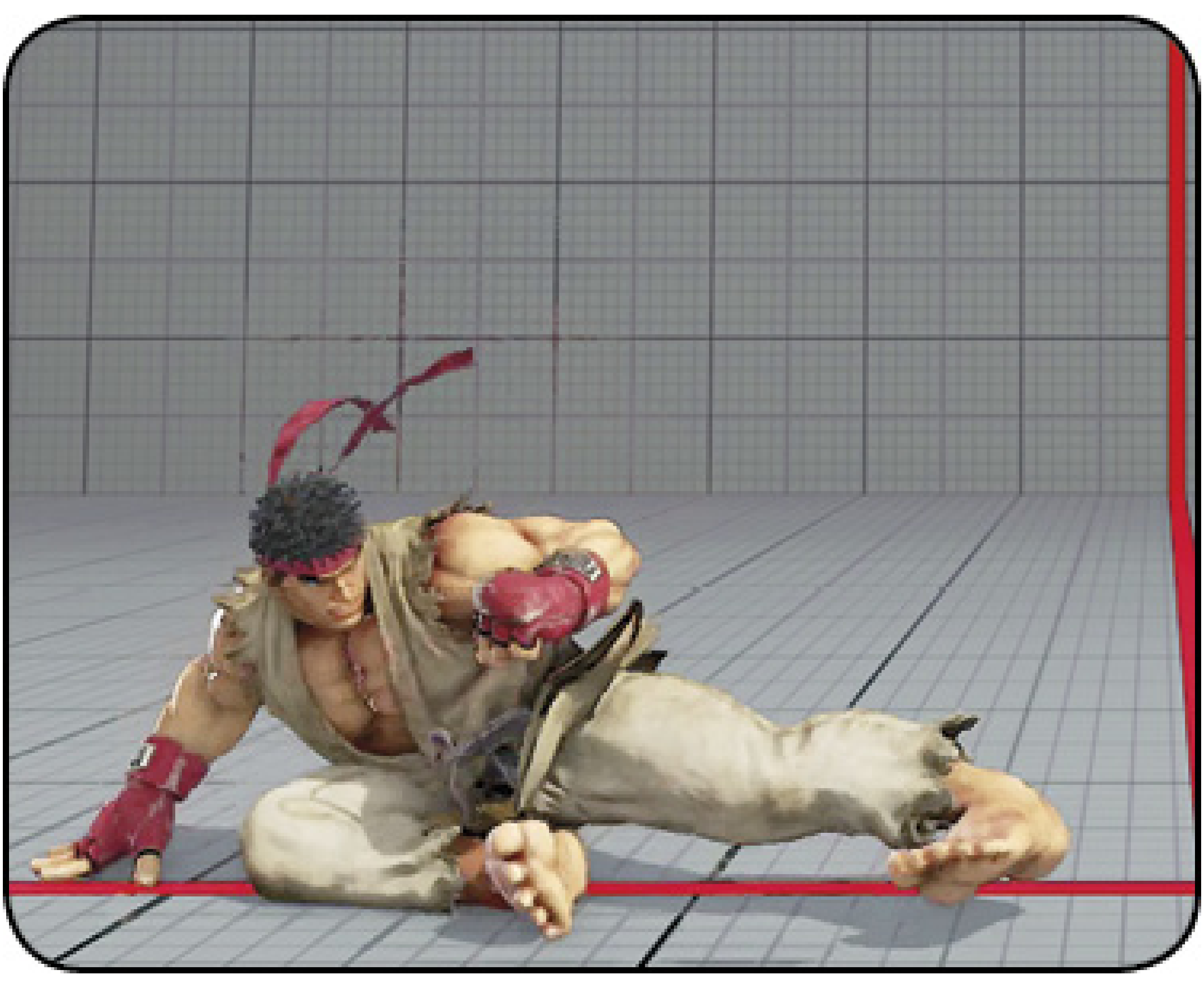
NOTES

First active frame 90 damage, 70 on subsequent frames; forces standing on hit

CROUCHING SHORT (LK) WHILE CROUCHING

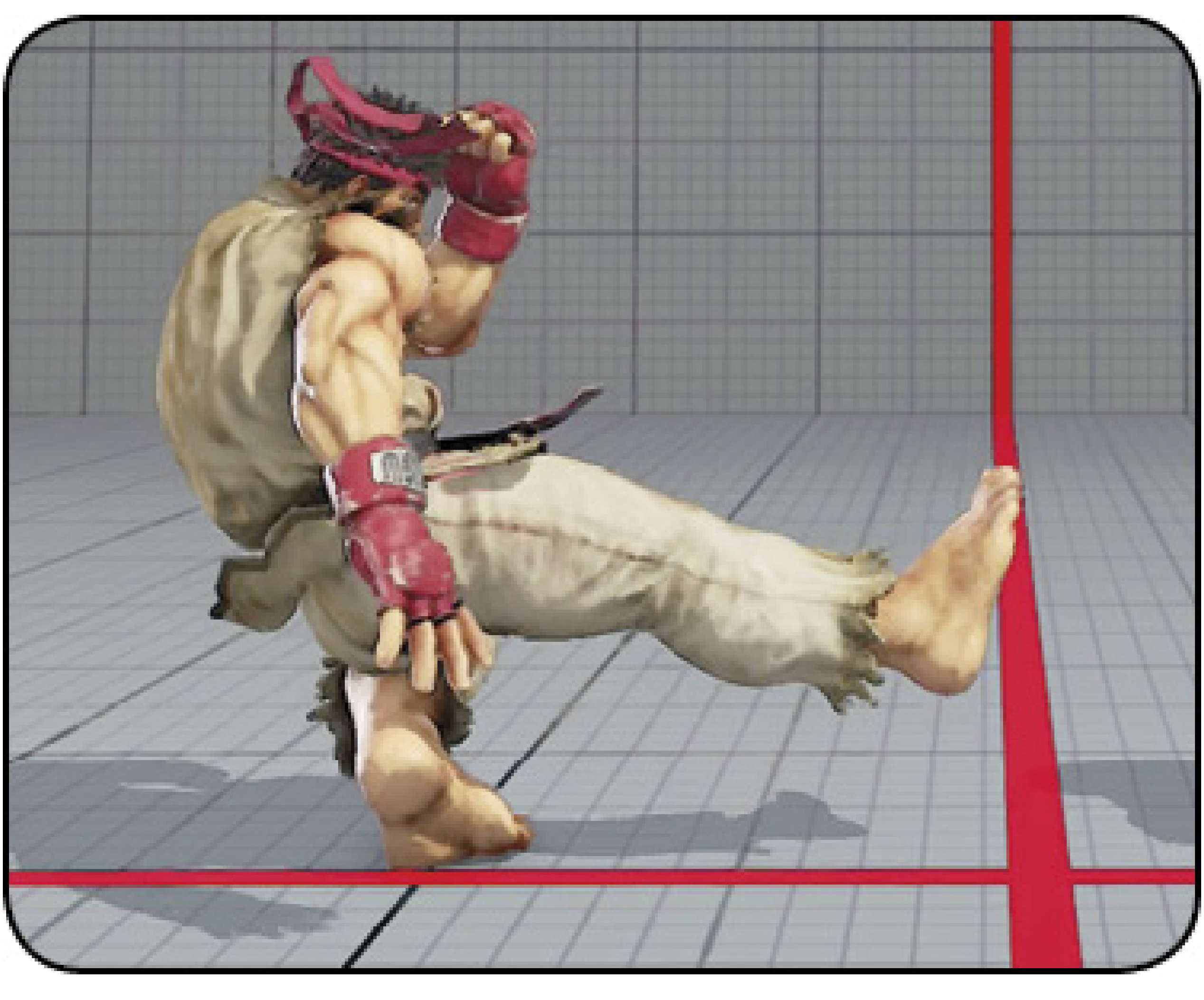
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	L
ON HIT	2
ON GUARD	1
VTX HIT	2
VTX GUARD	1
CANCEL	CH, V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD (MK) WHILE CROUCHING

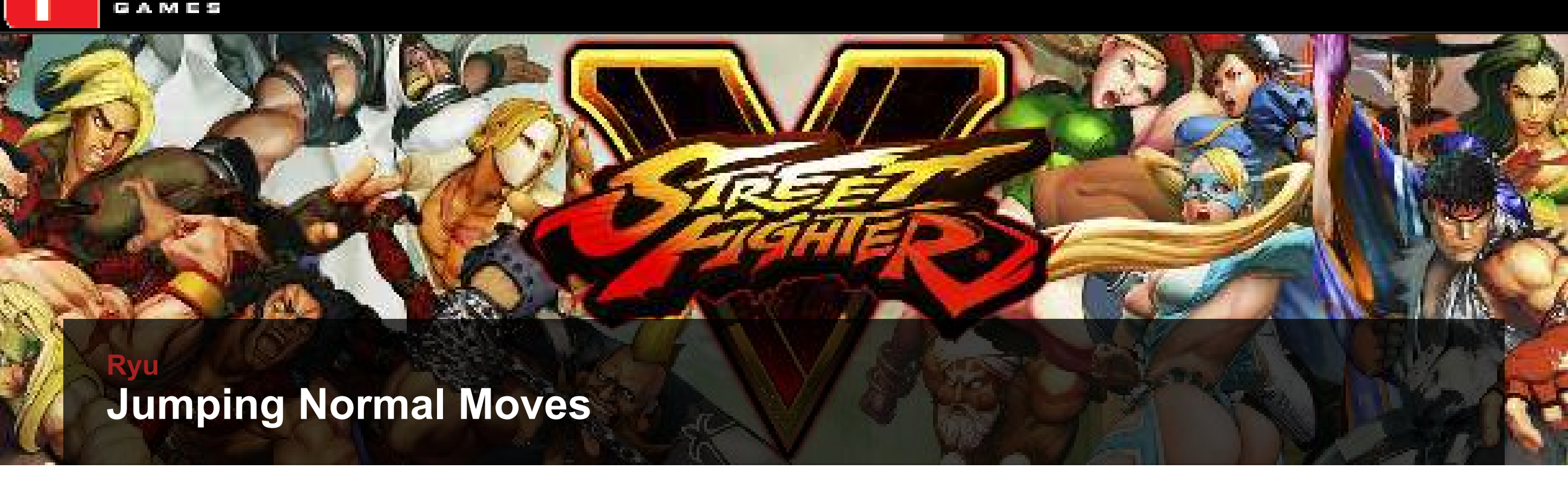


STARTUP	6
ACTIVE	2
RECOVERY	15
GUARD LEVEL	L
ON HIT	1
ON GUARD	-3
VTX HIT	7
VTX GUARD	3
CANCEL	SP, V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE (HK) WHILE CROUCHING



STARTUP	7
ACTIVE	2
RECOVERY	22
GUARD LEVEL	L
ON HIT	D
ON GUARD	-11
VTX HIT	D
VTX GUARD	12
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25



Ryu

Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING

STARTUP	3
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

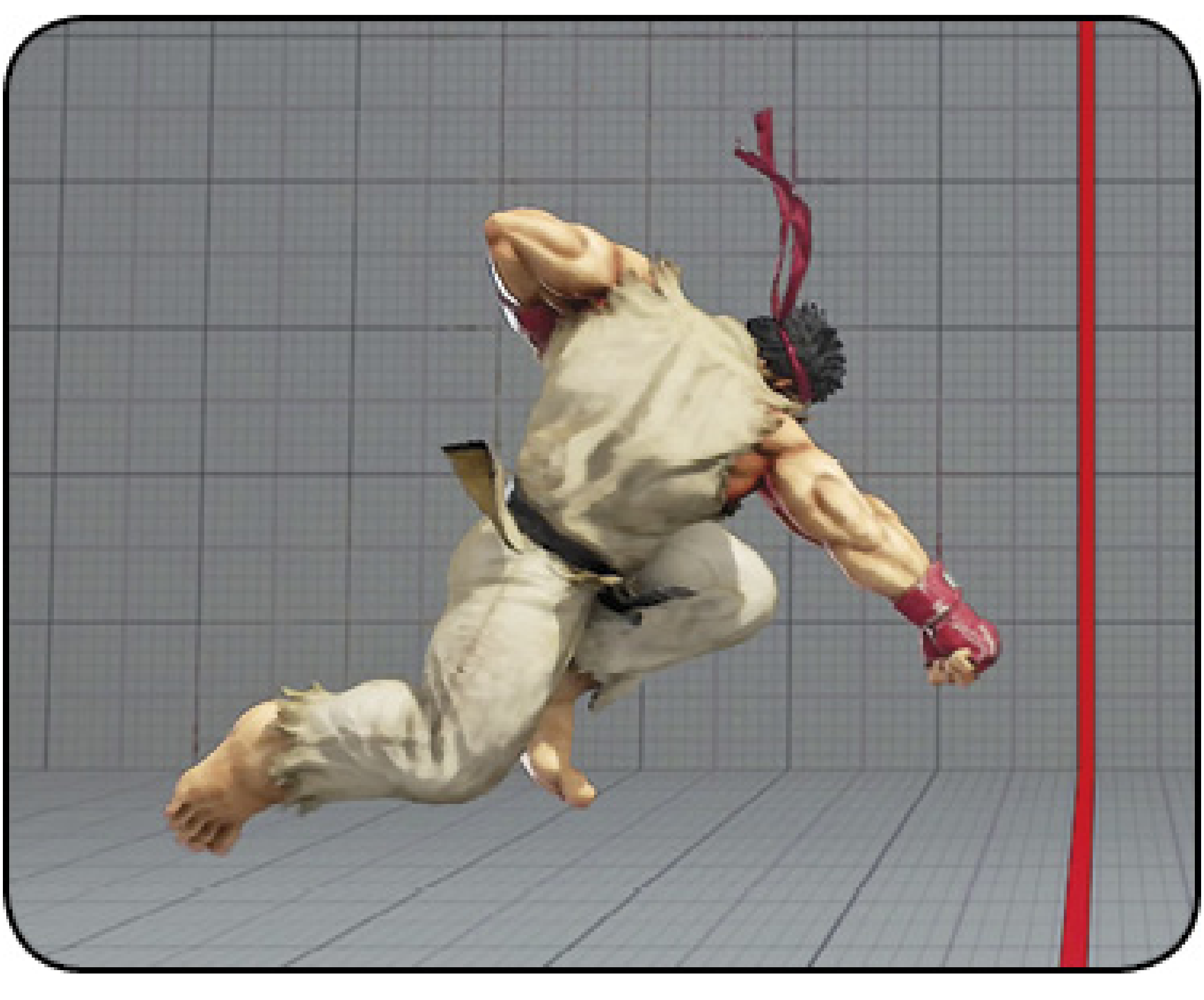
JUMPING STRONG MP WHILE JUMPING

STARTUP	7
ACTIVE	3(2)3
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	SP
DAMAGE	40+40 (80)
STUN	50x2 (100)
METER GAIN	30(10+20)/15(5+10)

NOTES

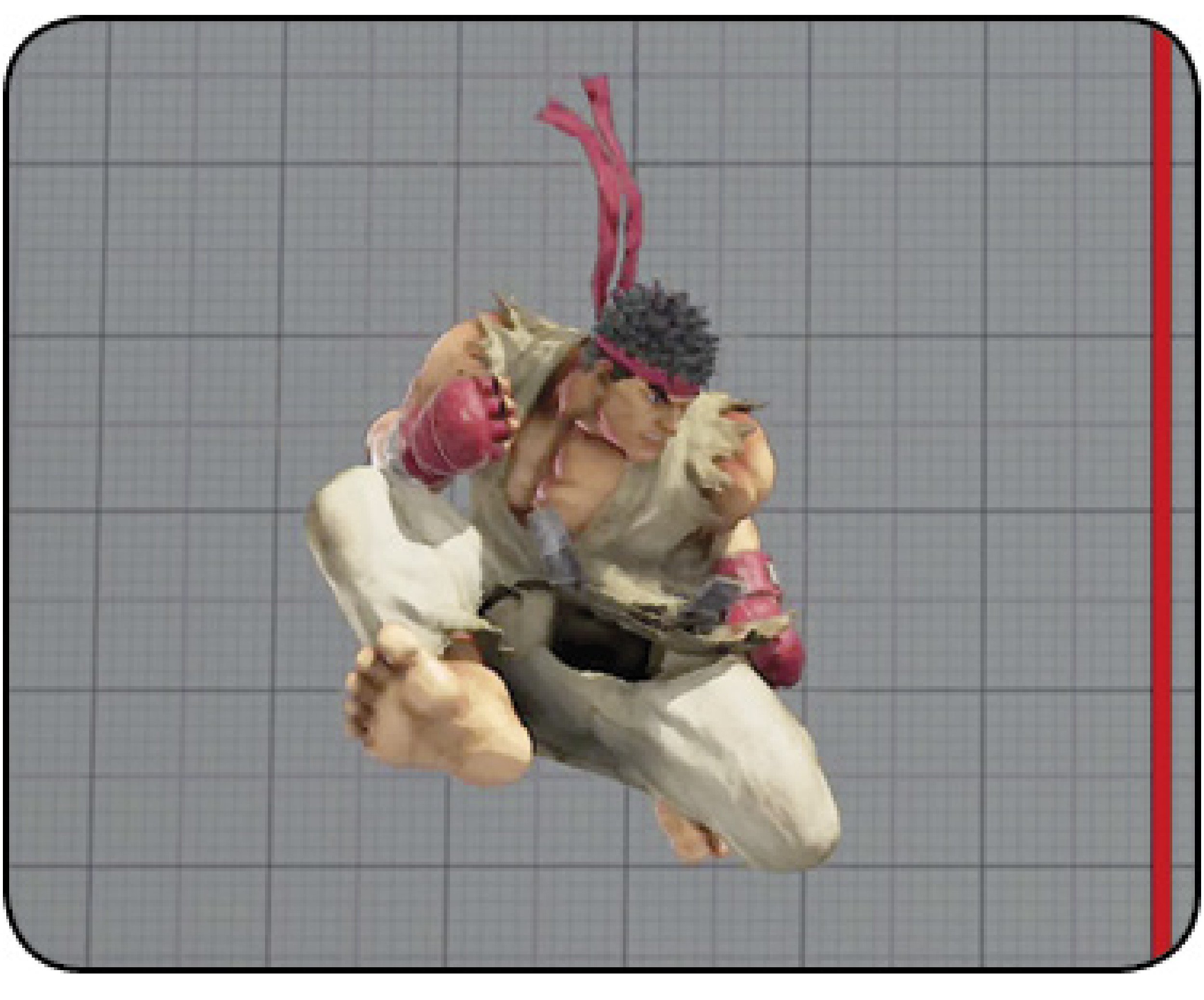
Puts airborne opponent into juggle state

JUMPING FIERCE HP WHILE JUMPING



STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

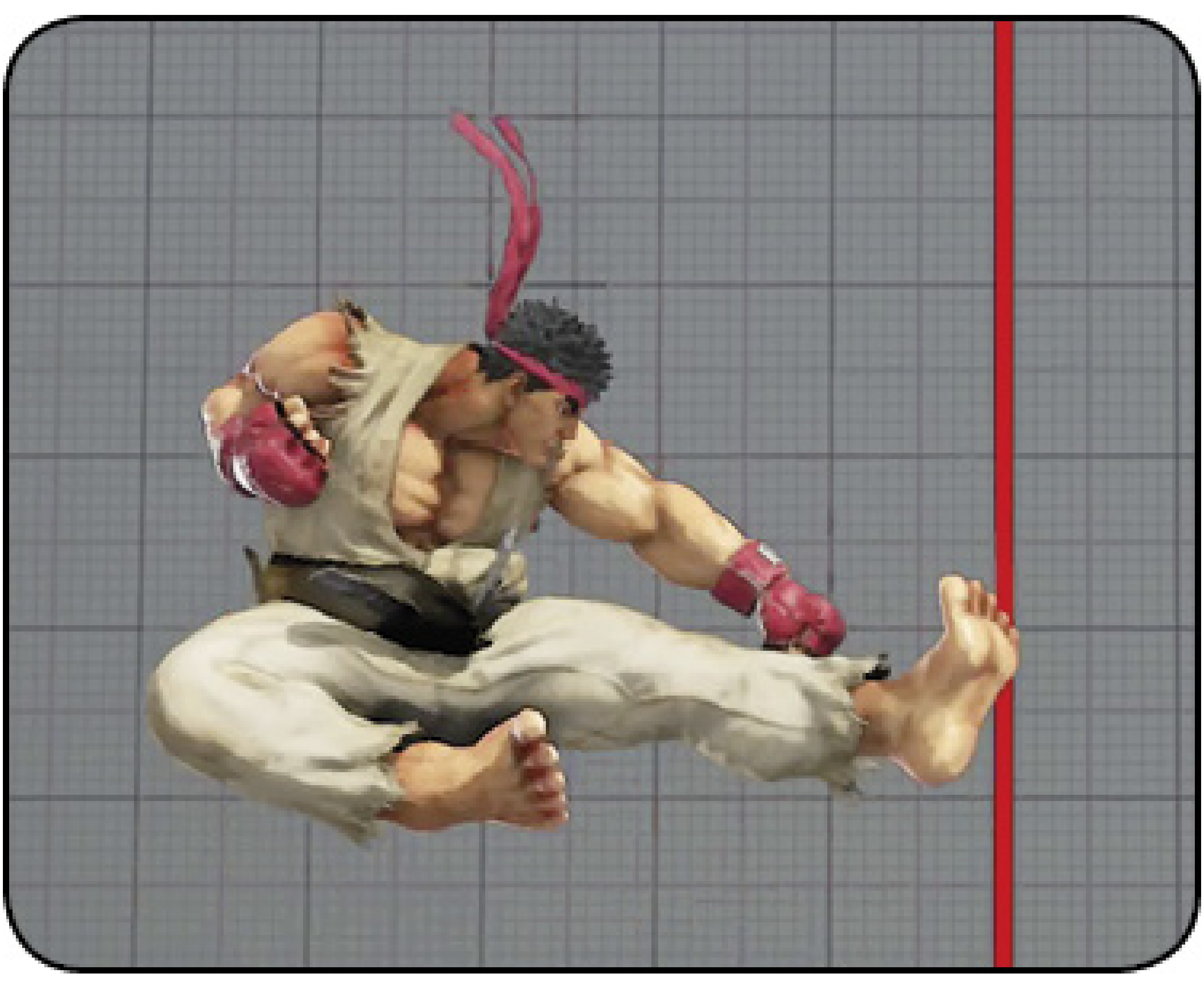


STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

Cross-up

JUMPING FORWARD MK WHILE JUMPING

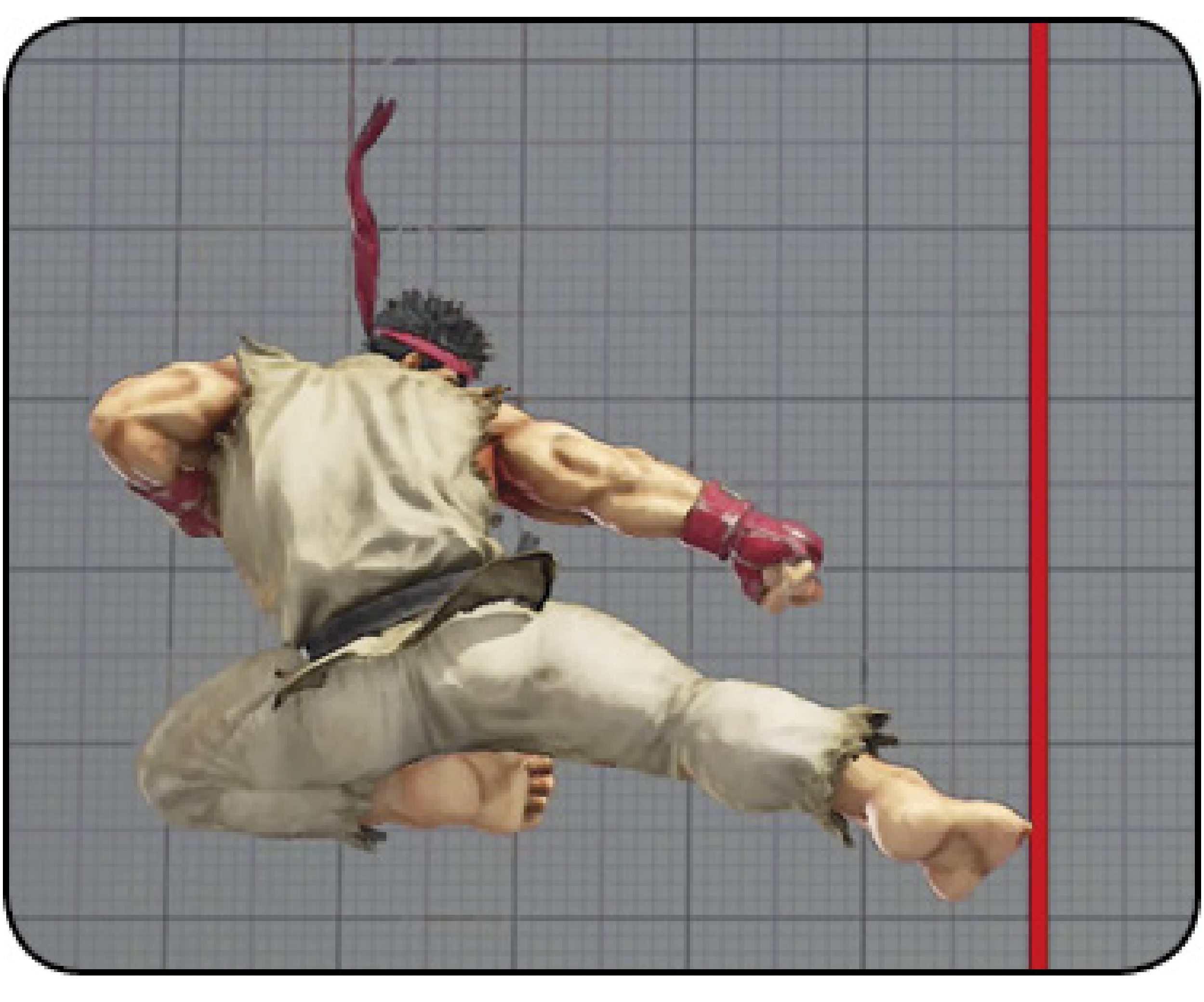


STARTUP	6
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

NOTES

Cross-up

JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	9
ACTIVE	5

COLLARBONE BREAKER → + MP

STARTUP	20
ACTIVE	4
RECOVERY	17
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-4
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60(30+30)
STUN	100(60+40)
METER GAIN	30(10+20)/15(5+10)

Collarbone Breaker: Ryu delivers a two-hit downward punch to the opponent's head that can only be blocked standing. Collarbone Breaker is an important tool in Ryu's arsenal, as it opens up another dimension in his close-range offense. In a vacuum, Collarbone Breaker isn't a fantastic move to be thrown out on a whim. It's mainly used as a complementary attack to crouching MK since crouching MK XX LP Hadoken is one of Ryu's main mid-range poke sequences. Once you've ingrained the threat of your low attacks in your opponent's mind, you can start using Collarbone Breaker for near-guaranteed damage. However, try not to be predictable with it because a blocked Collarbone Breaker is easily punishable by most of the cast. On block it's -4, making it punishable by many medium-strength attacks.

SOLAR PLEXUS STRIKE → + HP

STARTUP	17
ACTIVE	2(1)2
RECOVERY	18
GUARD LEVEL	HL
ON HIT	6
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	90(45+45)
STUN	100(50x2)
METER GAIN	40(20+20)/20(10+10)

NOTES

Can be canceled into Shoryuken on hit or block

Solar Plexus Strike: Ryu lunges forward with a two-hit gut punch. Solar Plexus Strike has been a staple mid-range attack in Ryu's toolkit since *Super Street Fighter II* and continues to be one of his best engagement moves in *Street Fighter V*. It's slightly altered compared with the *Street Fighter IV* version of the attack: it is now slightly disadvantageous on block (-2) but can be canceled into Shoryuken on the second hit. It also opens up link combos at closer distances for even more damage (see **Combo 5c** and **Combo 5d**). With a relatively lengthy startup time, you'll want to use this attack if you notice hesitation from your opponent at mid range. If it's blocked, be prepared to be on defense against certain characters. Ryu's left at -2 disadvantage, which is not quite punishable but sacrifices tempo advantage. Since Solar Plexus Strike is executed with a heavy punch, its priority allows it to beat medium attacks in the rare case that the enemy sticks one out to trade with your gut punch.

AXE KICK ← + HK

STARTUP	8
ACTIVE	3(3)4
RECOVERY	16
GUARD LEVEL	HL
ON HIT	4
ON GUARD	±0
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80(40+40)
STUN	150(60+90)
METER GAIN	40(20+20)/20(10+10)

NOTES

Forces standing on hit

Axe Kick: Axe Kick is now a unique attack that resembles Ryu's close HK attacks in prequel Street Fighter games. This attack is meant as a safe hit-check in Ryu's close-range pressure, since it not only links into combos (see **Combo 6**) but puts Ryu at ±0 on block. The downside is that it requires some preparation to lead into because it's a relatively slow move (eight frames of startup) and initially has a small range. An ideal setup is to dash into a downed opponent (like after an MP Shoryuken anti-air), then hit-check them with Axe Kick. Alternatively, if you can get the enemy to block a jumping HP or HK, you can go for Axe Kick (or a throw as the alternative) for your frame trap mix-up.

By utilizing the second hit, Axe Kick can be useful in some cases from mid range. For example, if you push the enemy back enough with crouching jabs in a blockstring, you can go for Axe Kick, and then on counter-hit, buffer into Shinku/Denjin Hadoken (provided you have full EX Gauge) for a combo.

Like Solar Plexus Strike, Axe Kick has the highest priority when it comes to "trading." This is particularly useful when using it as a footsie tool—you'll score a counter-hit if the challenger sticks out an ill-timed light or medium attack into Ryu's kick.

DEVELOPER NOTES

The popularity of the "Battle-Hardened Ryu" alt costume came as a bit of a surprise to us. Our fans created the hashtag #HotRyu and it trended like crazy. I mean, Ryu has had a variety of alt costumes in the past, but I guess we underestimated the fervor of the fans when we showed such an iconic character shirtless and with a nicely manscaped beard. Fans can expect to see more licensed products with this cool look in the very near future!

—John Diamonon, Director of Licensing and Consumer Products

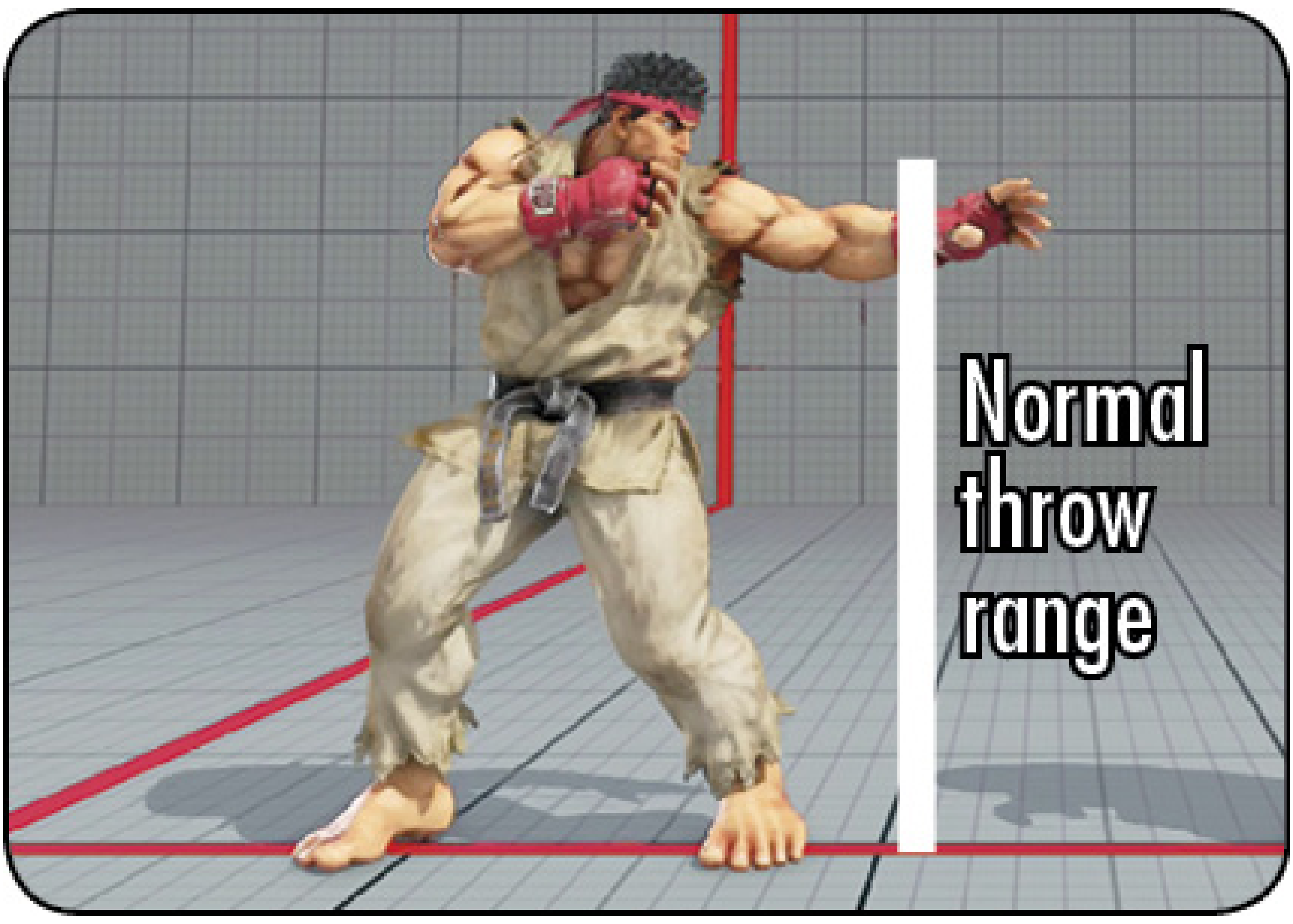
JODAN SANRENGEKI 1ST MP XX HP

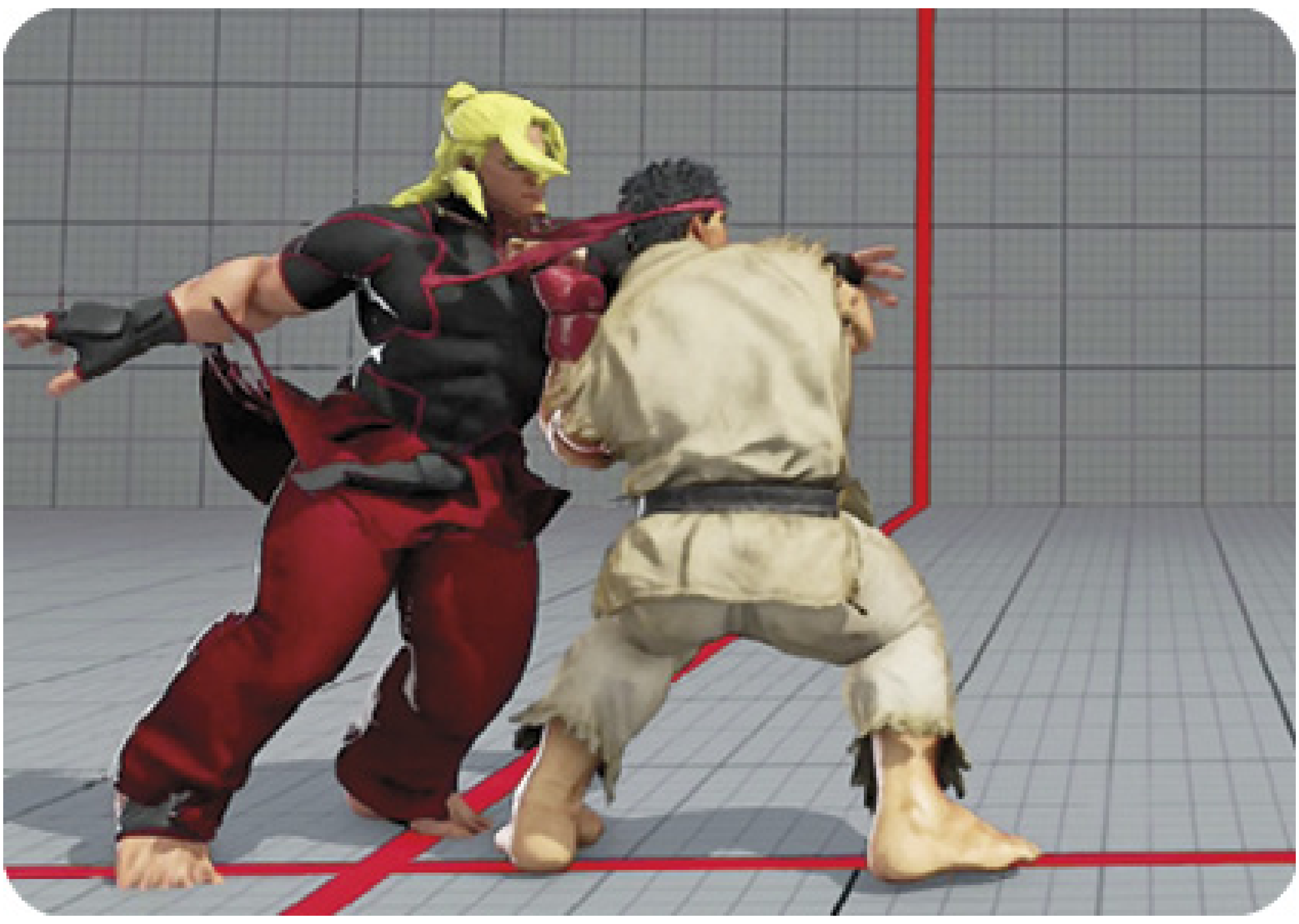
STARTUP	5(9)
ACTIVE	2
RECOVERY	28
GUARD LEVEL	HL
ON HIT	-9
ON GUARD	-16
VTX HIT	—
VTX GUARD	—
CANCEL	V
DAMAGE	60
STUN	70
METER GAIN	30/15

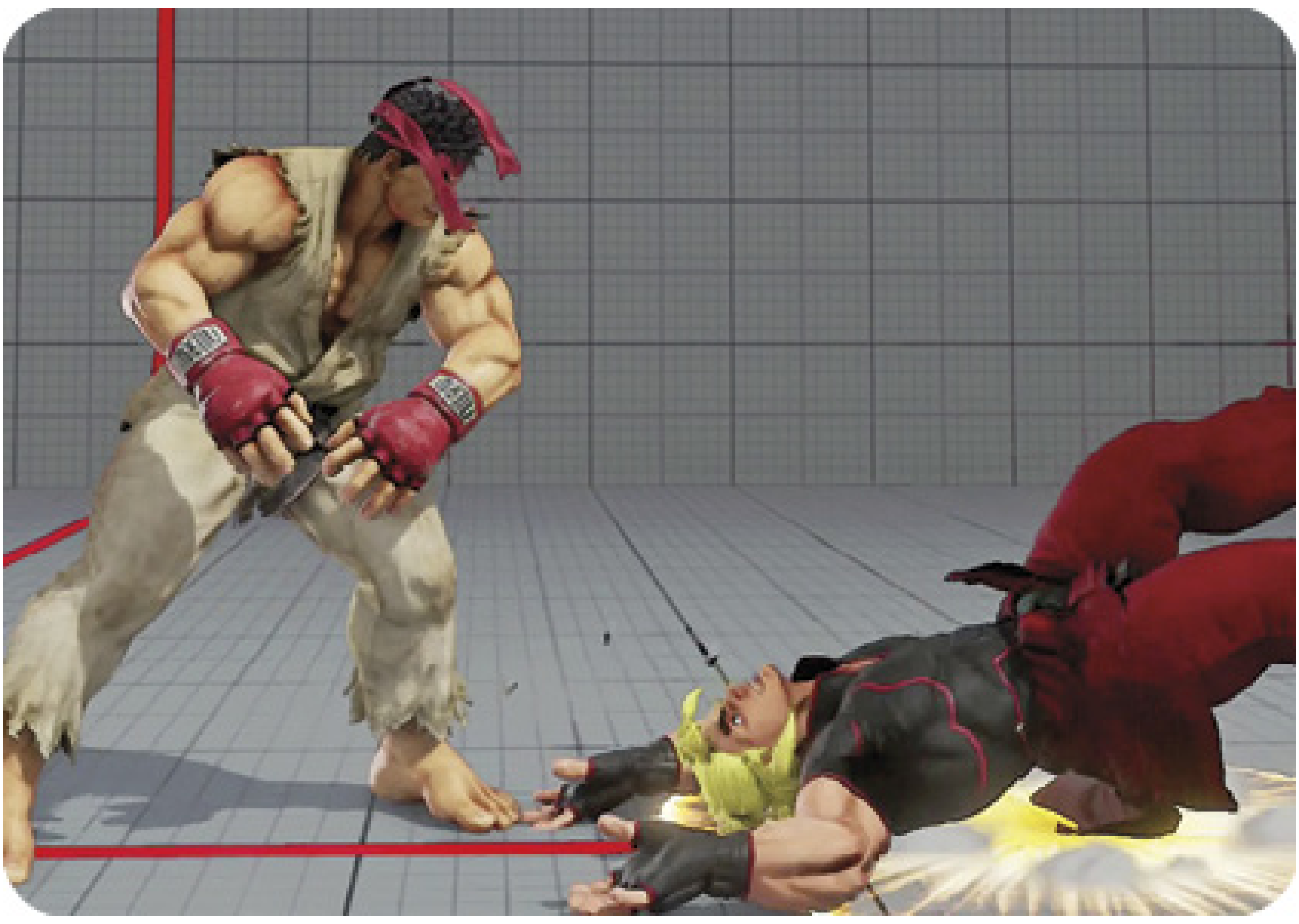
JODAN SANRENGEKI 2ND MP XX HP XX HK

Normal Throws

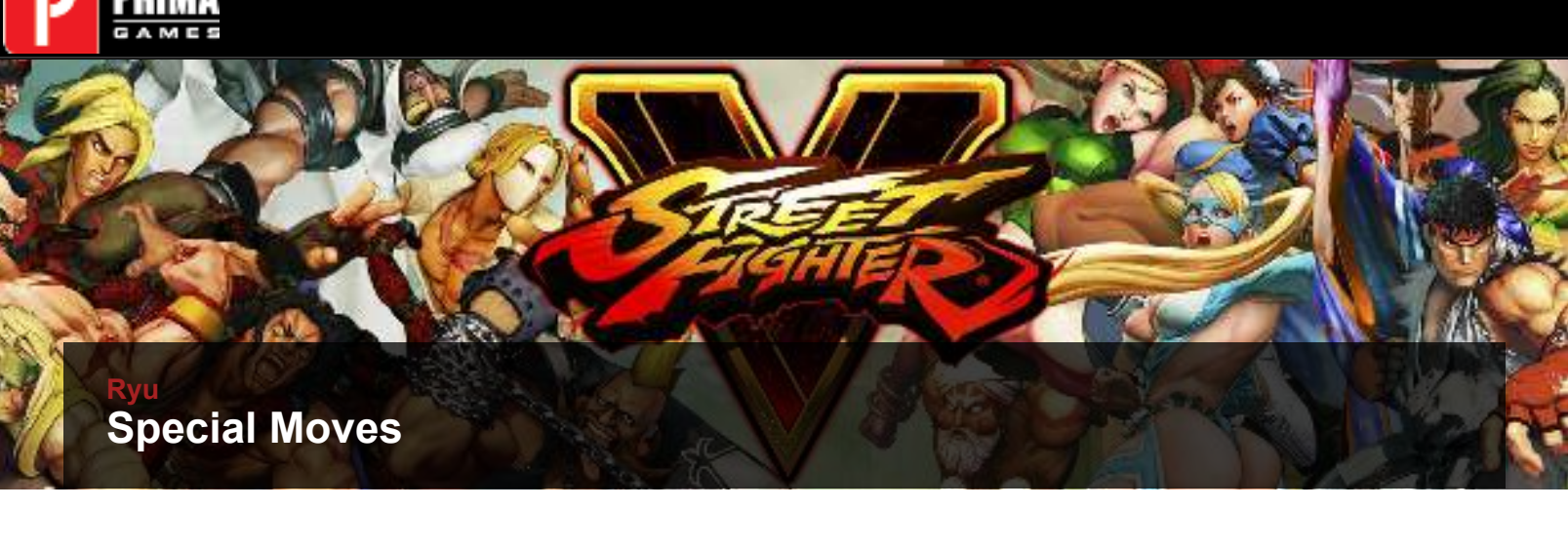
SHOULDER THROW LP + LK


Normal throw range





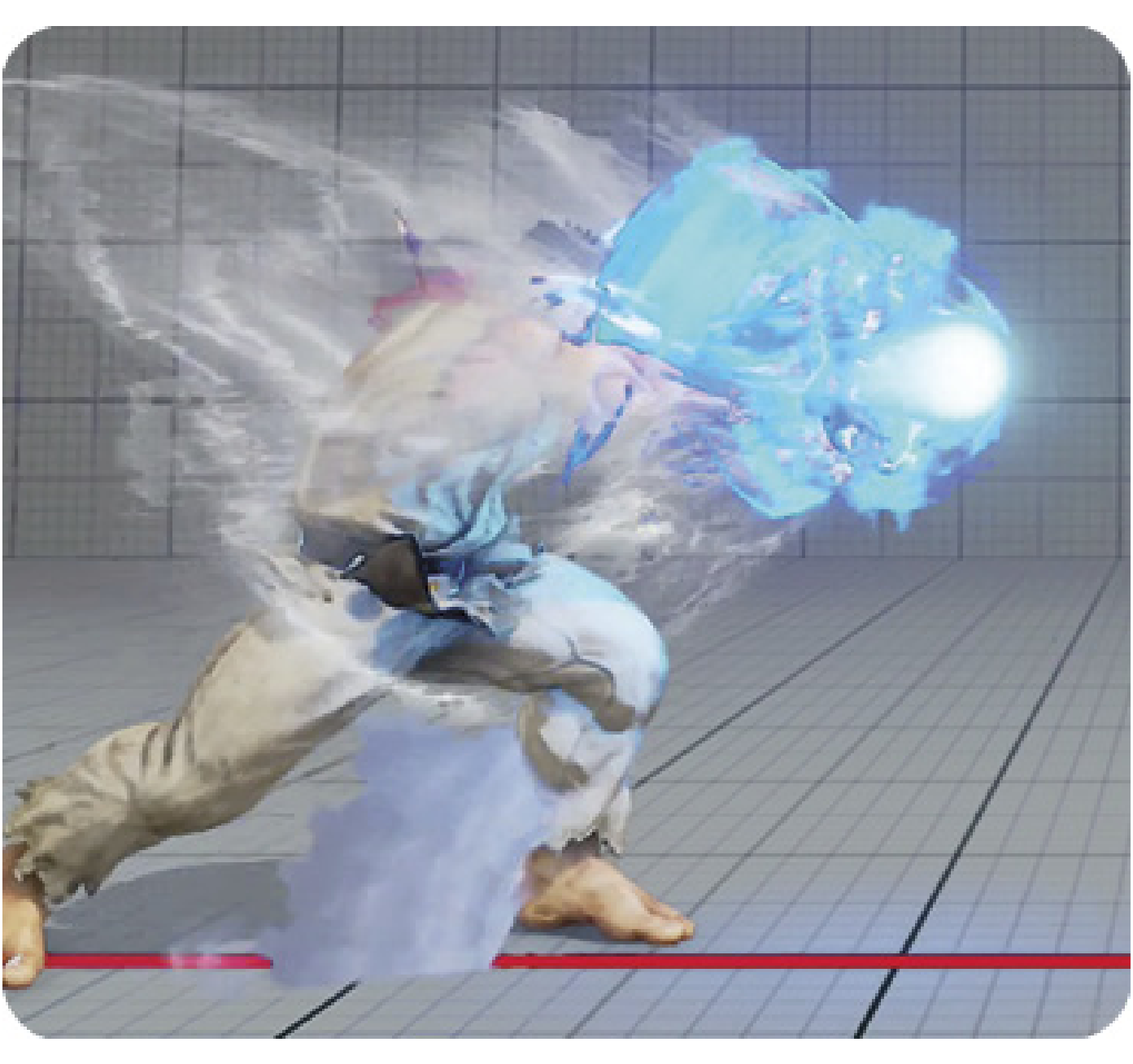
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—

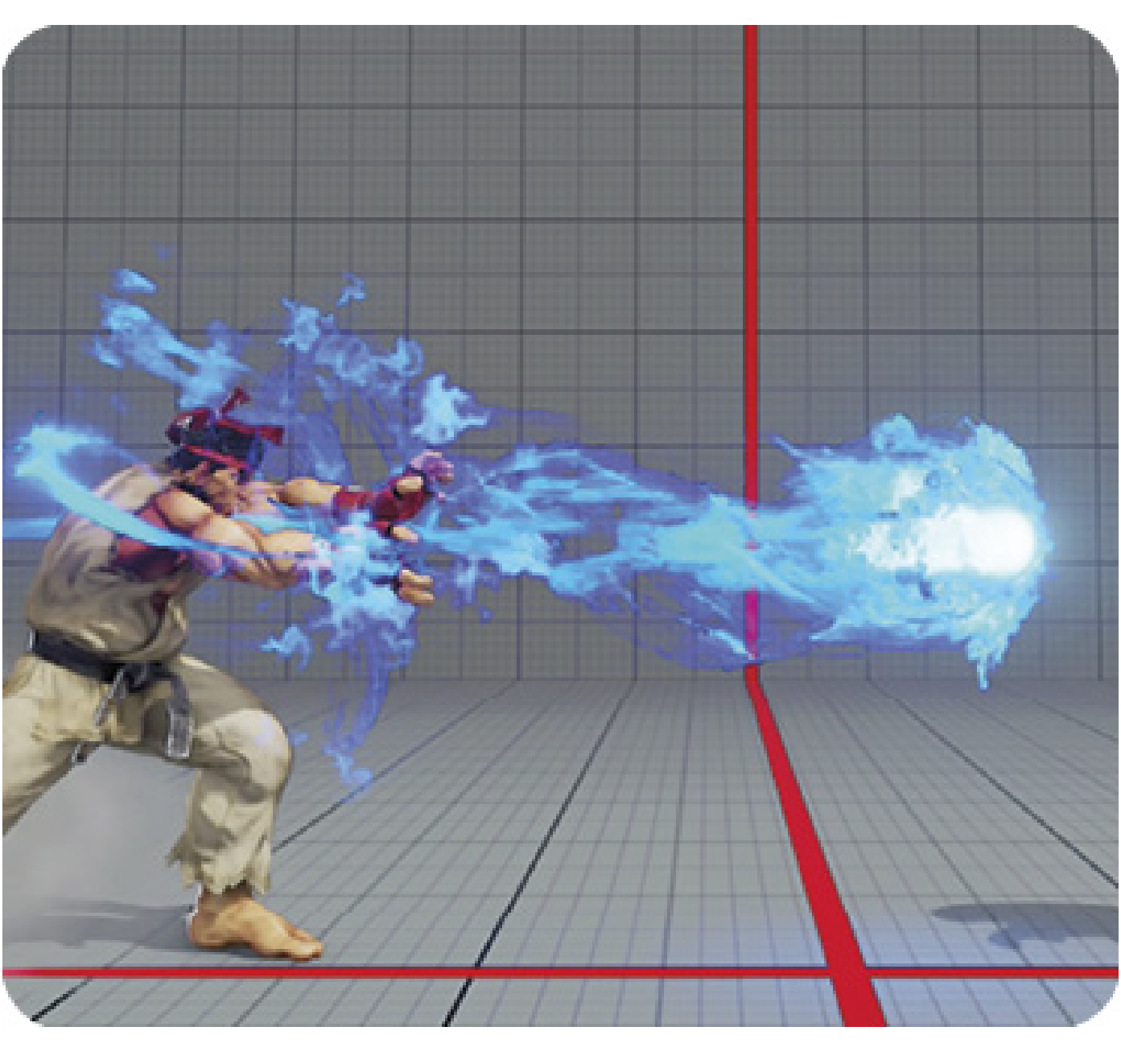


Ryu

Special Moves

LP HADOKEN ↓↘→ + LP





STARTUP	13
ACTIVE	Notes
RECOVERY	32
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-7
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/10/5

NOTES

55 frames duration on screen

MP HADOKEN ↓↘→ + MP

STARTUP	13
ACTIVE	Notes
RECOVERY	34
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-7
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/10/5

NOTES

46 frames duration on screen

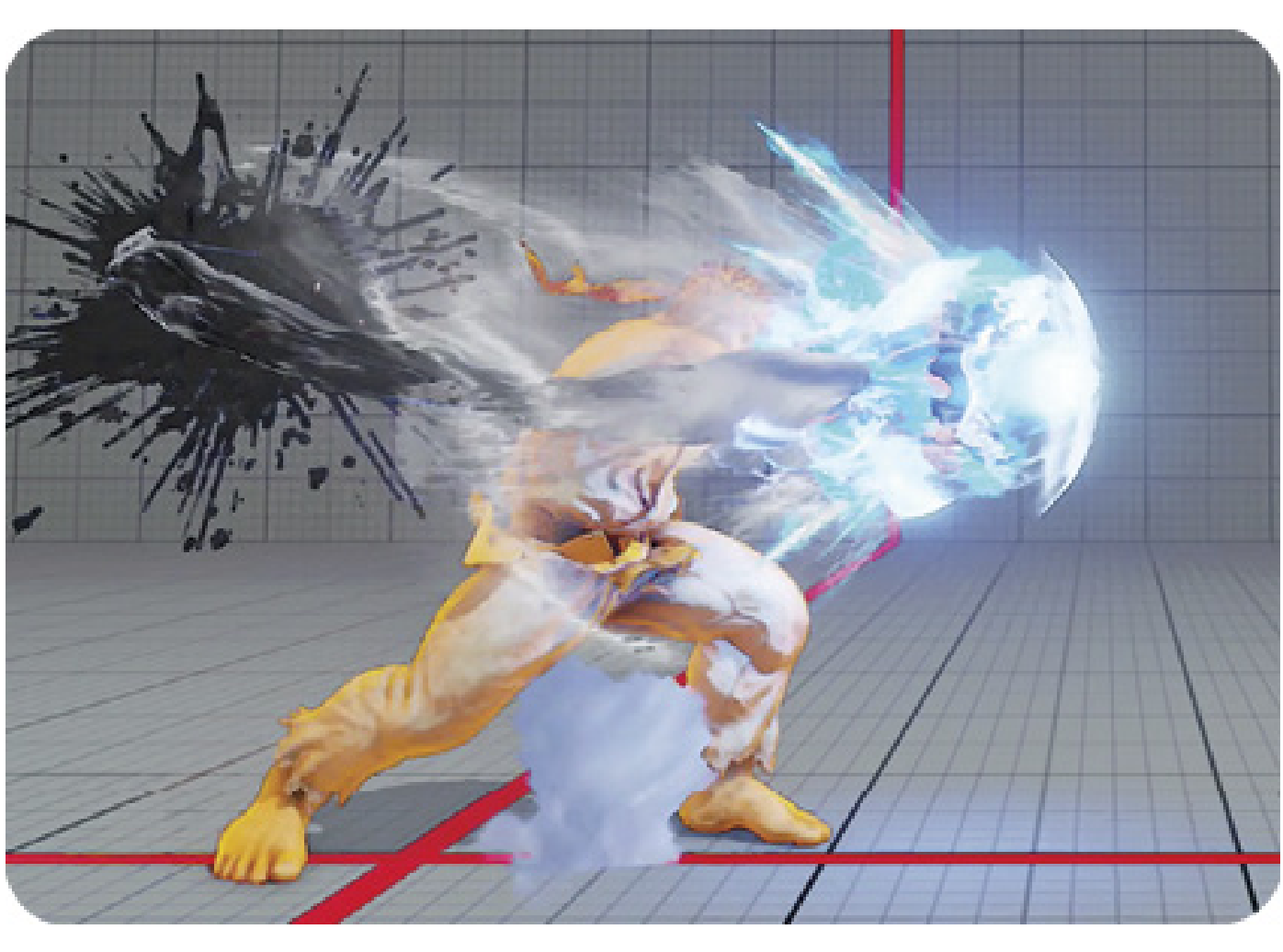
HP HADOKEN ↓↘→ + HP

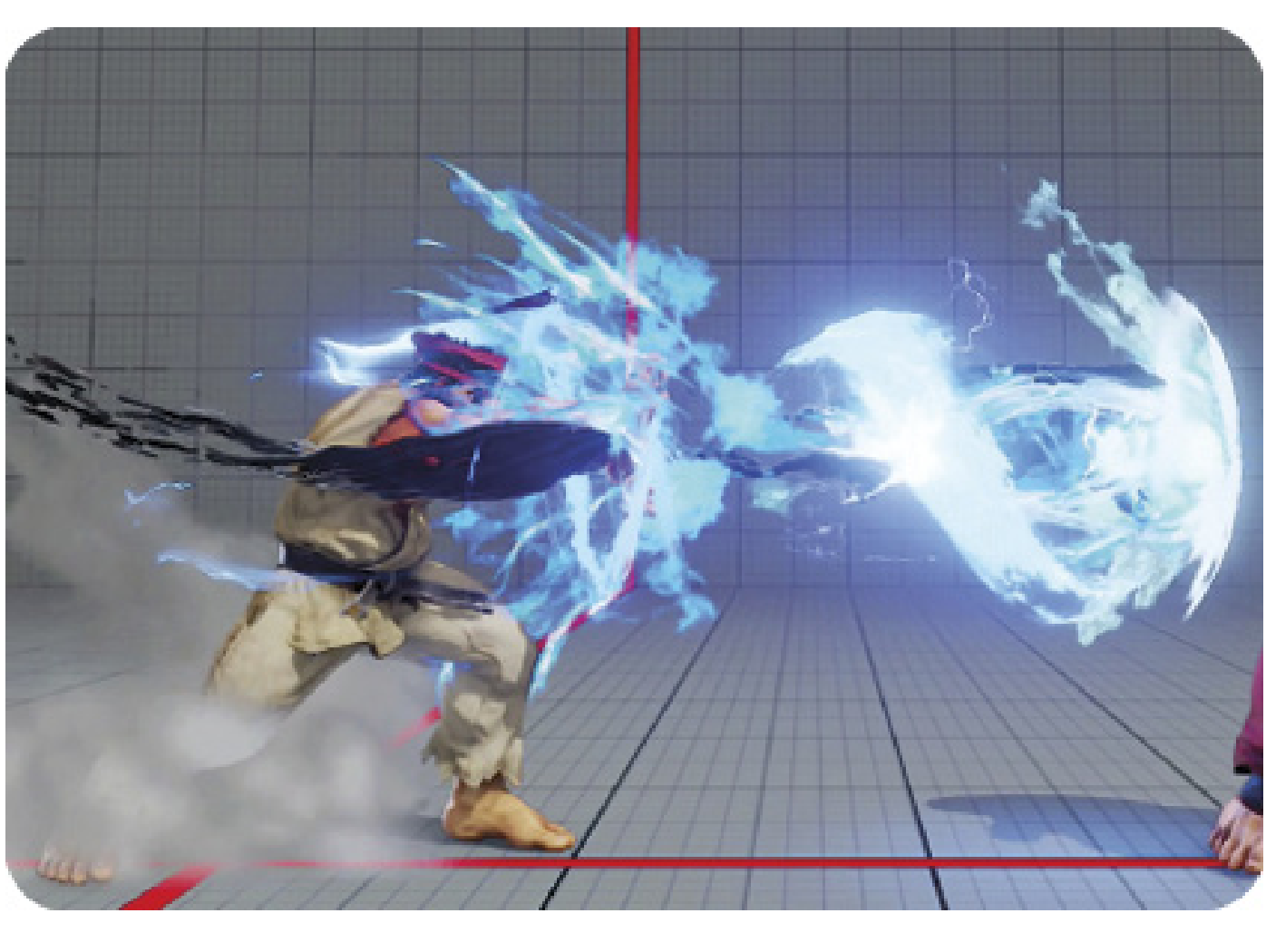
STARTUP	13
ACTIVE	Notes
RECOVERY	35
GUARD LEVEL	HL
ON HIT	-1
ON GUARD	-7
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	60
STUN	100
METER GAIN	10/10/5

NOTES

40 frames duration on screen

EX HADOKEN ↓↘→ + P P





STARTUP	11
ACTIVE	Notes
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	150
METER GAIN	-300

NOTES

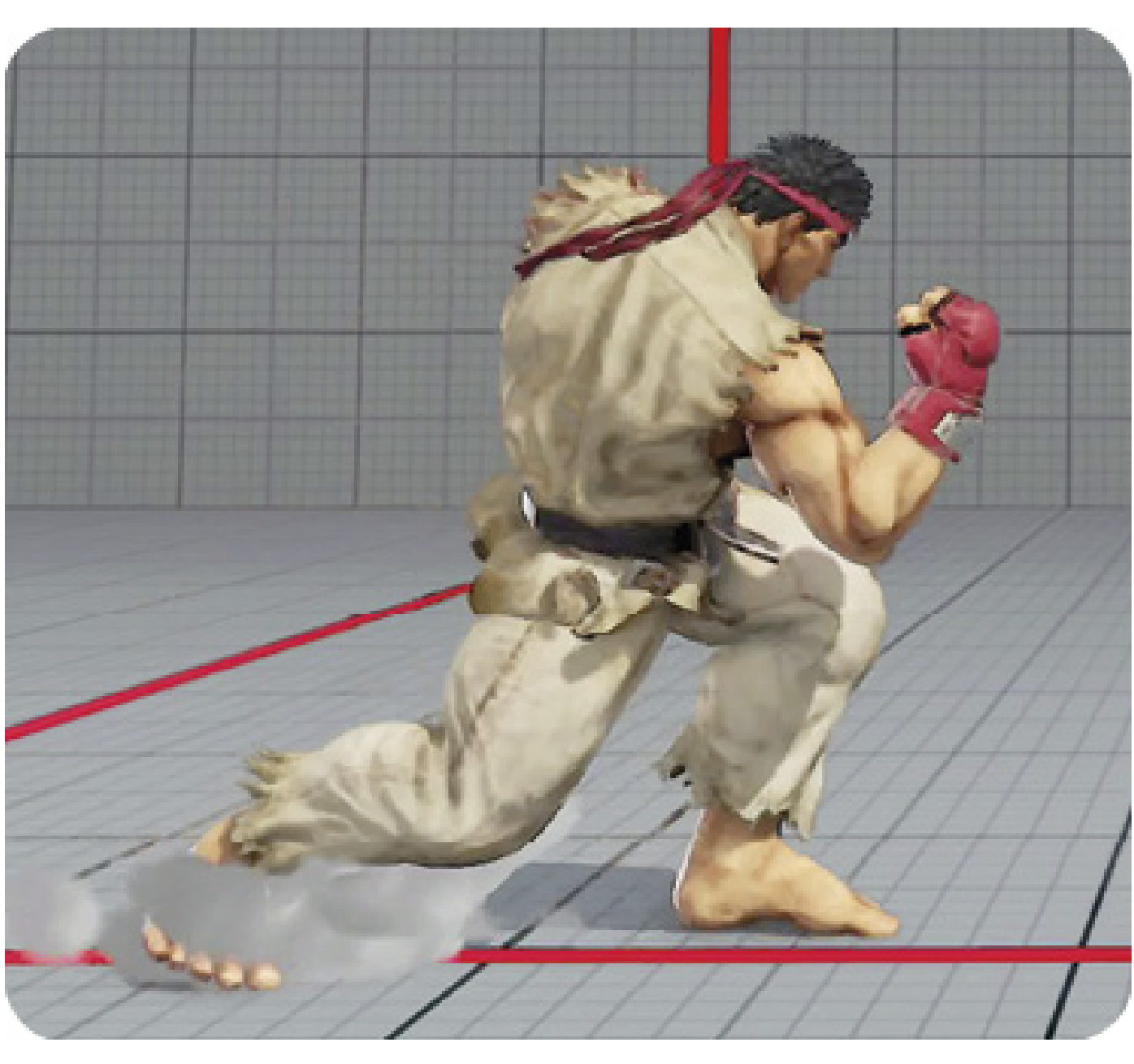
36 frames duration on screen

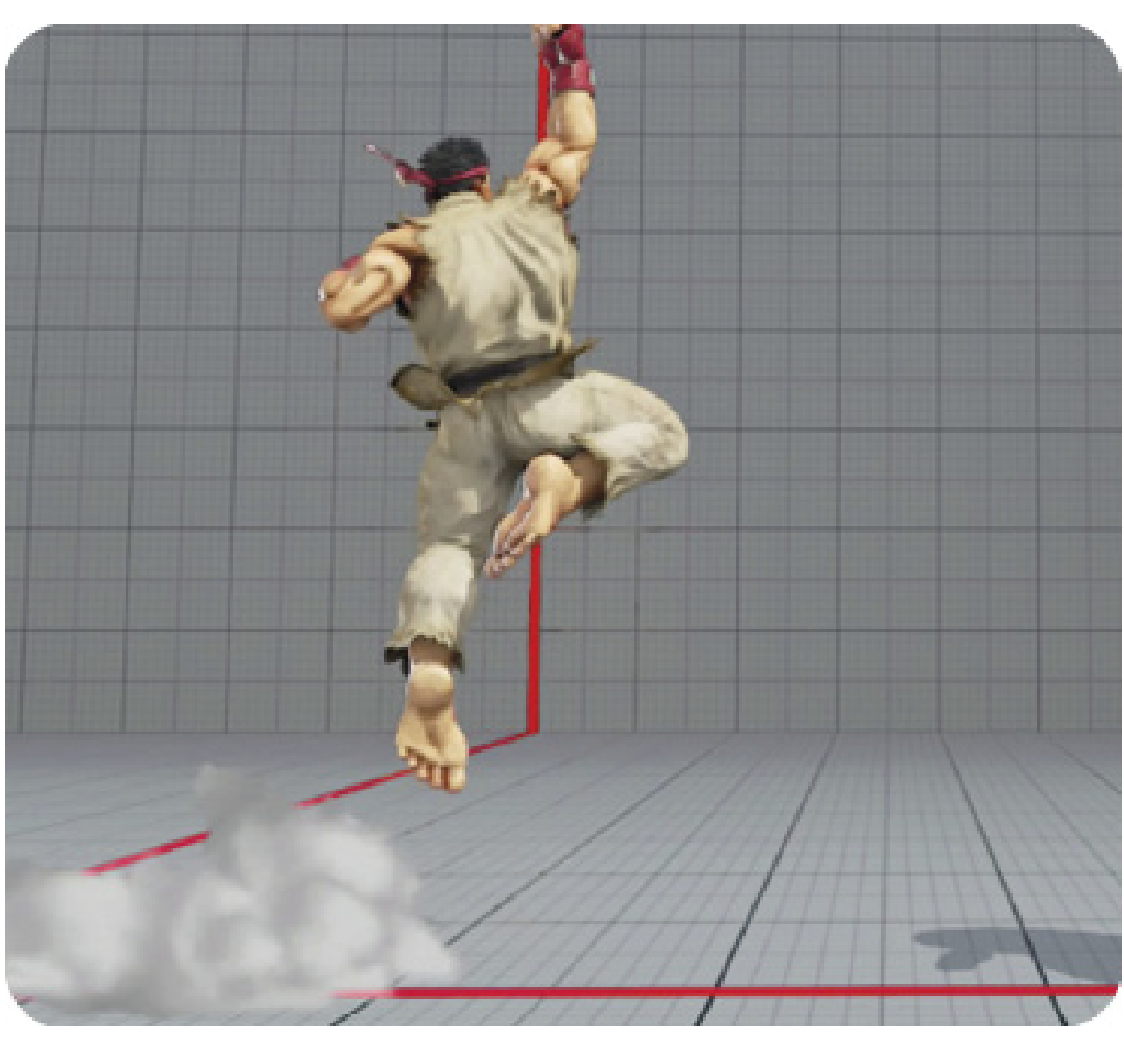
Hadoken: The iconic Hadoken, or "fireball." This special move defines Ryu in every *Street Fighter* game, including *Street Fighter V*. However, his latest Hadoken does have minute differences that old-school Ryu players will have to take into account and compensate for. Mainly, it's generally much less safe in blockstrings. This means you have to be careful about when to finish a sequence with Hadoken—especially if you are used to using crouching MK Hadoken, which was almost Ryu's entire game plan in previous *Street Fighter* games. Another indirect nerf to Hadoken is the fact that block (chip) damage cannot K.O. anymore.

Although seemingly crippling to Ryu's usual fighting style, Hadoken is still hugely important, especially if you're coming from Street Fighter IV, where all characters had a built-in way of dealing with projectiles through the Focus Attack mechanic. In Street Fighter V, your enemies will have to deal with Hadoken via other means, such as jumping, using a projectile-invulnerable (or projectile-destroying) special move, or guarding.

Another difference is that each version of Hadoken possesses its own recovery data (on top of varying travel speeds). The most significant distinction besides travel speed is that LP Hadoken has slightly lower recovery than both the MP and HP versions. So naturally, you will want to use LP for safer blockstrings and HP for combos. Also important to note is that crouching MK HP Hadoken will almost always combo (see **Combo 2**) at the farthest possible range, whereas LP Hadoken will not. EX Hadoken is a two-hit version with a very fast travel speed that knocks down on hit. It's also safe on block, so you can use it at the end of a blockstring sequence to keep Ryu safe from an otherwise punishable state.

LP SHORYUKEN →↓↘ + LP





STARTUP	3
ACTIVE	12
RECOVERY	19 + 11 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-24
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	100/60
STUN	150/100
METER GAIN	20/40/20

NOTES

Frames 1-3 lower body and throw invincible; airborne on 4th frame; rewards counter-hit to opponent if hit during recovery

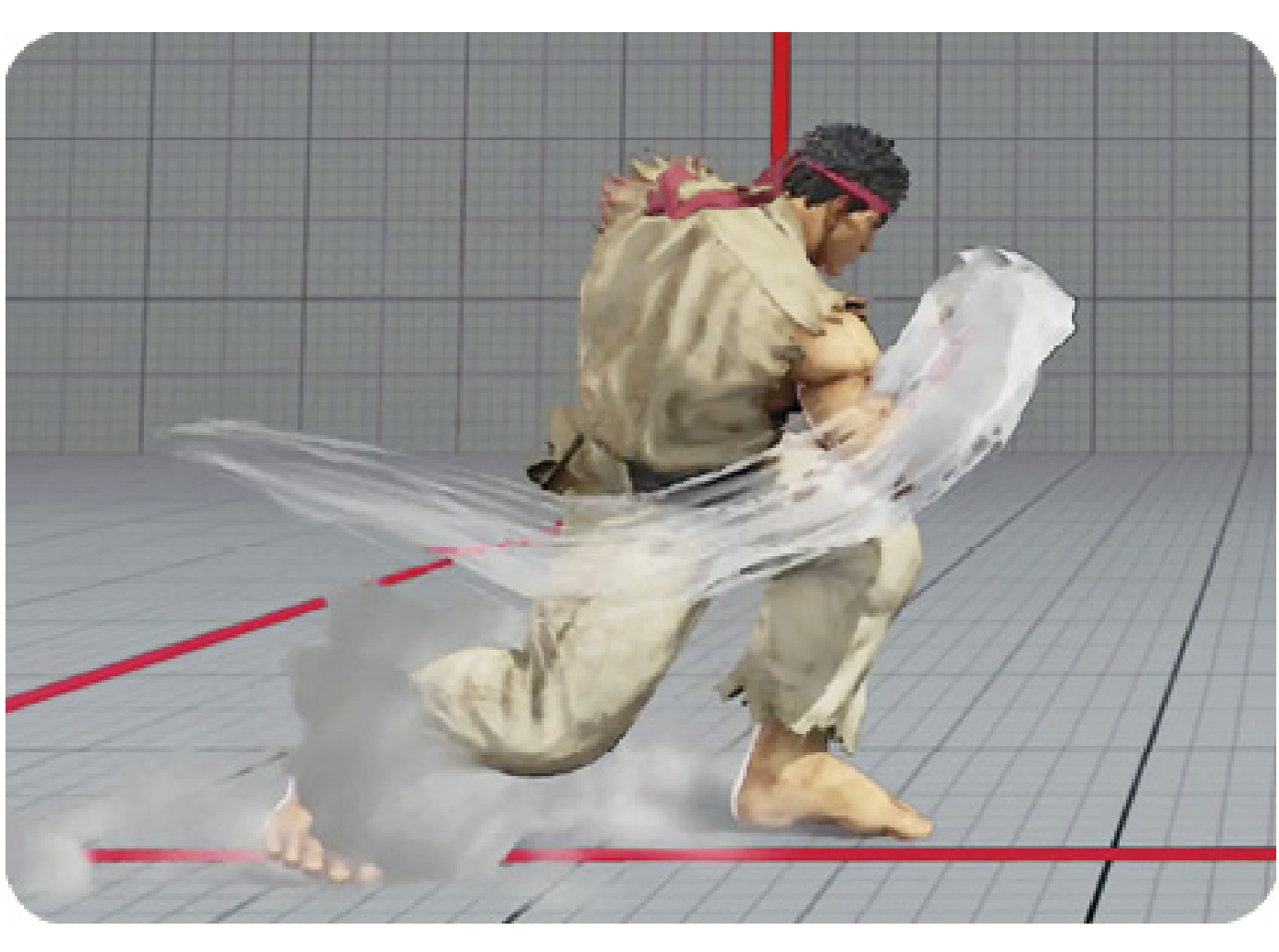
MP SHORYUKEN →↓↘ + MP

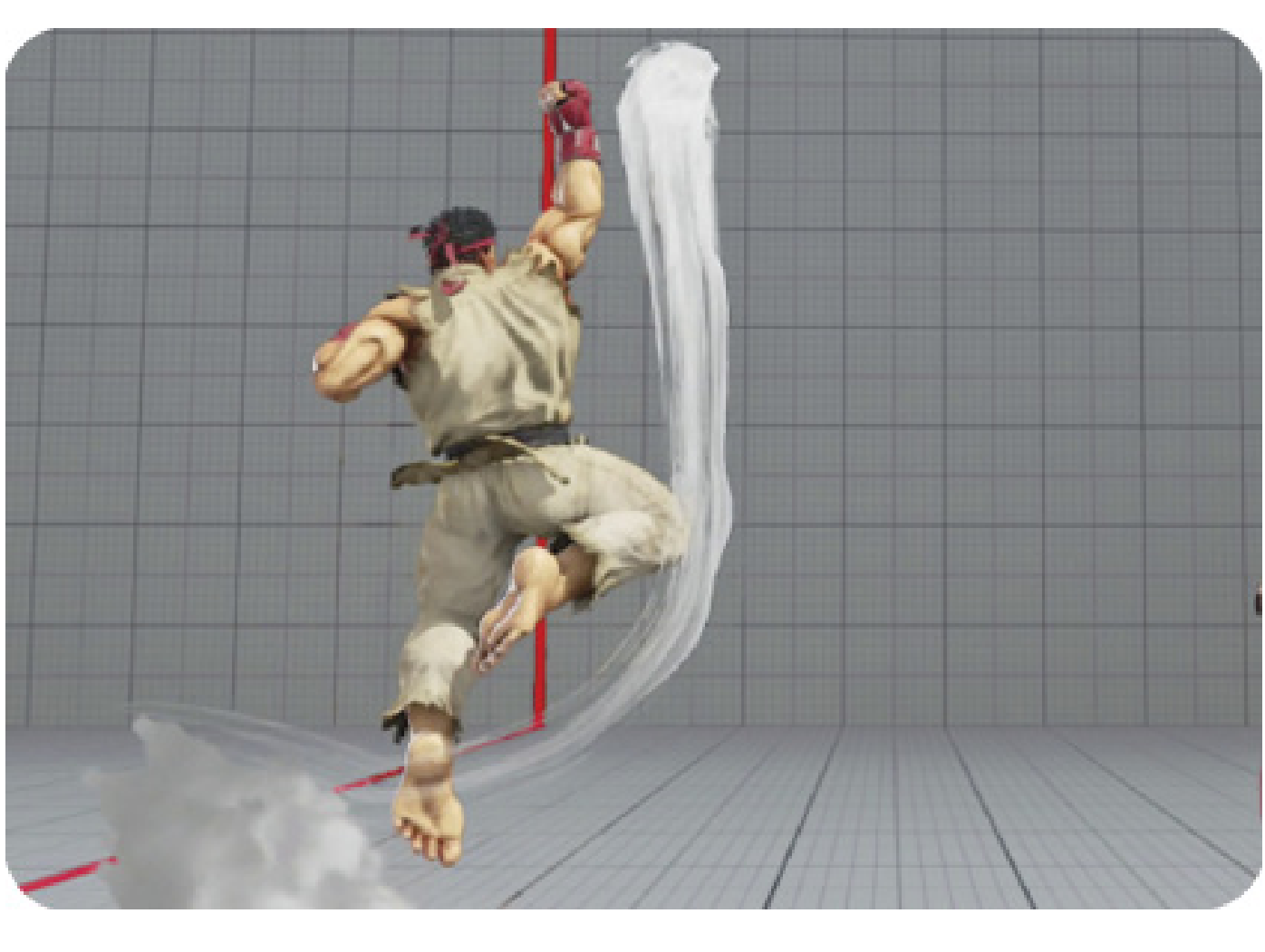
STARTUP	4
ACTIVE	11
RECOVERY	26 + 13 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-32
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	120/60
STUN	150/100
METER GAIN	20/40/20

NOTES

Frames 1-6 completely invincible; airborne on 6th frame; rewards counter-hit to opponent if hit during recovery

HP SHORYUKEN →↓↘ + HP



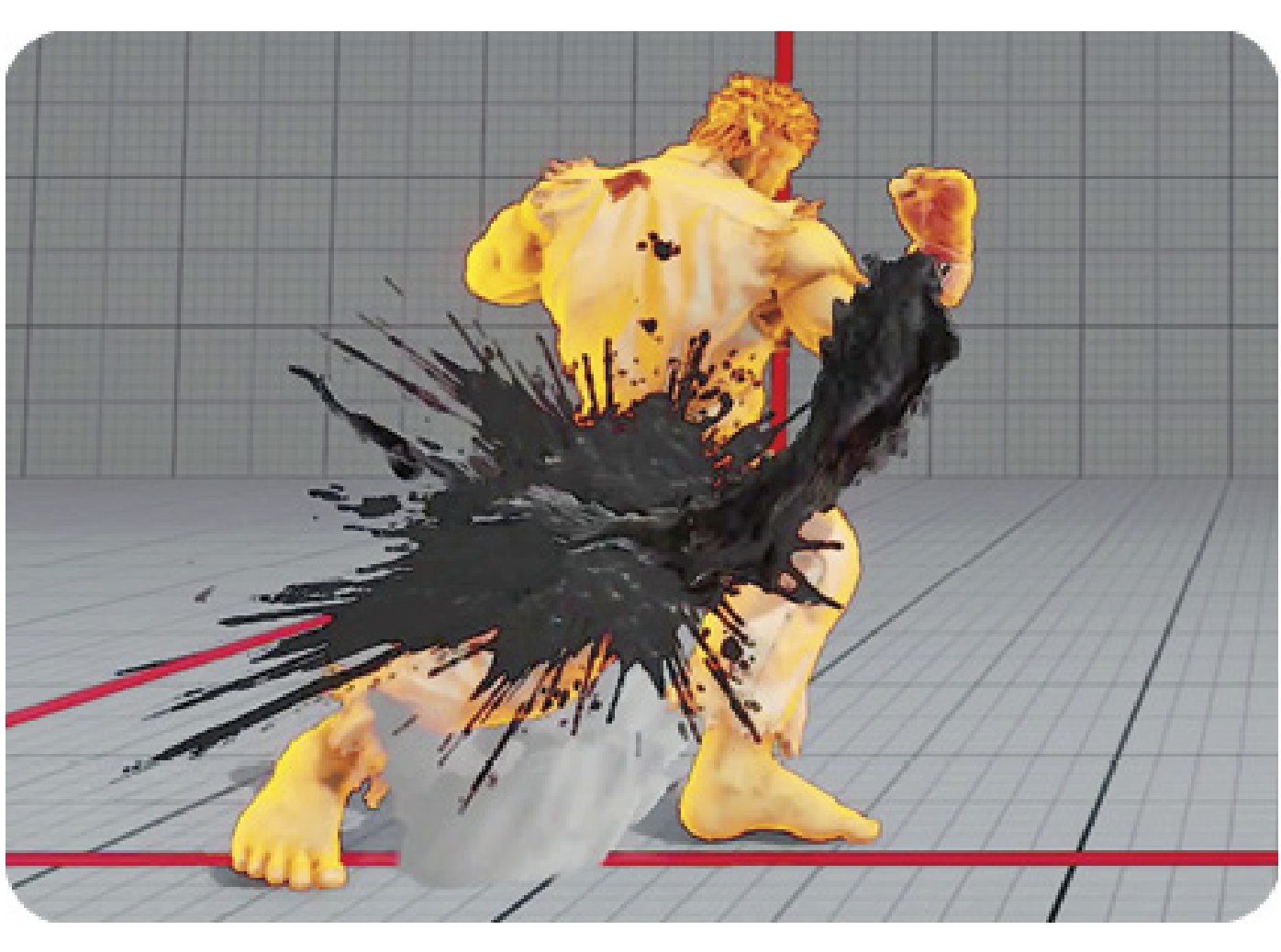


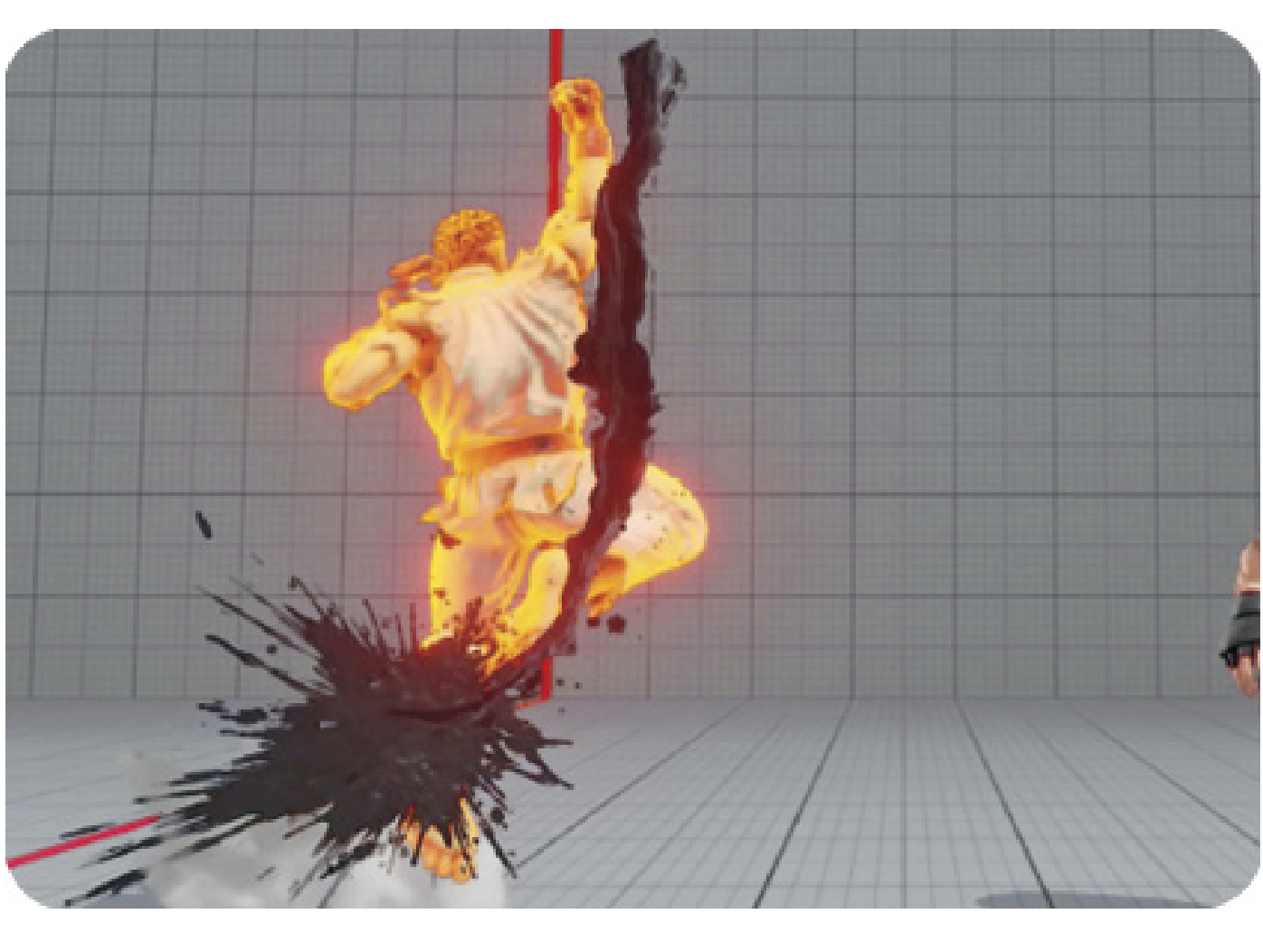
STARTUP	5
ACTIVE	10
RECOVERY	29 + 15 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-36
VTX HIT	—
VTX GUARD	—
CANCEL	CA
DAMAGE	140/60
STUN	200/150
METER GAIN	20/40/20

NOTES

Frames 1-3 completely invincible; frames 4-7 lower body and throw invincible; airborne on 7th frame; rewards counter-hit to opponent if hit during recovery

EX SHORYUKEN →↓↘ + P P





STARTUP	3
ACTIVE	12
RECOVERY	29 + 15 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-37
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	160/80
STUN	200/100
METER GAIN	-300

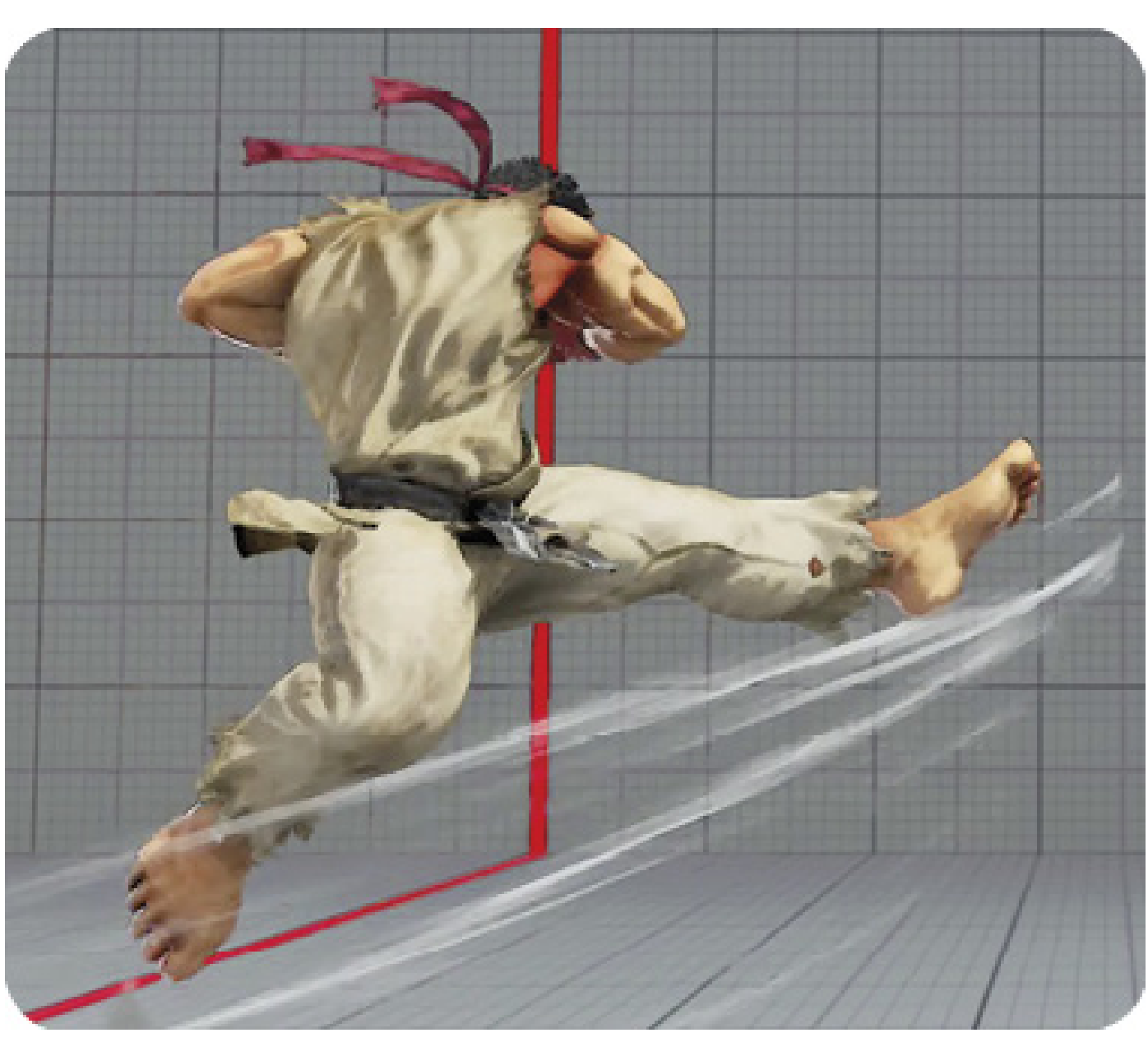
NOTES

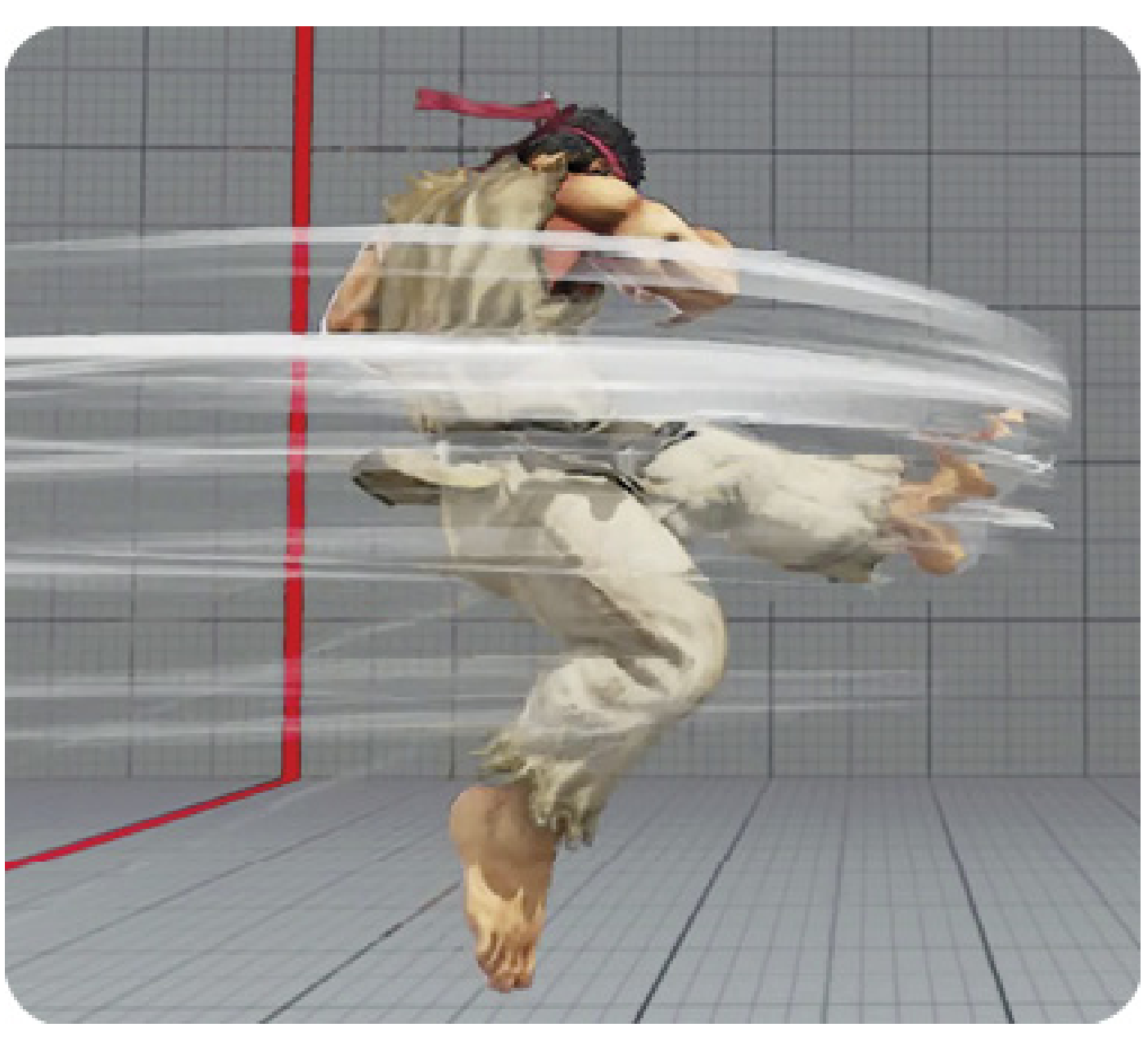
Frames 1-15 completely invincible

Shoryuken: The classic, quintessential anti-air "dragon punch." Ryu starts with a body blow near the ground and proceeds with a rising airborne uppercut. The three normal versions look similar, but they all have wildly differing attack properties. LP Shoryuken can be used as an anti-low attack reversal, MP Shoryuken as invincible anti-air, and HP Shoryuken as a combo finisher since it deals the most damage. Button strength determines how high Ryu is launched into the air, which also determines the amount of recovery he will have. Note that HP Shoryuken's first active hitbox appears after its initial invincibility, making it less than ideal as a defensive maneuver. The two-hit EX Shoryuken, or Shin Shoryuken, is the most universal version because it's completely invincible (aside from the recovery) and packs the most punch in terms of damage. Use this version to finish off an opponent, either as anti-air or as a substitute in combos for HP Shoryuken.

Like in *Street Fighter IV*, the classic Shoryuken motion allows for a lot of leeway. The listed command may read →↓↘, but what the game actually wants is just any downward input, then any forward input, then any downward input again. This opens the door to a few input shortcuts and tricks. One is the "wiggle," where you execute dragon punch-style moves with a directional command of ↘ ↓ ↘. This may not seem to work at first, but do it quickly and trust the motion. With this command, Ryu is never standing; there's technically less actual finger travel time just to execute the motion, so your anti-air MP Shoryukens should become even safer. When you expect a jump-in, you can just sit on ↘ for a moment. If your opponent actually jumps, all you have to do to shoot them down is ↓ ↘ + MP. This motion also makes some combos easier, like canceling crouching HP into HP Shoryuken with a command of ↘ + HP ↓ ↘ + HP.

LK TATSUMAKI SENPUKYAKU ↓↙← + LK





STARTUP	10
ACTIVE	—
RECOVERY	9 + 12 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	80
STUN	200
METER GAIN	20/40/20

NOTES

Frames 6-29 airborne

MK TATSUMAKI SENPUKYAKU ↓↙← + MK

STARTUP	12
ACTIVE	—
RECOVERY	9 + 12 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	20/40/20

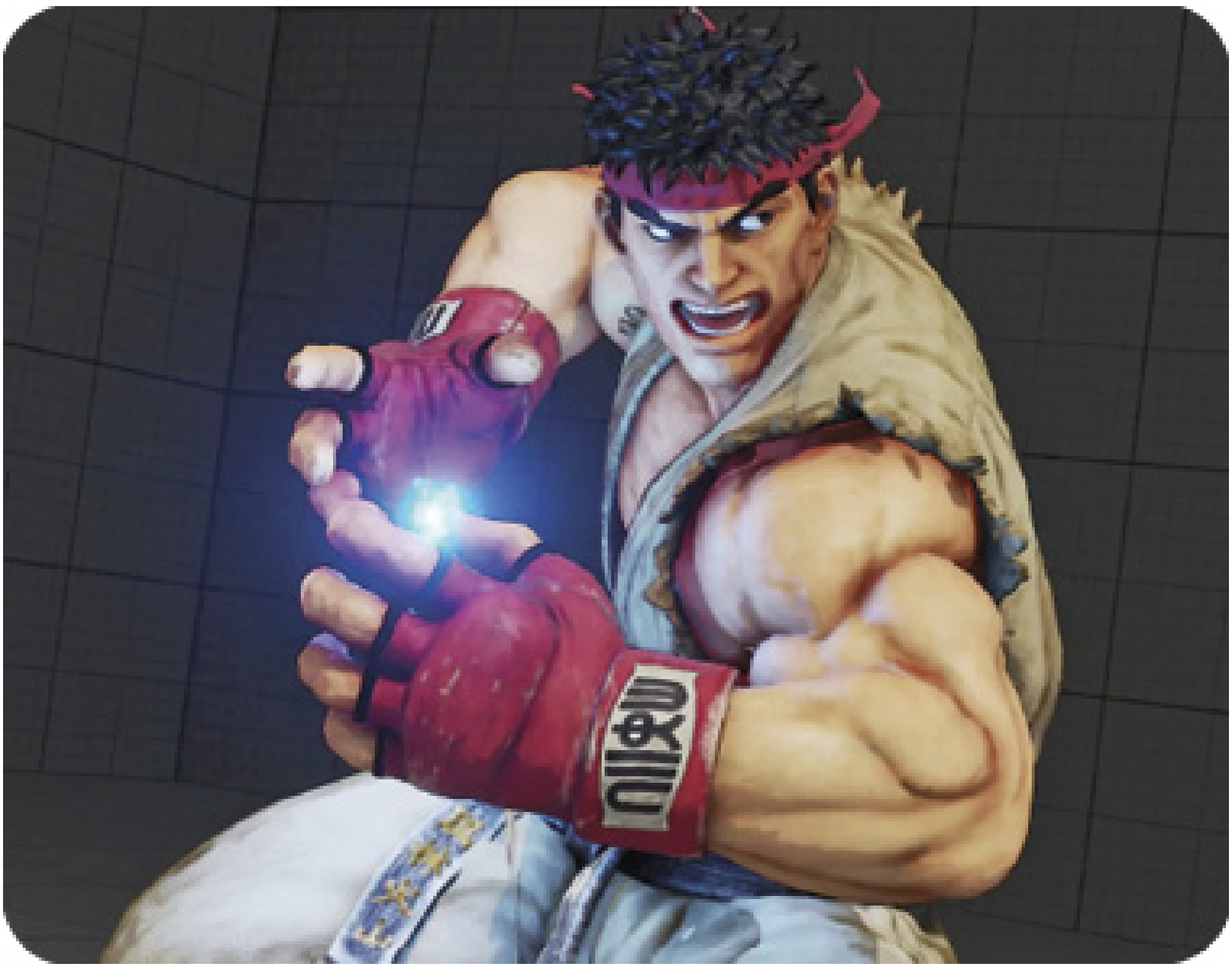
NOTES

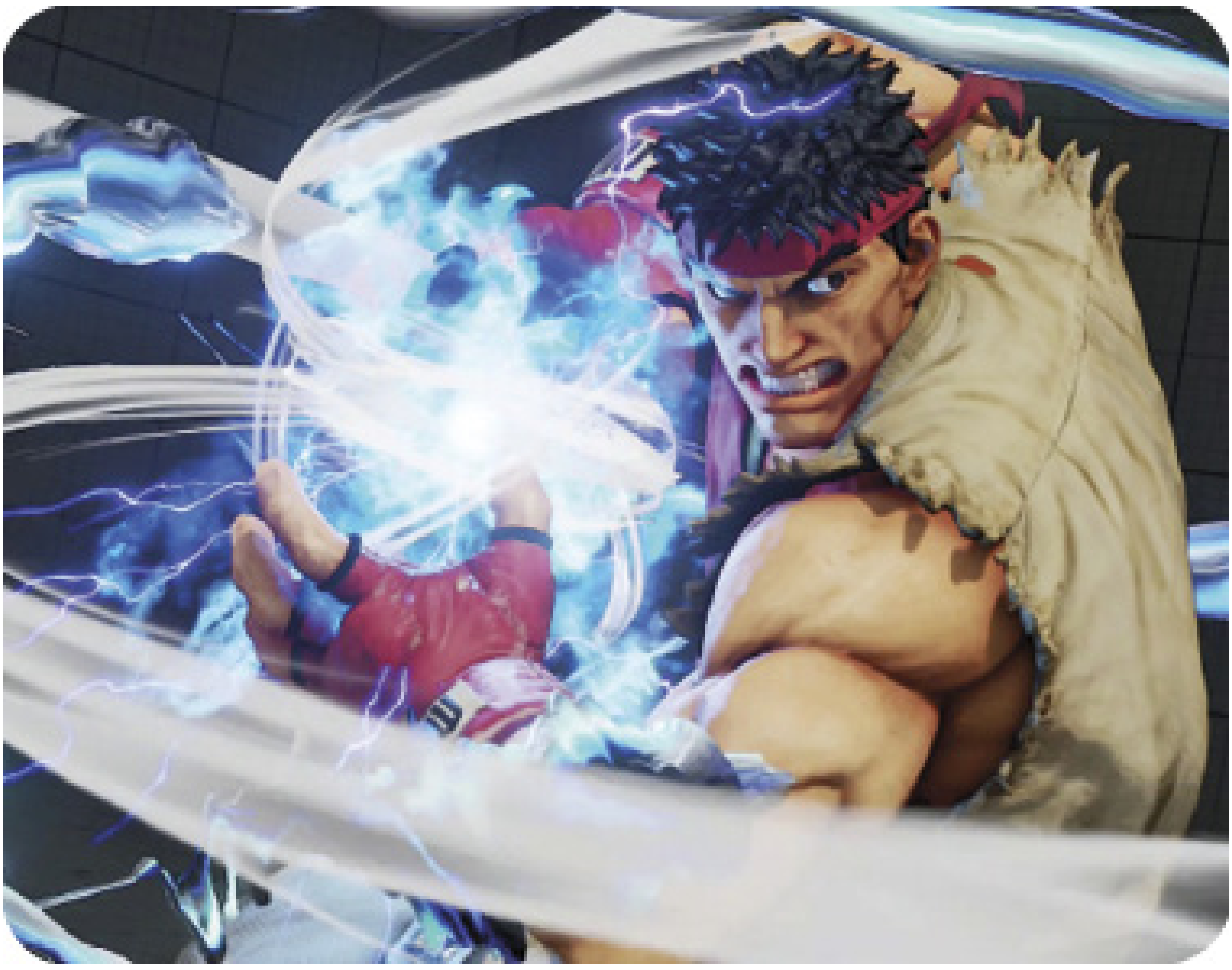
Frames 6-45 projectile invincible; frames 7-47 airborne

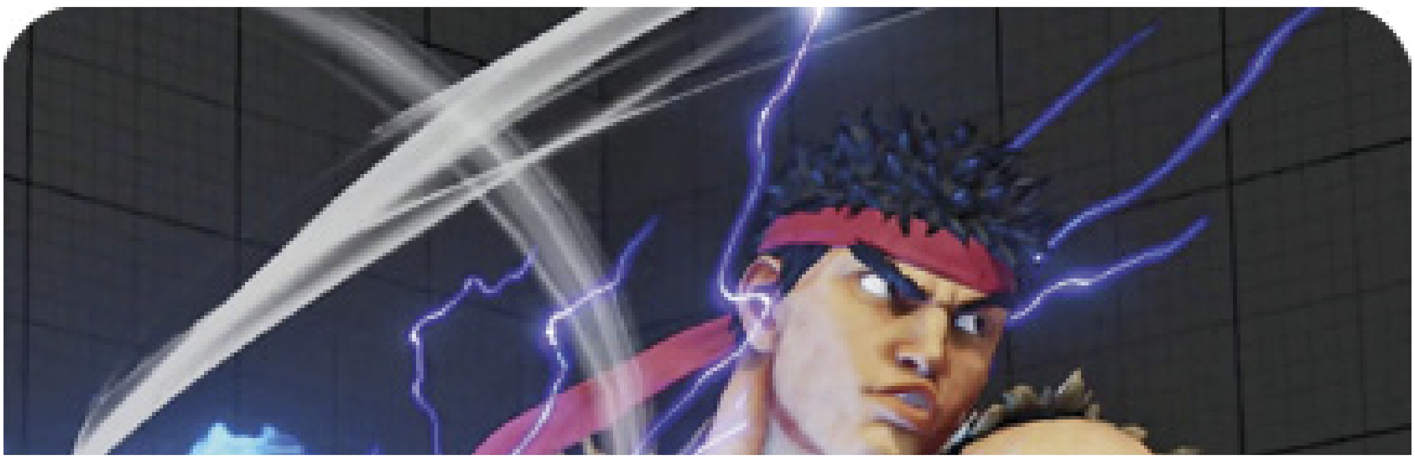
HK TATSUMAKI SENPUKYAKU ↓↙← + HK

STARTUP	14
ACTIVE	—
RECOVERY	16 + 11 landing
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-9
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	120
STUN	200

SHINKU HADOKEN ↷ ↷ + Ⓟ







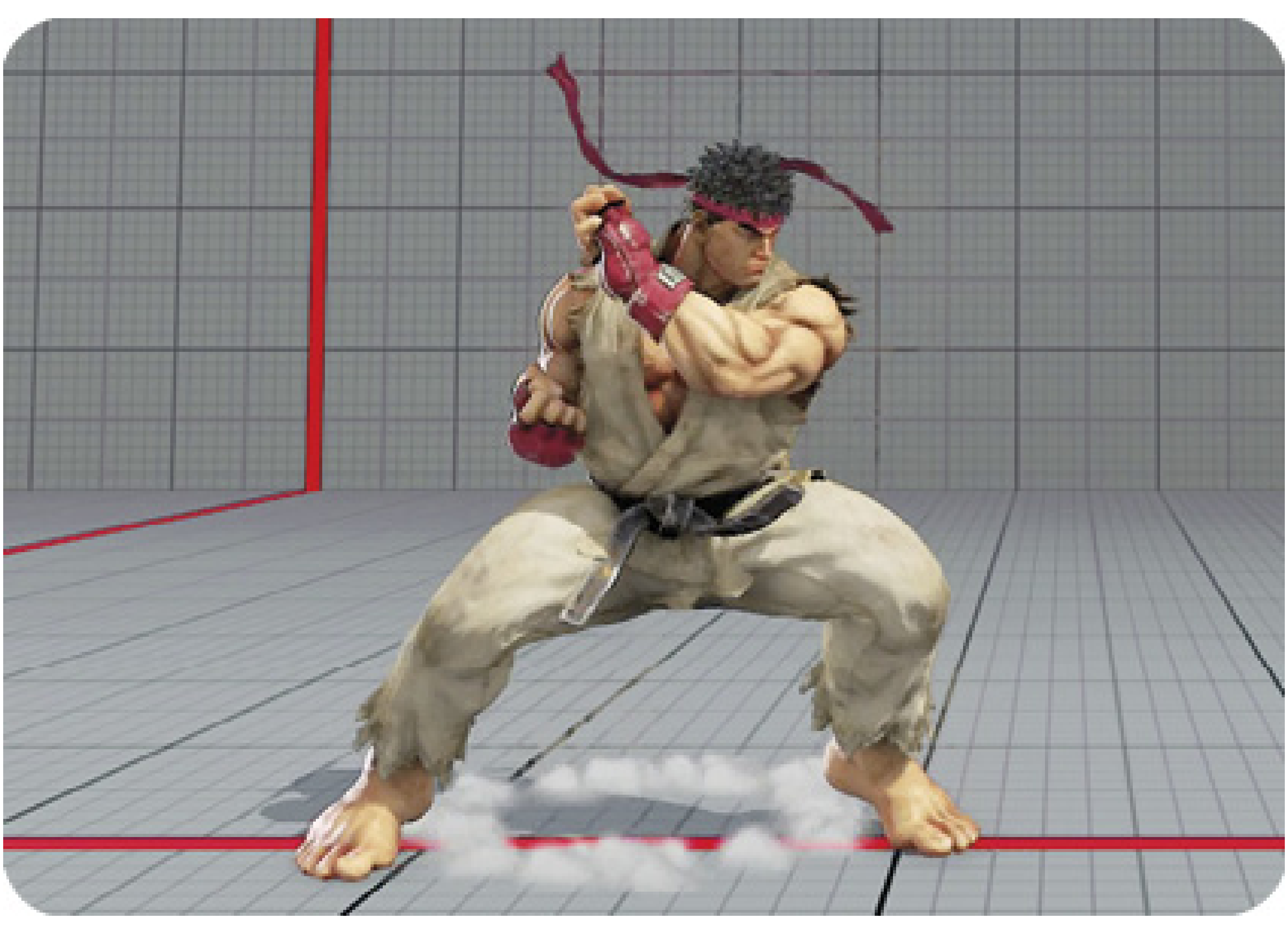
STREET FIGHTER V

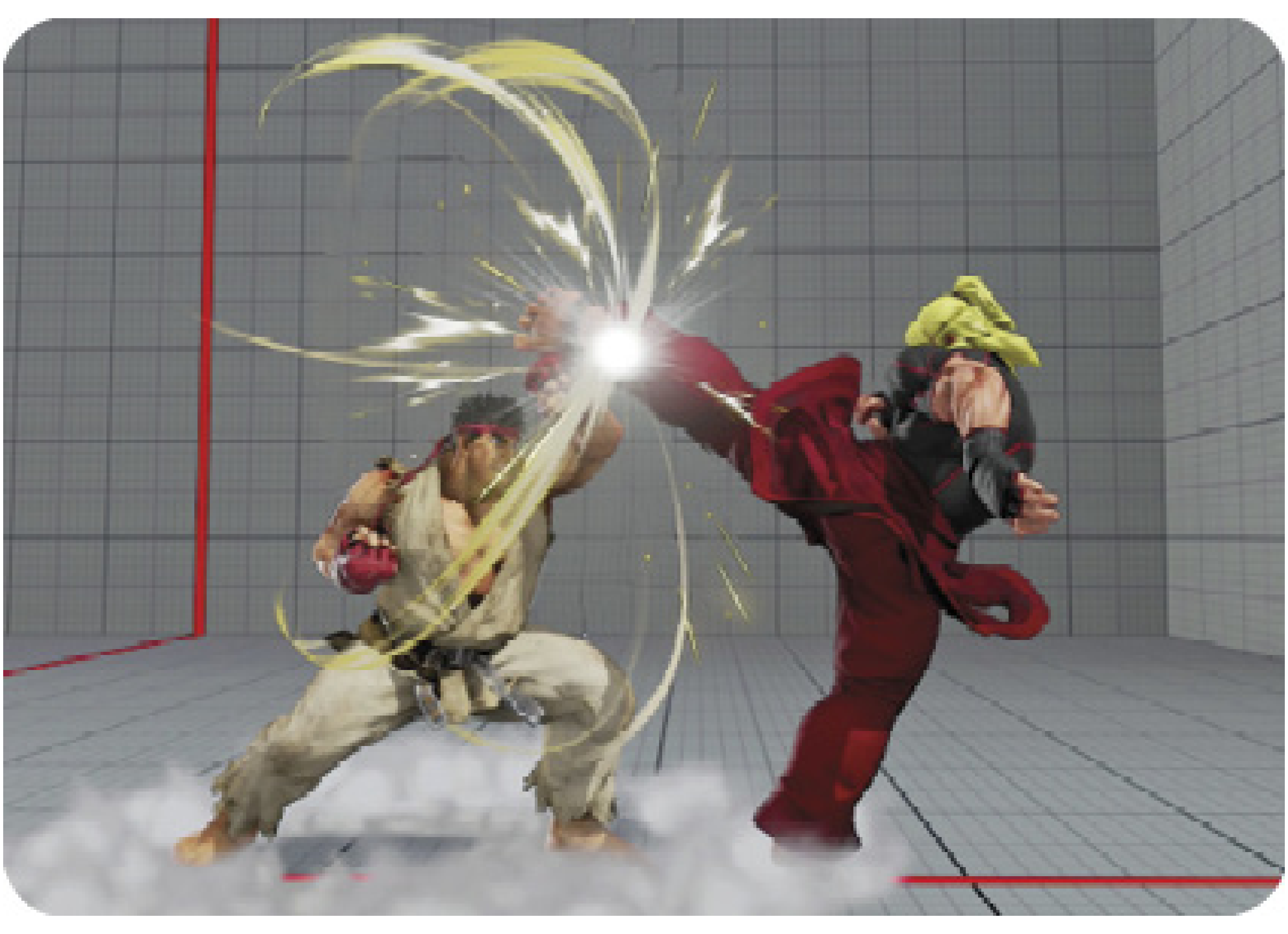
Ryu

V-System

V-SKILL

MIND'S EYE MP + MK





STARTUP	3
ACTIVE	7
RECOVERY	29
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V: 25

NOTES

On successful parry, can be repeated with a startup of 1F

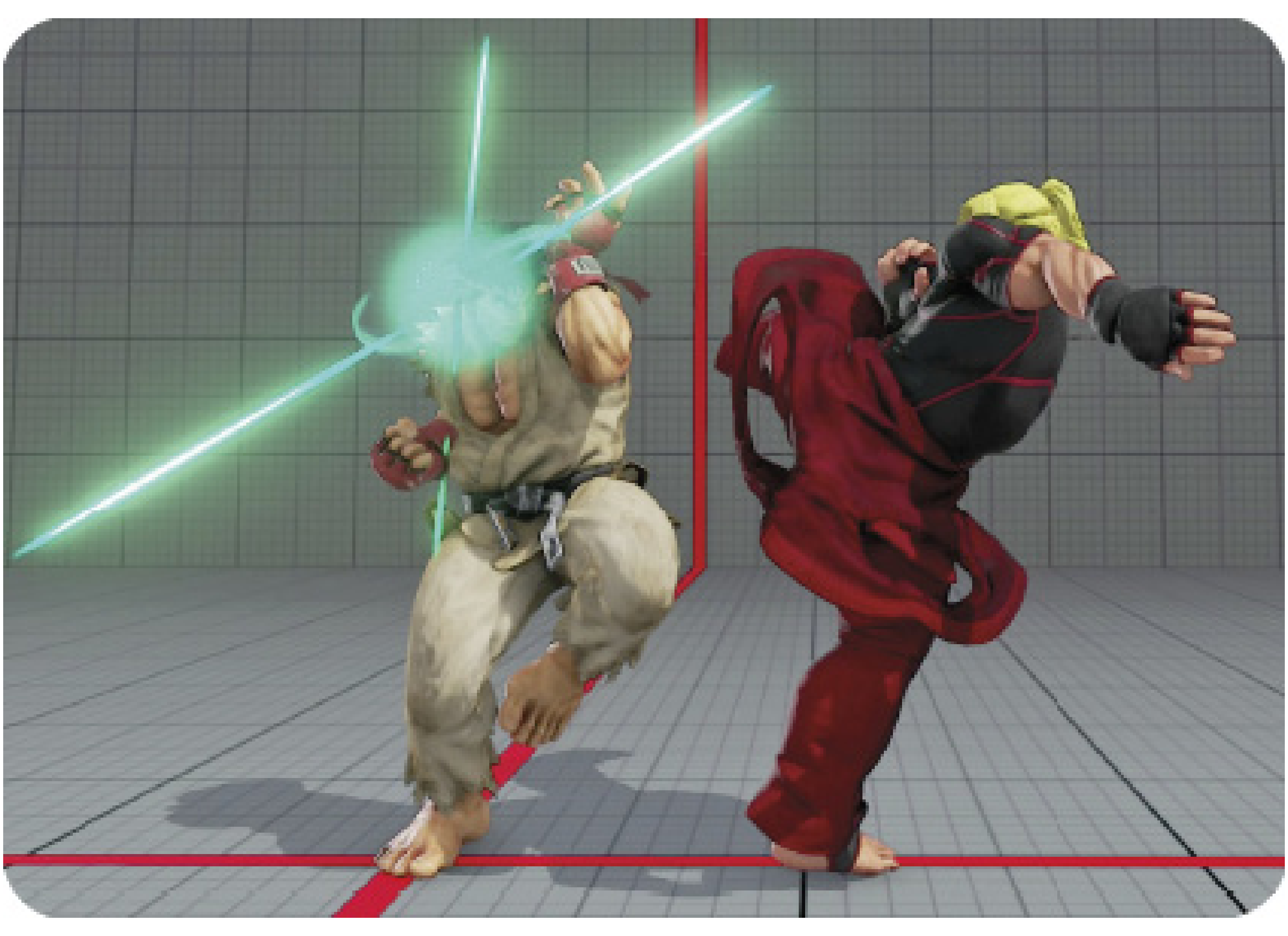
Mind's Eye: Mind's Eye is similar to a parry from *Street Fighter III*, although it's much more lenient and easier to execute. The main difference compared with a parry is that Mind's Eye doesn't start up instantly (it actually has a substantially significant three frames of startup). However, it does boast a seven-frame window where Ryu will absorb any attack, negating almost all blockstun. On absorption, any subsequent Mind's Eye cancels will have no startup. So, in theory, you can parry all multi-hit attacks as long as you time subsequent MP + MK inputs correctly.

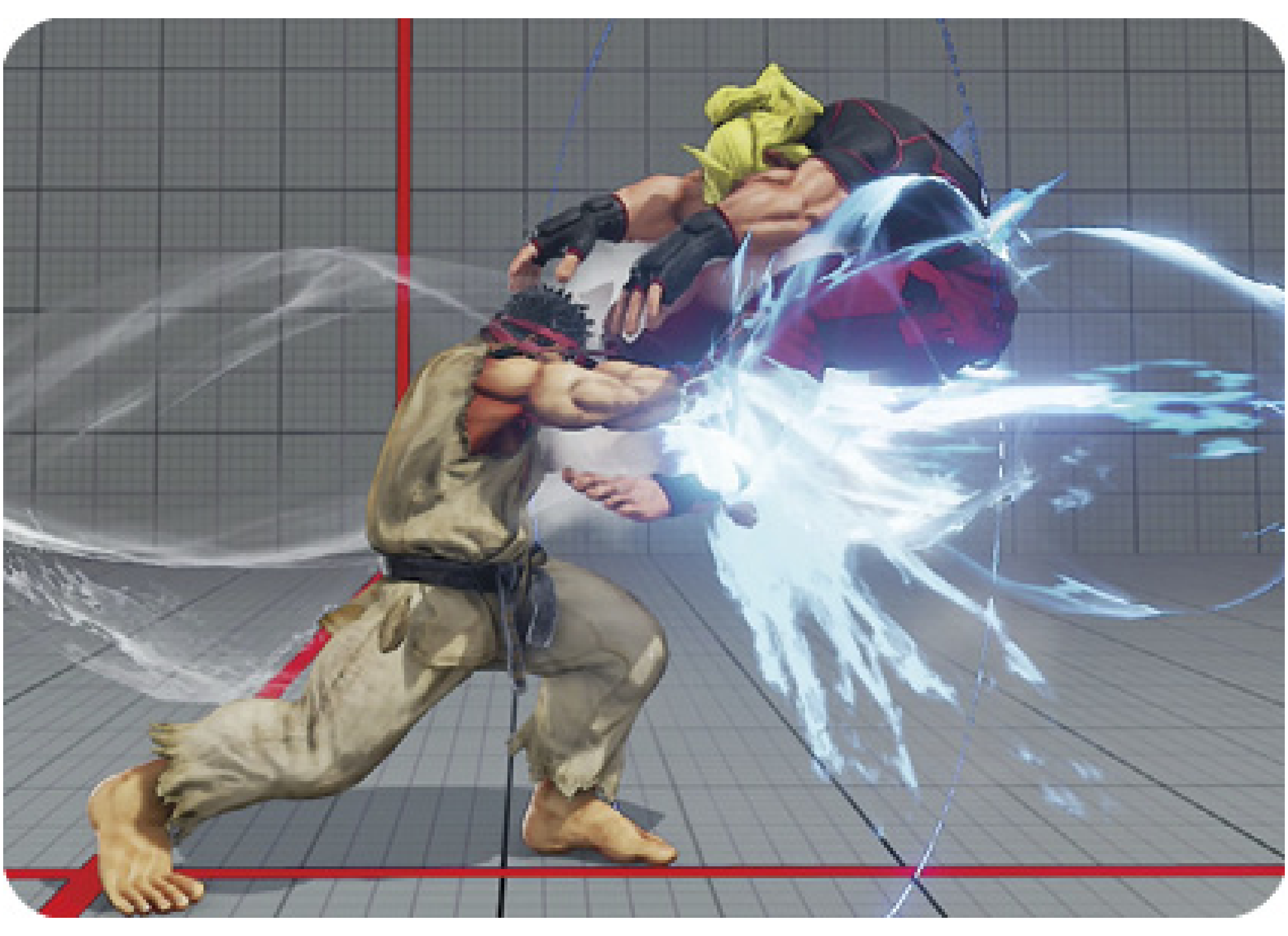
Theoretically, you can use an option-select technique involving Mind's Eye with an input of MP + MK ~ LP + LK. This executes Mind's Eye against attacks (or nothing) and will tech throws if the opponent attempts to throw Ryu. You can add on to this input sequence with a + HP motion so that you'll parry into HP Shoryuken or tech a throw. Of course, this isn't a foolproof defensive maneuver because Mind's Eye doesn't start until the third frame, leaving Ryu open to a counter-hit against fast attacks and meaties.

Blindly guessing with your parry isn't generally advisable because of its drawbacks. Ryu is counter-hit if he fails to parry an attack, and its recovery is rather lengthy. However, it's an excellent tool to use in avoiding white damage while nullifying recovery, which allows you to punish with your heaviest combos. For instance, you can fully parry most Critical Arts, such as Chun-Li's Hoyokusen, because of the initial super freeze that gives you time to react. This makes Ryu essentially immune to being K.O.'d by chip damage against most characters.

V-REVERSAL

HASHOGEKI + P P P





STARTUP	15
ACTIVE	2
RECOVERY	24
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
VTX HIT	—
VTX GUARD	—
CANCEL	—
DAMAGE	60
STUN	0
METER GAIN	V: -300

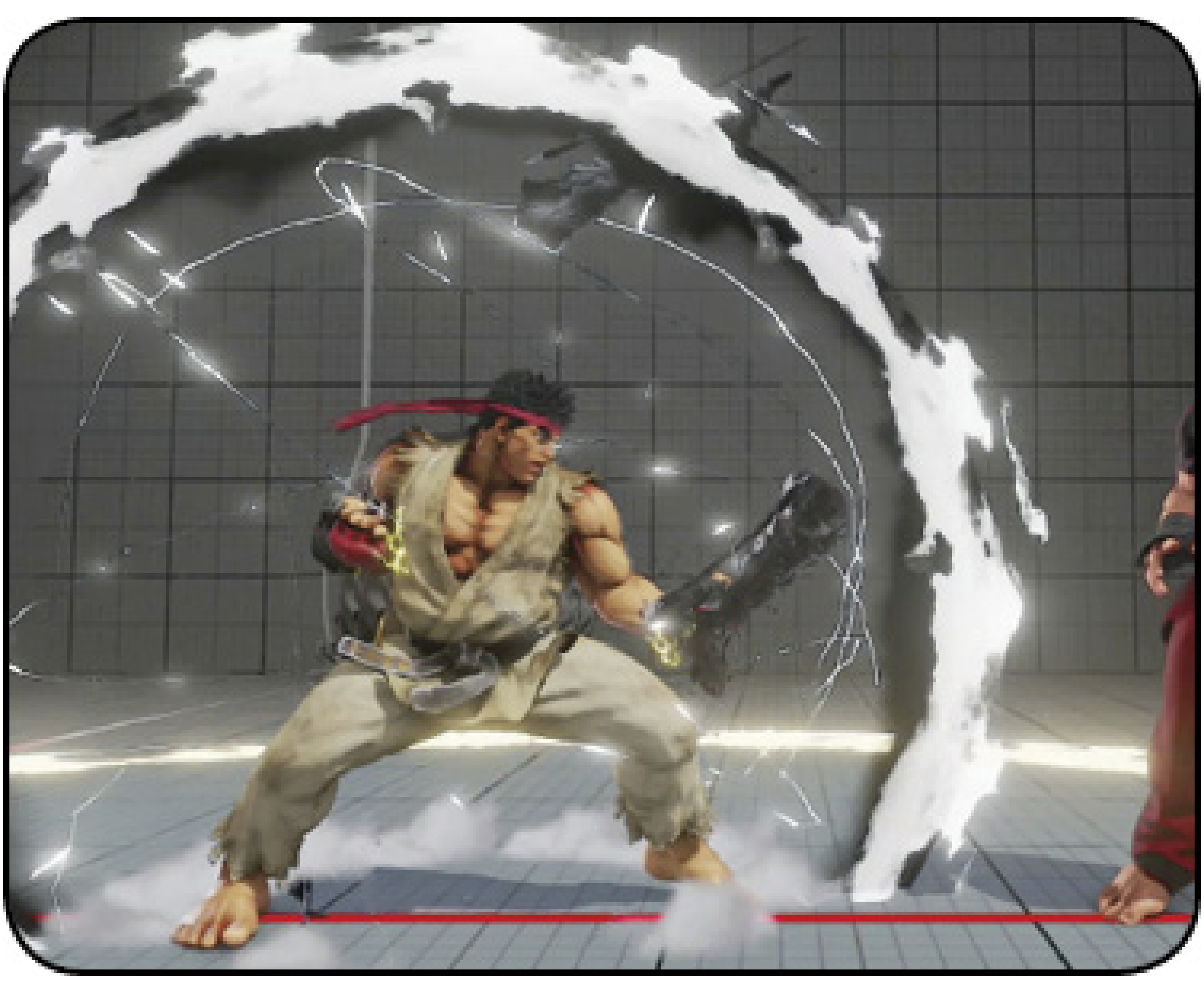
NOTES

Frames 1-30 strike and projectile invincible; reduces own stun counter by 200

Hashogeki: Ryu's V-Reversal is a strike and projectile-invincible counterattack that knocks the opponent down on hit. It's an excellent tool to use under pressure to reverse tempo in your favor at the sacrifice of one stock of V-Gauge. On hit and if the enemy opts to quick-rise, you'll have enough advantage to have Ryu dash in for a meaty attack or throw setup. Since Ryu's V-Trigger is an extremely powerful portion of his moveset, use Hashogeki only when you need to (for instance, if Ryu's cornered or you think he is about to be stunned). As with all knockdown V-Reversals, if Hashogeki is blocked, Ryu's at -2 advantage (which is usually safe).

V-TRIGGER

DENJIN RENKI HP + HK

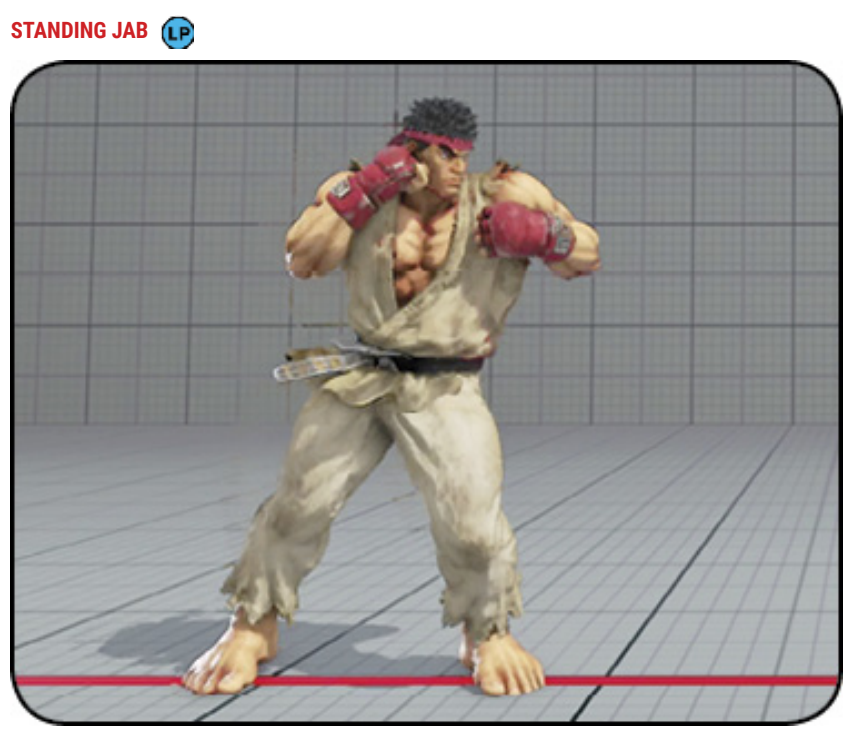


Ryu

Modified Attacks During Denjin Renki

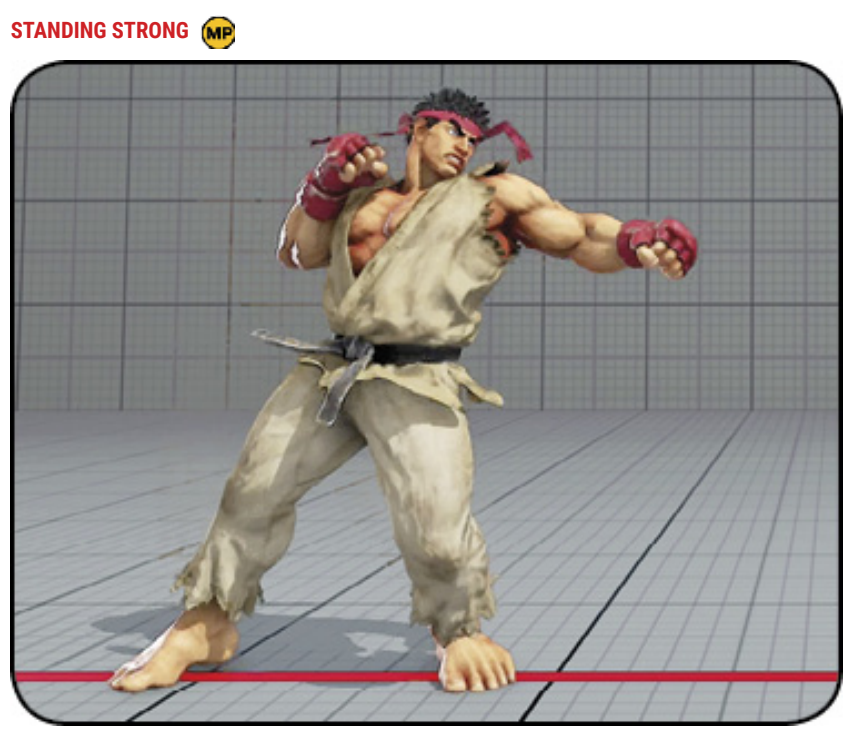
STANDING NORMAL MOVES

STANDING JAB LP



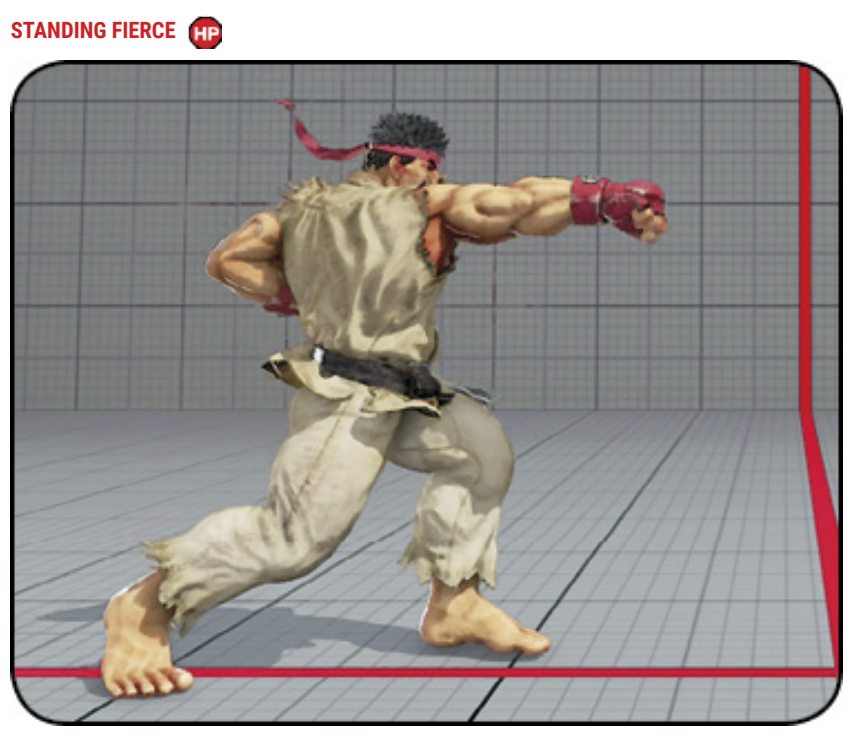
STARTUP	3
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	SP
DAMAGE	30
STUN	100
METER GAIN	20/10

STANDING STRONG MP



STARTUP	5
ACTIVE	3
RECOVERY	10
GUARD LEVEL	HL
ON HIT	6
ON GUARD	1
CANCEL	SP
DAMAGE	60
STUN	130
METER GAIN	30/15

STANDING FIERCE HP



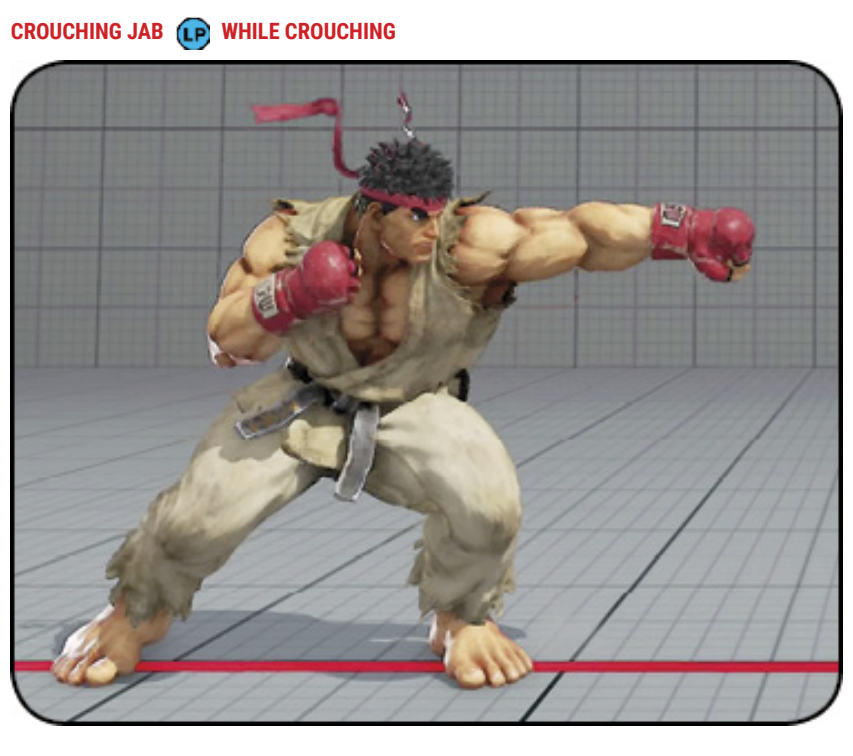
STARTUP	7
ACTIVE	3
RECOVERY	20
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-1
CANCEL	—
DAMAGE	90
STUN	180
METER GAIN	50/25

NOTES

On counter-hit: Crush Counter (spinning knockdown)

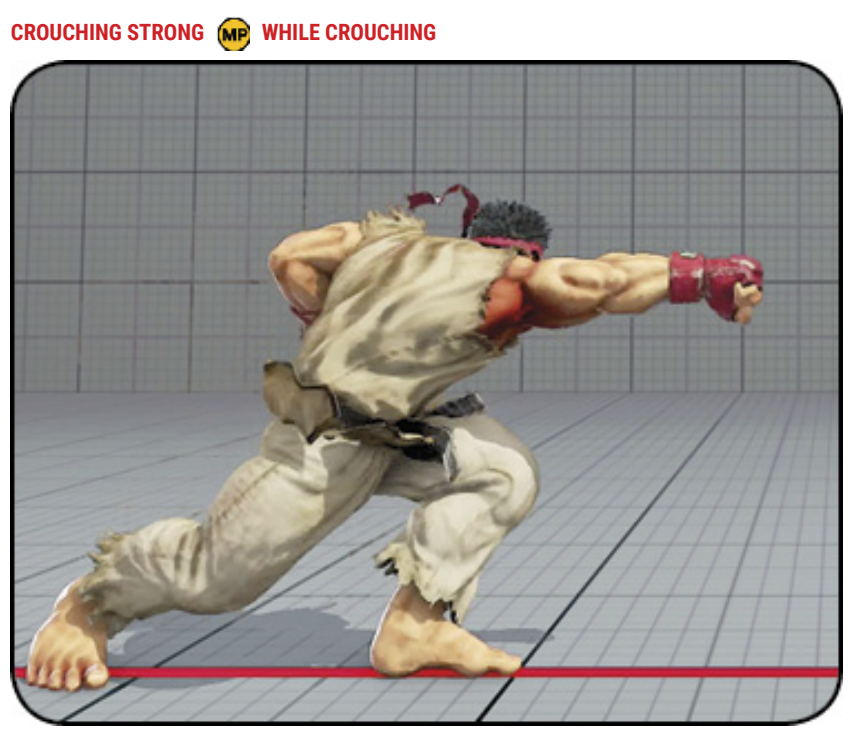
CROUCHING NORMAL MOVES

CROUCHING JAB LP WHILE CROUCHING



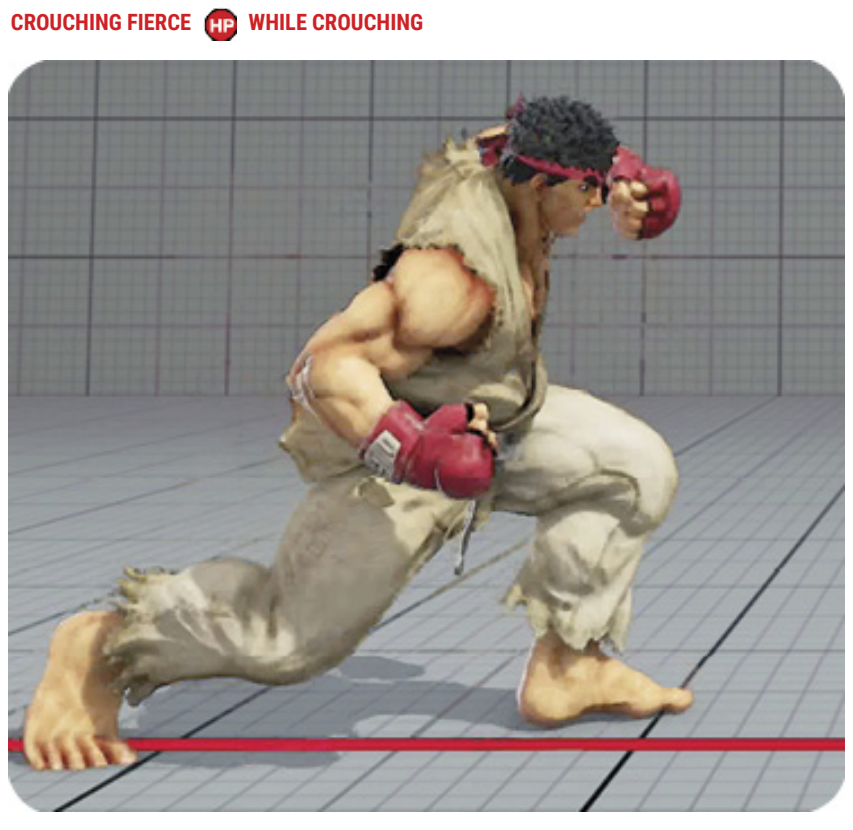
STARTUP	4
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	3
ON GUARD	2
CANCEL	CH, SP
DAMAGE	30
STUN	100
METER GAIN	20/10

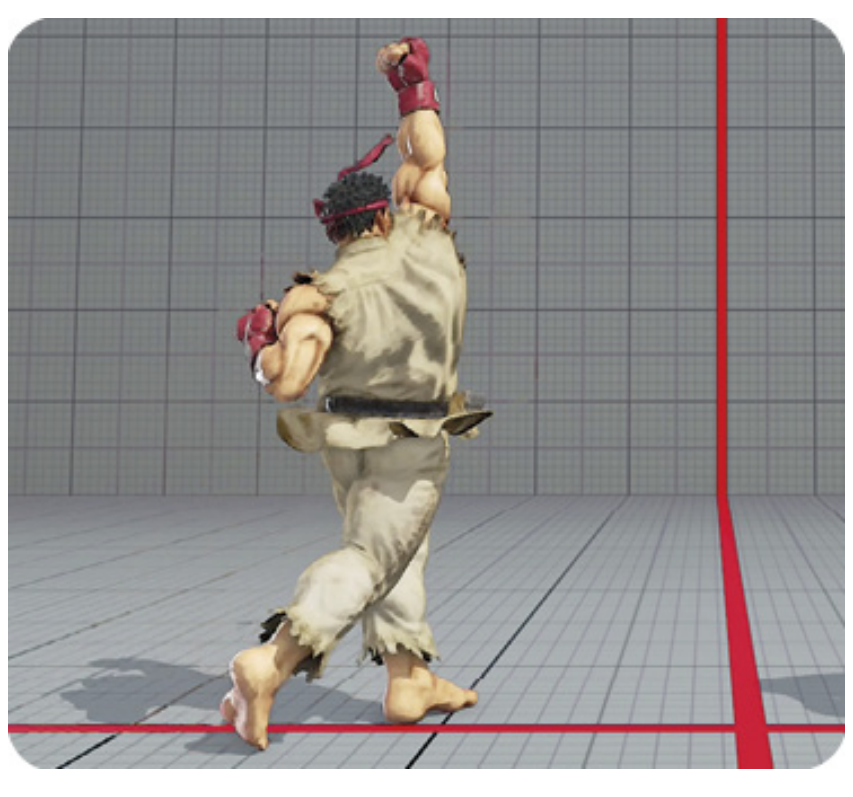
CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
CANCEL	SP
DAMAGE	60
STUN	130
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING





STARTUP	6
ACTIVE	4
RECOVERY	24
GUARD LEVEL	HL
ON HIT	-7
ON GUARD	-10
CANCEL	SP
DAMAGE	80
STUN	180
METER GAIN	50/25

NOTES

First active frame 80 damage, 60 on subsequent frames; forces standing on hit

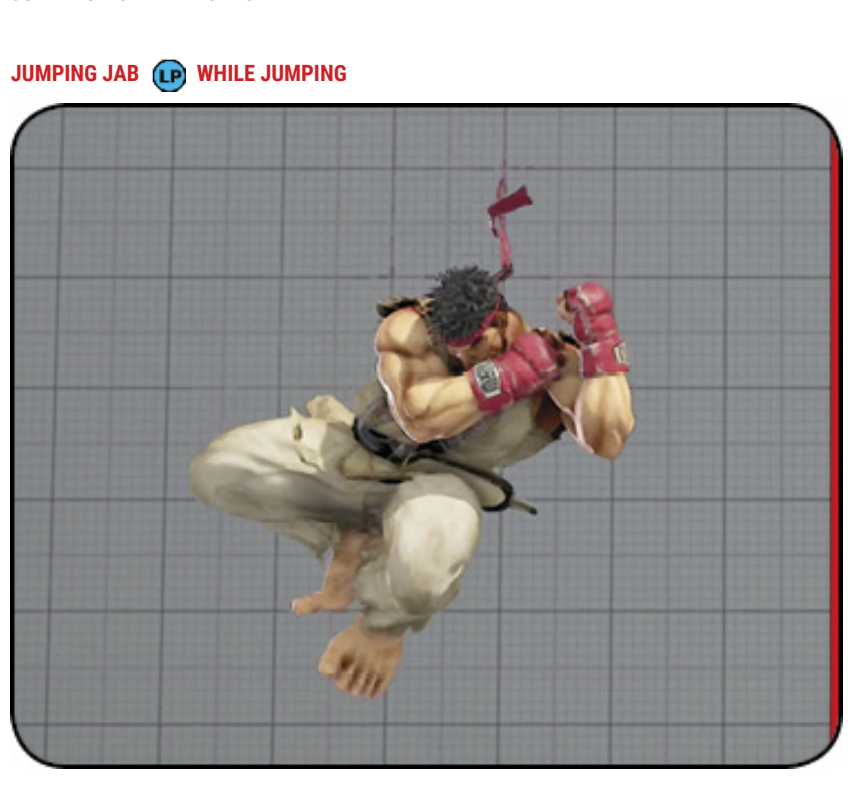
DEVELOPER NOTES

Learning how to use Ryu's V-Trigger is essential for victory. As his Denjin Renki increases his stun output on attacks and grants him the ability to Guard Crush the opponent when he fully charges up his Hadokens, it's recommended that players activate it as soon as the opportunity presents itself.

—Peter Rosas, Associate Producer

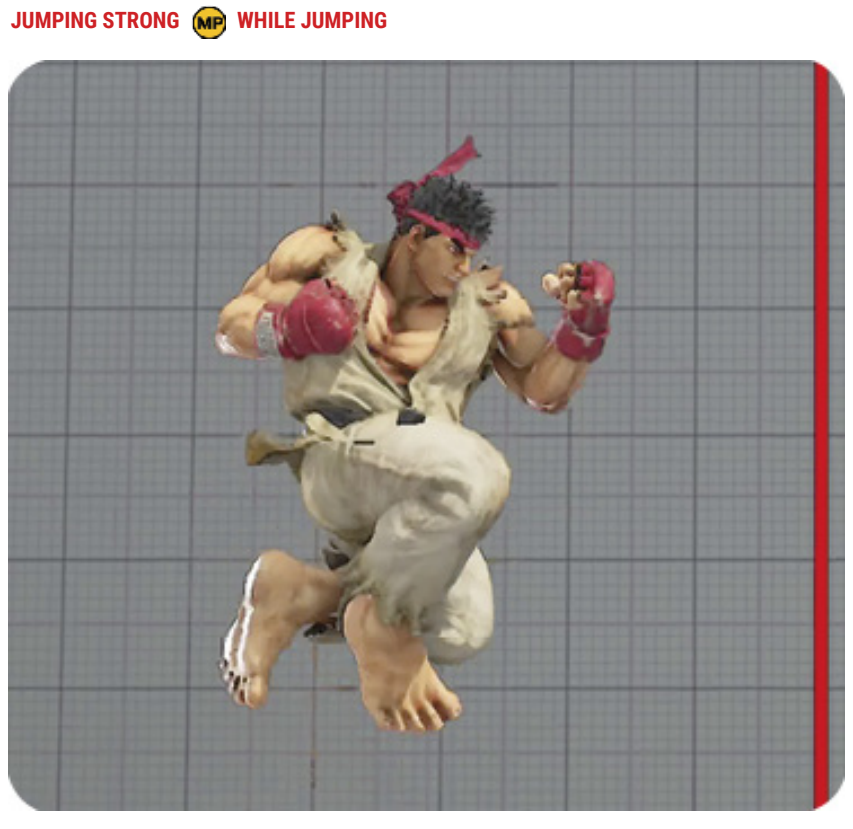
JUMPING NORMAL MOVES

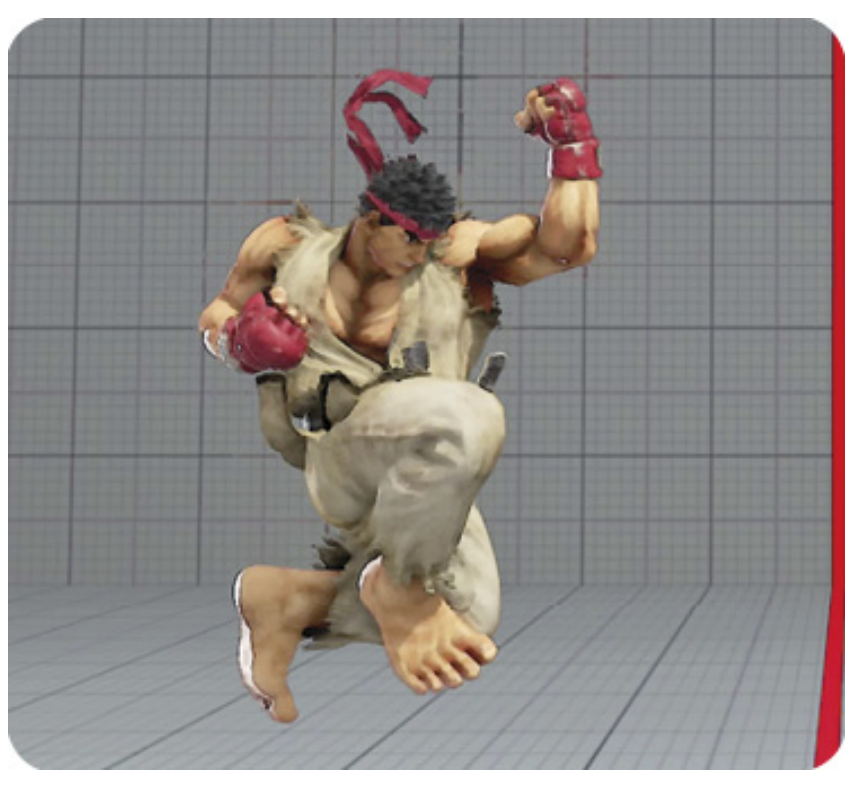
JUMPING JAB LP WHILE JUMPING



STARTUP	3
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	40
STUN	100
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



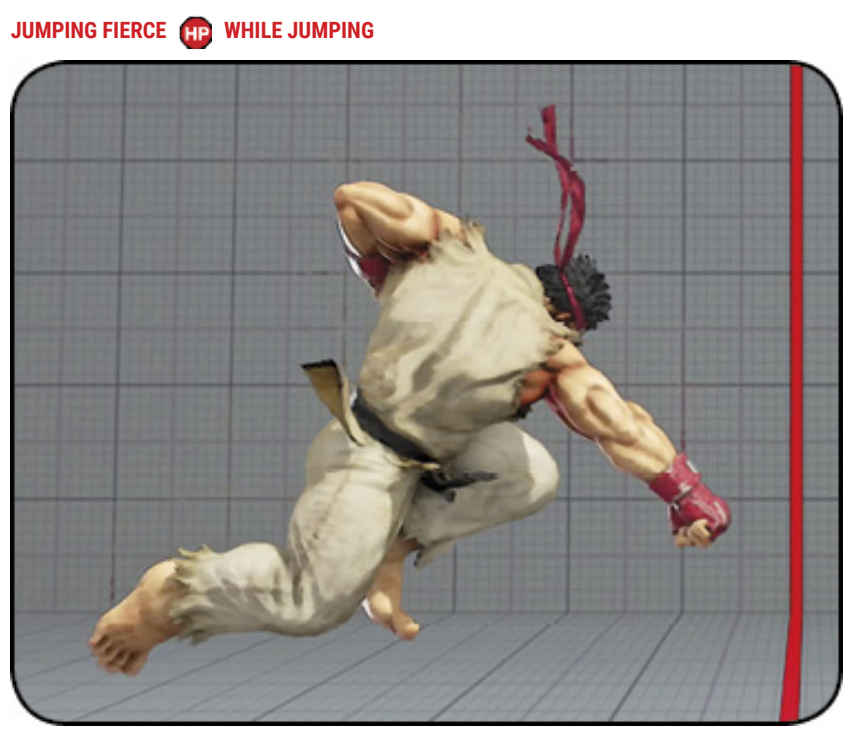


STARTUP	7
ACTIVE	3(2)3
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	SP
DAMAGE	80(40+40)
STUN	130(65x2)
METER GAIN	30(10+20)/15(5+10)

NOTES

Puts opponent into juggle state

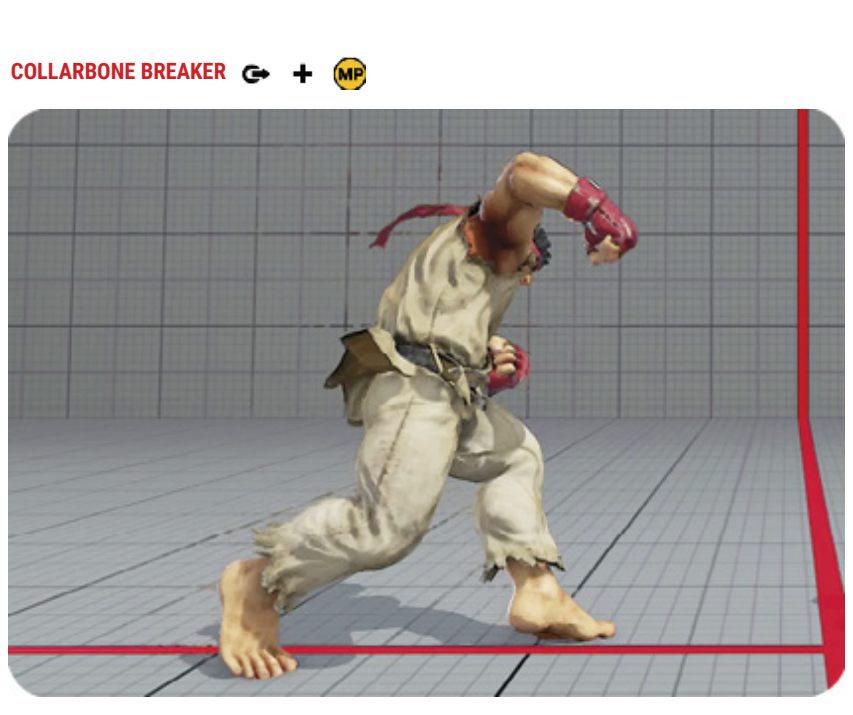
JUMPING FIERCE HP WHILE JUMPING

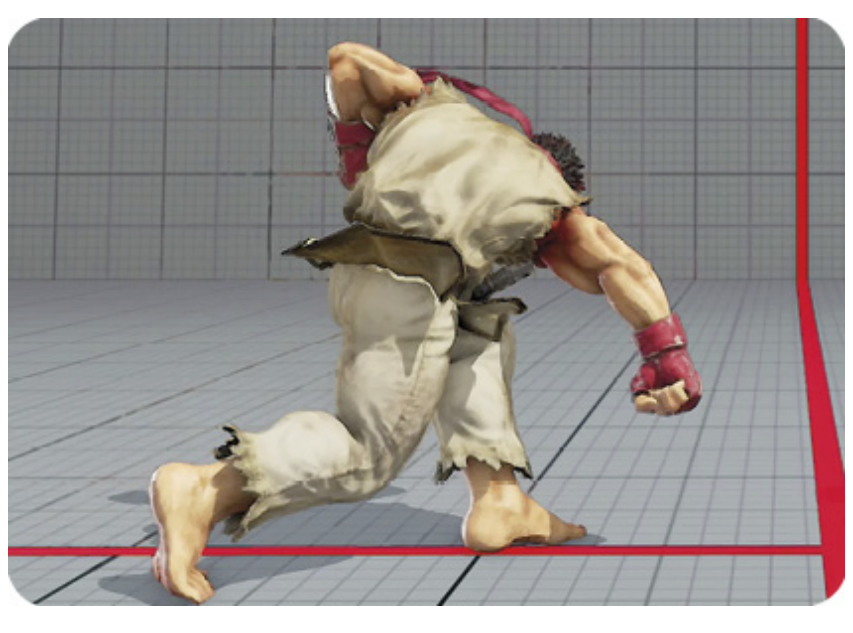


STARTUP	7
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	90
STUN	180
METER GAIN	50/25

UNIQUE ATTACKS

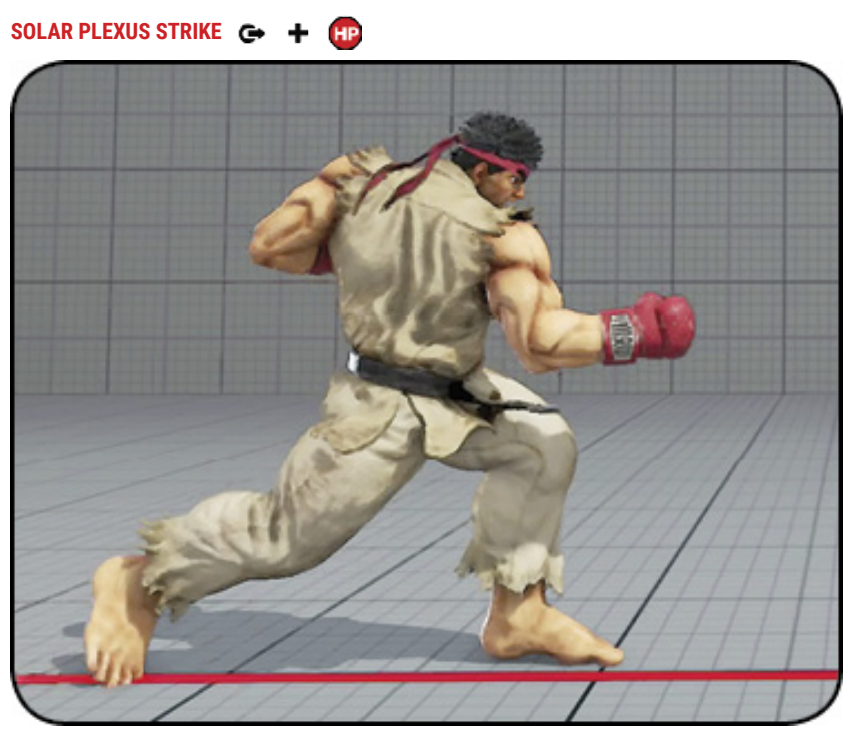
COLLARBONE BREAKER → + MP





STARTUP	20
ACTIVE	4
RECOVERY	17
GUARD LEVEL	H
ON HIT	0
ON GUARD	-4
CANCEL	—
DAMAGE	60(30+30)
STUN	130(60+70)
METER GAIN	30(10+20)/15(5+10)

SOLAR PLEXUS STRIKE → + HP

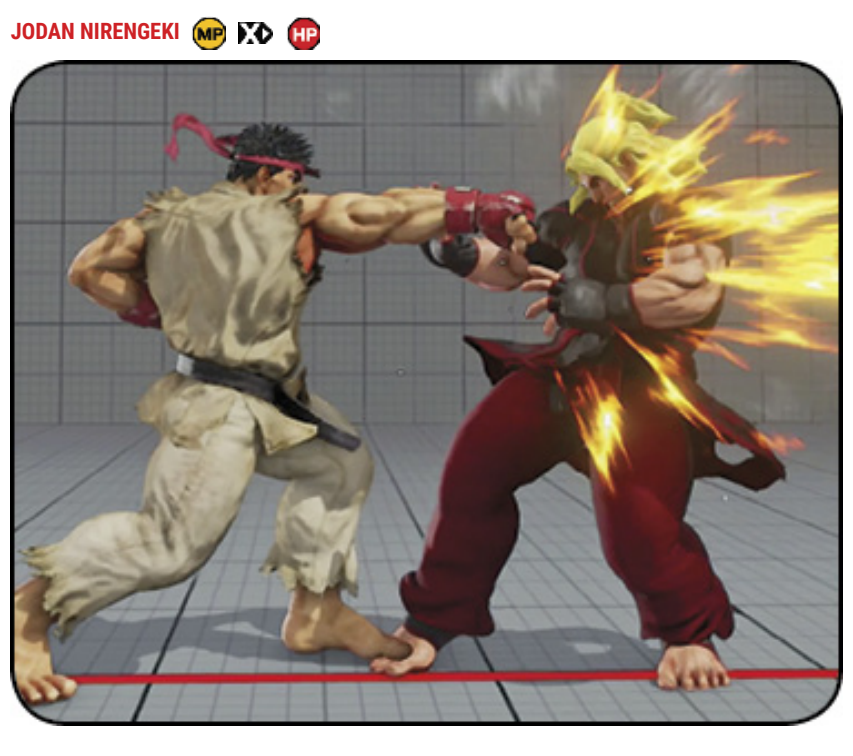


STARTUP	17
ACTIVE	2(1)2
RECOVERY	18
GUARD LEVEL	HL
ON HIT	6
ON GUARD	-2
CANCEL	—
DAMAGE	90(45+45)
STUN	130(60+70)
METER GAIN	40(20+20)/20(10+10)

NOTES

Can be canceled into Shoryuken on hit or block

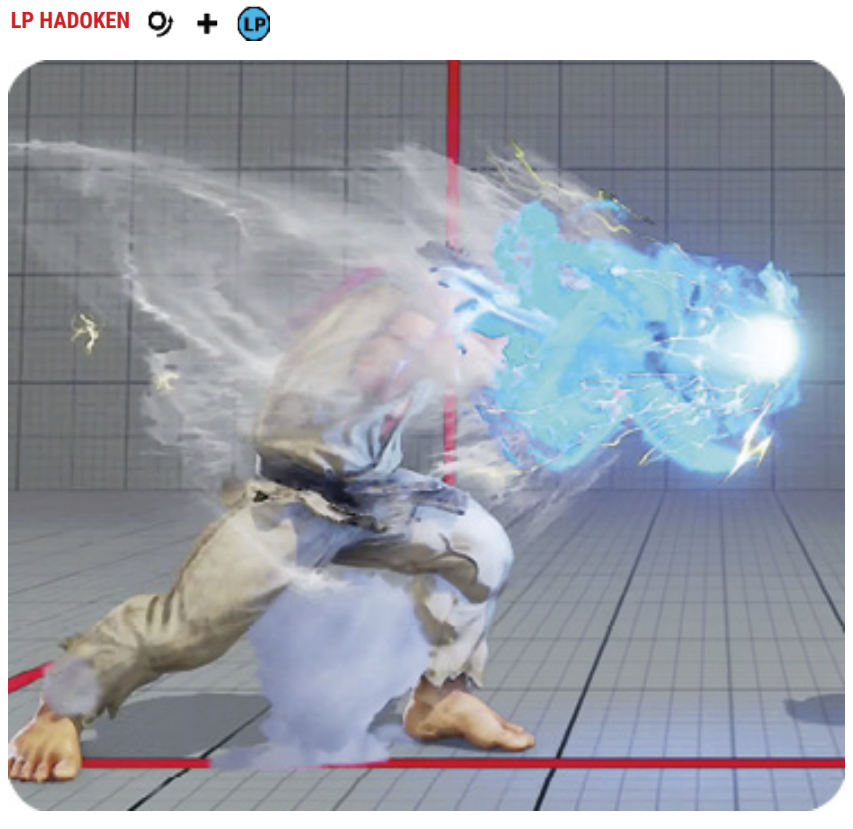
JODAN NIRENGEKI MP > HP

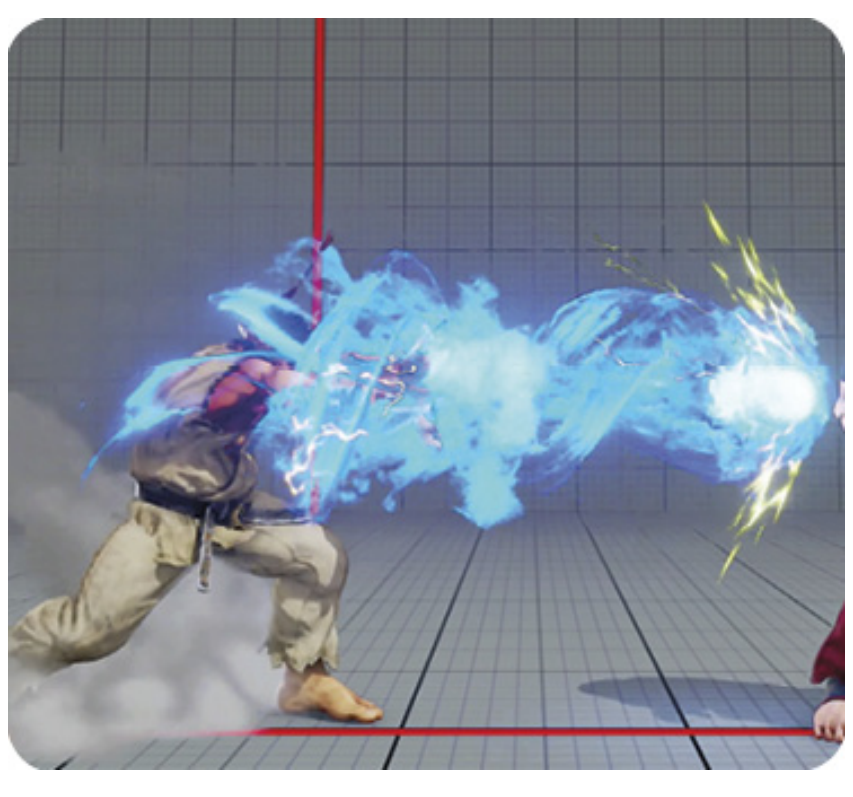


STARTUP	5(9)
ACTIVE	2
RECOVERY	28
GUARD LEVEL	HL
ON HIT	-9
ON GUARD	-16
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

SPECIAL MOVES

LP HADOKEN ↓↘→ + LP





STARTUP	13
ACTIVE	See notes
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	CA
DAMAGE	70
STUN	150
METER GAIN	10/10/5

NOTES

38 frames duration on screen; consumes 80 frames of Denjin Renki duration

MP HADOKEN ↓↘→ + MP

STARTUP	13
ACTIVE	See notes
RECOVERY	33
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	CA
DAMAGE	70
STUN	150
METER GAIN	10/10/5

NOTES

32 frames duration on screen; consumes 80 frames of Denjin Renki duration

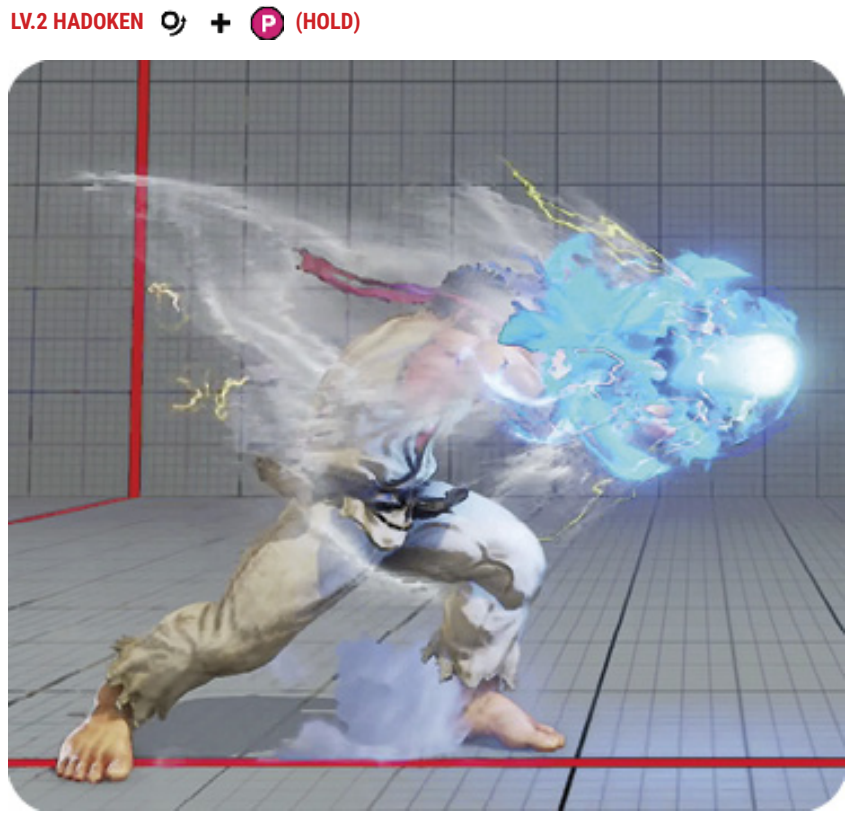
HP HADOKEN ↓↘→ + HP

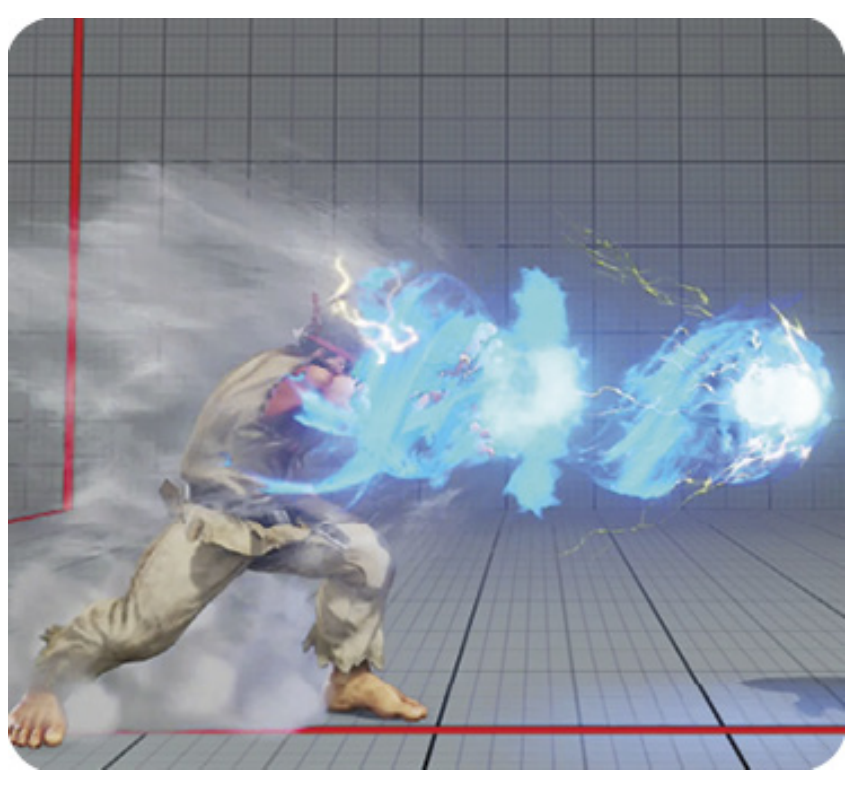
STARTUP	13
ACTIVE	See notes
RECOVERY	35
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-6
CANCEL	CA
DAMAGE	70
STUN	150
METER GAIN	10/10/5

NOTES

28 frames duration on screen; consumes 80 frames of Denjin Renki duration

LV.2 HADOKEN ↓↘→ + P (HOLD)



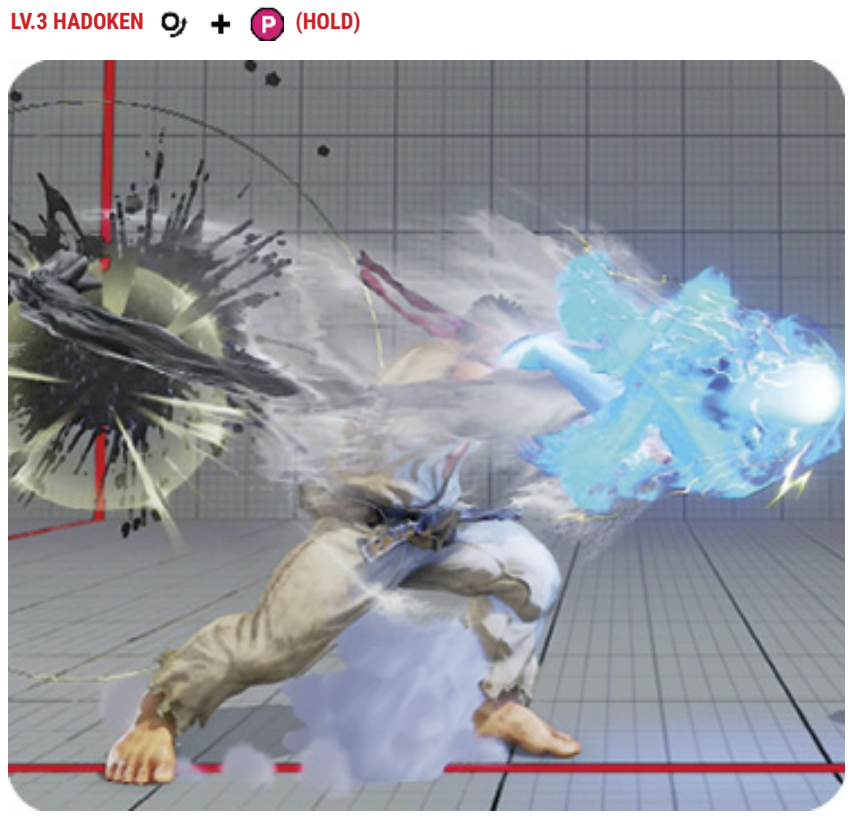


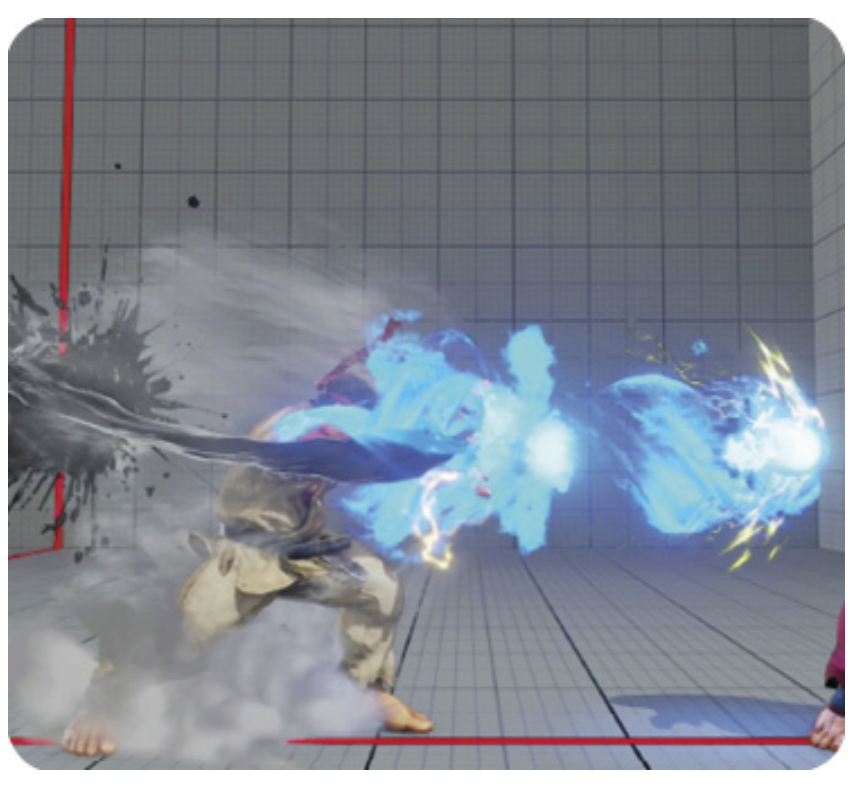
STARTUP	5
ACTIVE	See notes
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-4
CANCEL	CA
DAMAGE	90
STUN	200
METER GAIN	10/20(10+10)/10(5+5)

NOTES

26 frames duration on screen; requires 20 frames of charge; consumes 80 frames of Denjin Renki duration

LV.3 HADOKEN ↓↘→ + P (HOLD)



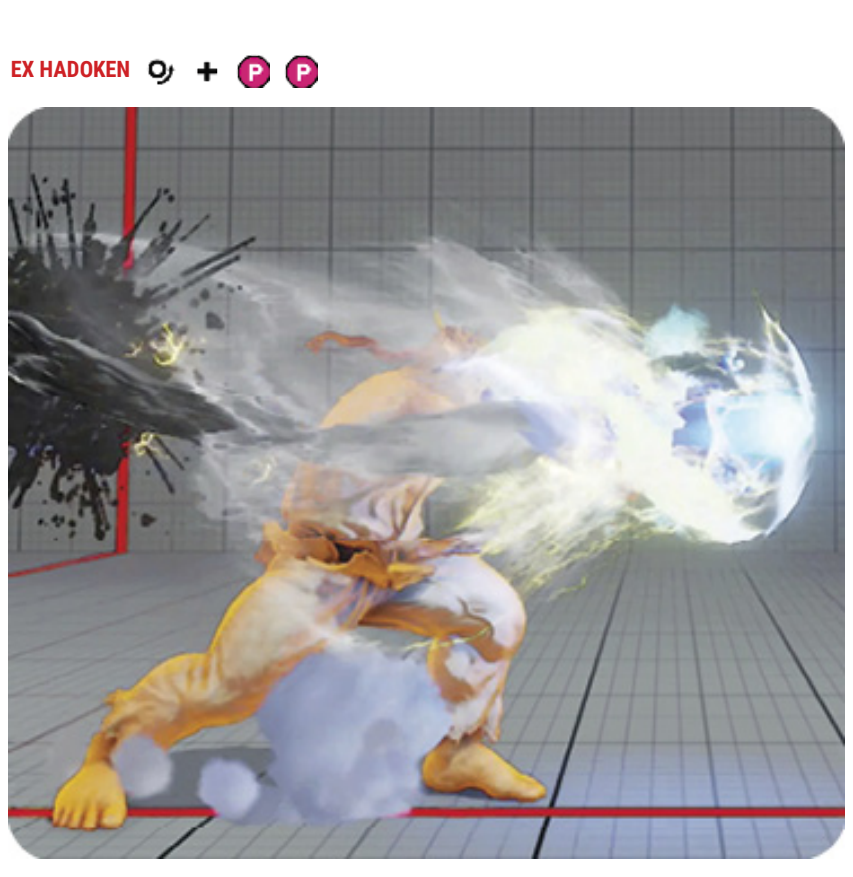


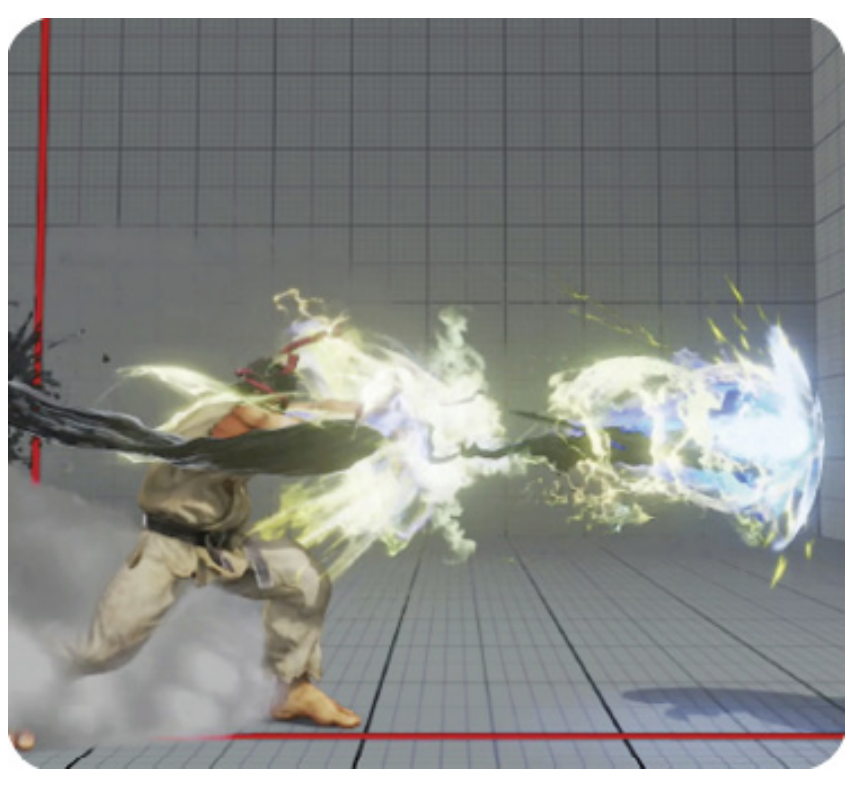
STARTUP	6
ACTIVE	See notes
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	GB
CANCEL	CA
DAMAGE	120
STUN	300
METER GAIN	10/30(10+10+10)/15(5+5+5)

NOTES

25 frames duration on screen; requires 59 frames of charge; breaks opponent's guard for 32 frames

EX HADOKEN ↓↘→ + P P



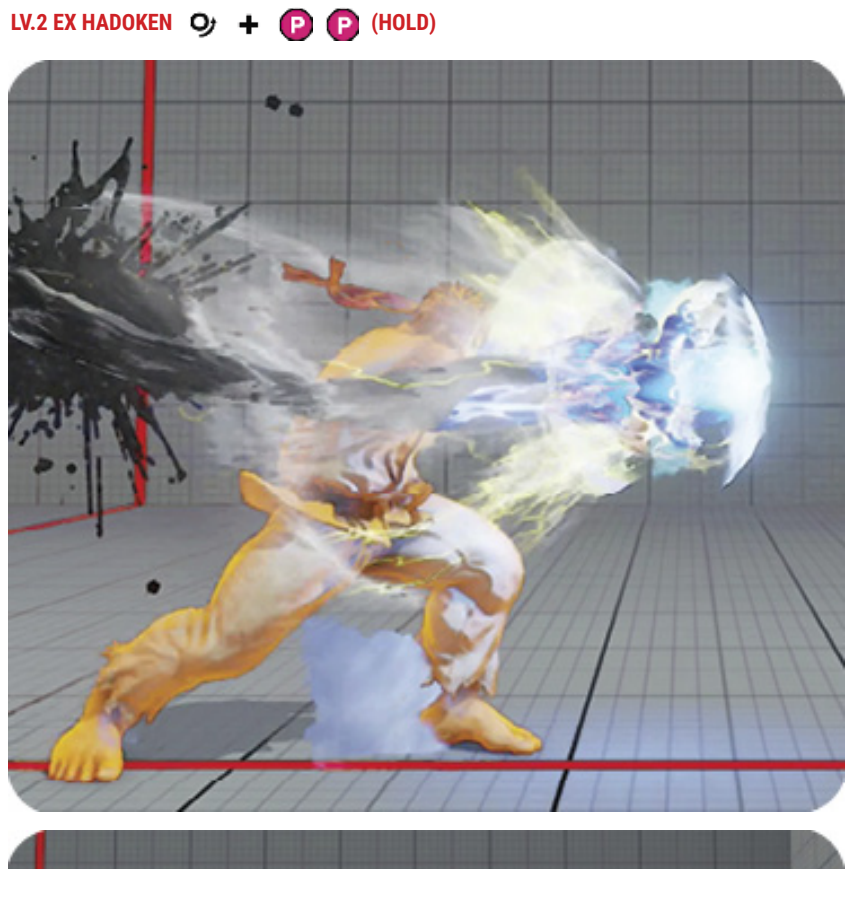


STARTUP	11
ACTIVE	See notes
RECOVERY	32
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-1
CANCEL	—
DAMAGE	120
STUN	200
METER GAIN	-300

NOTES

26 frames duration on screen; consumes 80 frames of Denjin Renki duration

LV.2 EX HADOKEN ↓↘→ + P P (HOLD)



Ryu

Overview

PROS

- Ryu has a strong zoning game with a serviceable projectile and an invincible anti-air.
- A two-bar V-Gauge almost always guarantees that he'll deal some chip damage with powerful and quick projectiles.
- As a well-rounded fighter with no glaring weaknesses, he can fight up close, mid range, and at long distance reasonably well.
- Variable travel speeds and recovery timings on different Hadoken versions allow for better versatility in terms of fireball patterns and traps.
- With his intuitive gameplay, Ryu is easy for most players to pick up.

CONS

- He's a predictable character, as most people experienced in the Street Fighter series are familiar with fighting him.
- His V-Skill is challenging to use effectively because it requires making smart guesses in most situations.

Ryu is a solid overall fighter and a good starting character to learn for *Street Fighter* novices who want to pick up fighting game fundamentals. He has options in most situations and does not have matchups that are particularly difficult to overcome. He's easy to learn, but difficult to master.

Your objective is to force out mistakes from your opponent through a strong zoning game, which you can then capitalize on with his more than capable up-close offense. Achieve this by:

- Baiting out badly timed jump-ins through threat of your Hadoken and punishing foes with MP or EX Shoryuken
- Utilizing powerful attacks such as Solar Plexus Strike and crouching MK at mid range to pressure the opponent into the corner
- Scoring a knockdown with Shoryuken and Tatsumaki Senpukyaku combos, then following up with close-range frame traps and throw attempts
- Applying frame trap and throw pressure with his standing MP at close range, threatening with high-damage link combos

STREET FIGHTER V

Ryu

Strategy

LONG RANGE

Ryu is one of a few fighters who can threaten enemies at long range, thanks (of course) to his Hadoken. While full-screen projectile-chucking is a viable strategy in *Street Fighter V*, especially without built-in "parry" type attacks like *Street Fighter IV*'s Focus Attack, its effectiveness is marginally hindered in some aspects because it is more difficult to maintain distance against many of the cast members without losing ground. Much of the difficulty in keeping opponents at bay is the fact that most projectiles, including Hadoken, have slightly more recovery and less pushback than in the context of past games in the series. In addition, most characters have faster and farther-traveling forward dashes compared with *Street Fighter IV*. This makes it easier for adversaries to deal with projectiles by simply blocking and advancing between Hadokens. Some characters even have special attacks or V-Skill moves that are meant to blow through or counter your Hadoken (such as M. Bison's Psycho Reflect and Nash's Bullet Clear), making your long-range zoning game almost irrelevant in some cases.

As with all zoning characters, not only is knowledge of your opposing character's abilities important, but learning and being aware of the other player's tendencies is equally crucial. For instance, it's true that Dhalsim can counter your Hadoken with a low-profile, projectile-invincible standing HP, but it may be the case that your opponent may not have the timing down or might not even want to counter you with it. He may choose to deal with your Hadoken with an air Yoga Teleport or by just using Yoga Float. These are the types of responses to keep in mind before thoughtlessly throwing fireballs from full screen. You'll want to actively gauge your enemy's reactions and habits so that you can make better decisions. This acquired skill is generally important in *Street Fighter* games, but it's even more important if your fighting style leans toward zoning.

On top of the mind games you'll need to master, all of Ryu's Hadoken versions have varying travel speeds and recovery times that can drastically change your fireball patterns. LP Hadoken recovers after 32 frames, while HP Hadoken recovers after 35 frames. In previous games in the series, the three normal versions of Hadoken all had the same startup and recovery properties, so the zoning game in *Street Fighter V* may take some adjusting to.

Having variable frame values on Hadoken can be a huge boon because it can throw your opponents off and open them up to mistakes. A solid strategy around mid range to long range is forcing your opposition to block LP Hadoken (slow startup, lower recovery), then immediately following it up with HP Hadoken (fast travel speed, longer recovery). The recovery of HP Hadoken is inconsequential in this case, as Ryu's usually safe at a distance. The speed of the follow-up HP Hadoken can be hard to deal with because the window where the enemy is free to react between blocking the LP Hadoken and the HP Hadoken is quite small. For instance, if your foe is Ken and you make him block LP Hadoken at about half-screen distance, immediately throw out HP Hadoken next. He will not have enough advantage to even deflect your Hadoken with his own, due to the tight window between projectiles.

At long range against passive opponents, your best move will often be LP Hadoken since Ryu's not likely to be counter-hit by attacks; its slower startup isn't much of a hindrance, while its lower recovery allows Ryu to chase the projectile for mid-range and close-range engagement. If the enemy is closing in on Ryu and is threatening a jump-in from a range that will hit him cleanly, you can start trying to bait out the jump with a classic Hadoken fake. Instead of performing ↓↘→ + P, input ↓↘→ + K in its place.

Ryu does not have a special attack correlated with a fireball and kick motion, so he'll simply crouch (seeming to twitch briefly) and then perform standing LK. This may induce a bad forward jump from the challenger, allowing you to anti-air with MP/EX Shoryuken or even standing HK at longer ranges.

Your overall strategy at long range will vary depending on the matchup. Generally, you'll want to either work toward pushing the opponent into the corner or standing your ground against the more offensive characters.

MID RANGE

If you're accustomed to exploiting Ryu's crouching MK xx Hadoken in other *Street Fighter* games, you'll need to do a great deal of adjusting in choosing which attacks to use when you're at mid range. Since Hadoken pushback has been decreased and its recovery lengthened, you can no longer rely on blindly sticking out crouching MK canceled into Hadoken as a poke and option select because it's -7 on block (at point-blank range; it has better advantage from a distance). Furthermore, crouching MK itself is not as dominating against other characters' medium attacks. It's only active for two frames, it's -3 on block, and its hitbox isn't much larger than another character's crouching MK hitboxes.

Thus, you'll have to depend on Ryu's other mid-range attacks while engaging in footsies, which include ← + HK, → + HP, standing HP, standing MK, crouching MP, and Hadoken. The second portion of Axe Kick has a bit more range than crouching MK and is completely safe on block. With a trained eye, you can link into Shinku/Denjin Hadoken when Axe Kick counter-hits (make sure to actively look for the "Counter" system message after your ← + HK input).

From about max sweep range, Solar Plexus Strike can be a decent engagement tool to move into close range. On hit, you can simply link into a combo, as seen in the various versions of Combo 5. On block, Ryu ends up in jab range (albeit at a -2 frame advantage, so be prepared to block return attacks). If your opponent has shown a habit of pressing buttons after blocking, you can go for MP Shoryuken after a blocked Solar Plexus Strike. It's a high-risk maneuver, but it can pay off with its surprise factor. Also, instilling fear through unpredictability can be a powerful tool against certain players.

Standing HP is a high-priority midsection punch that stays out for three frames. It's exceptional in stuffing opposing attacks, provided you have enough advantage and tempo to stick it out. It's also one of the best attacks to use while you have a fully loaded V-Gauge; on a confirmed hit, you can cancel into Denjin Renki on reaction and then either link into Denjin Hadoken or crouching HK. If it hits at a closer range, you can potentially link with crouching MK xx HP/EX Hadoken OR Tatsumaki Senpukyaku (use the EX version if your opponent is crouching). Standing HP is also Critical Art-cancelable. You can use a sequence of standing HP xx ↓↘→ ↓↘→ + HP to punish high-recovery attacks with a ton of damage, or you can use the sequence as an option select from outside of its range. If your foe walks into it or attacks into its active hitbox, you'll cancel into Shinku/Denjin Hadoken. Otherwise, you'll merely whiff your attack. Although standing HP xx HK will whiff on hit (second hit) against crouchers, you can confirm into the HK portion on counter-hit. With the Crush Counter hitstop, you can easily finish the Jodan Sanrengeki target combo on reaction.

Crouching MP has as much range as crouching MK but with an additional active frame and a better hitbox, which is significant in terms of beating out counter pokes. It's also much more likely to combo into Hadoken on hit, so if Ryu is just outside of range, you can go for crouching MP xx ↓↘→ + MP OR HP for a two-hit combo if the enemy happens to run into Ryu's fist. Standing MK is the safest mid-range poke with a less vulnerable hurtbox than Ryu's other medium attacks, with the disadvantage of not being special-cancelable. However, like standing HP, it is V-Trigger-cancelable and can then be linked into Denjin Hadoken or sweep. Additionally, standing MK will beat out many low-profiling attacks cleanly thanks to its thin lower-body hurtbox as Ryu stands on his hind leg and pokes with his forward leg.

A frequently overlooked attack at mid range (just outside of enemy crouching medium attacks) is Hadoken. You can think of Hadoken as an extension of Ryu's limbs that cannot be stuffed once the projectile is out. LP Hadoken is better for block advantage, HP is better in terms of startup speed, and EX Hadoken is the best for both (EX Hadoken being your best and most important EX attack during the neutral game). Assess the situation, and choose the appropriate Hadoken version. Keep in mind that Ryu leans forward slightly before releasing the projectile, leaving his lower body vulnerable for a few frames before the fireball comes out (EX Hadoken is much less vulnerable to being interrupted).

Depending on your playstyle, you may want to go for a more offensive approach. Ryu's forward dash is one of the better dashes in the game: it's faster than most other characters' and puts him at point-blank range from even past crouching HK distance. It allows you to transition from mid range into the enemy's face easily as long as you can find a point of hesitation in the footsie battle. Since much of Ryu's strength revolves around a strong face-to-face frame trap strategy, don't be afraid to use this technique.

If your foe becomes agitated with your mid-range attacks and Hadoken pressure from jump distance, you might instigate forward jumps out of them. Be ready with one of the following anti-air attacks: MP Shoryuken, crouching HP, or air-to-air jumping MP. If you connect with MP Shoryuken, you're left with major knockdown advantage—enough for Ryu to dash forward into close range to deliver a meaty standing MP against an opponent opting to quick-recover. Alternatively, you can go back to pelting away at them with a meaty LP Hadoken into HP Hadoken sequence.

If you manage to connect with a counter-hit crouching HK from either punishing a reversal Shoryuken or interrupting an attack, you can exploit Ryu's jumping MK cross-up with the unrecoverable Crush Counter knockdown you're rewarded with. Jumping MK is active for a whopping seven frames and has a decently sized rear hitbox. With a well-spaced forward jump, you can create ambiguous 50/50 setups for your opponent by adjusting the timing of your MK input while Ryu is above the enemy's head. For instance, from about a dash distance away against a downed foe, go for a forward jump into an early MK input (before you actually cross up). Ryu will hit them from the front, even though his jump arc suggests a cross-up attack. If you input the MK later in his jump, you'll get an actual cross-up attack. Practice the spacing in these 50/50 setups and apply them as often as possible off of your Crush Counter crouching HK in the rare instances you land them.

When you've cornered your opponent, your mid-range game becomes much more powerful because the enemy can't simply back away from Ryu. You can take advantage of this in a few ways. You can either fight more aggressively and smother them with standing HP, ← + HK, and crouching MK, or you can play a more reactive role and respond with a whiff punish as cornered adversaries stick out moves in hopes of stuffing your attacks. Additionally, many players become flustered while pressured against a wall and may try to jump out of the corner. If you can read these jumps, be prepared to anti-air with crouching HP or MP Shoryuken (you may even have to use a "cross-cut" input; see the Glossary for its definition).

With an enemy's back at the corner, it's even more important that you're cautious about using crouching MK xx Hadoken as a blockstring. With no pushback, it makes punishing you even easier (unless you connect with crouching MK at its very tip).

CLOSE RANGE

Although Ryu's mid range isn't as strong as it was in *Street Fighter IV*, his close-range game is still as potent as ever. Standing LP is a three-frame attack that's also +2 on block. It has an extremely limited range, but its speed and advantage complement his dash nicely. For instance, if the opponent whiffs a crouching medium attack, you can opt to dash in with a standing three-frame jab to blow out a tech throw or defensive poke. Alternatively, you can use crouching LK to check the opponent's crouch block and confirm into a combo on hit (see **Combo 1**) since Ryu should be close enough to connect with a follow-up chained standing/crouching LP.

Standing MP is the cornerstone of Ryu's close-quarters combat: it's versatile in its relatively fast startup, has advantage on block, and links into many of his other attacks (see the Combos section for more details). If you can get the opponent to eat standing MP, the resulting hitstop is long enough for you to confirm into a combo (see **Combo 3**). On block, you have a few more offensive options to branch to. One is to advance forward into point-blank range to force a difficult decision from your adversary by going for a standing LP, a throw, or another standing MP. Standing MP is also excellent for crushing light attacks with its higher priority during "trade" collisions. For instance, after a blocked standing MP, if you immediately follow it up with another standing MP, you'll beat out four-frame light attacks, even though you're technically hitting each other at the same time.

Crouching MP shares many of the advantages that standing MP boasts, with the caveat that it does not link into crouching HP or crouching MK on hit. It does, however, afford one extra frame of advantage on block and slightly more range over standing MP. On hit, you can link into standing LK (see **Combo 4**). You'll want to use standing MP more often than not, but crouching MP can be more useful if you want more advantage when guarded.

Whenever you have a tempo advantage with Ryu's standing MP and crouching MP attacks, you can mix up your follow-up with crouching MK xx ↓↘→ + LP, forward dash, or walk-up jab pressure. Crouching MK is safer in that it ensures the opponent does not just poke Ryu after the MP attack, while the latter two options are much more aggressive and allow for more in-your-face bullying. Advancing with crouching or standing LP is a strong tactic in that it keeps Ryu close while simultaneously giving him +2 advantage on block. On counter-hit, you can link into standing MP (see **Combo 10**).

Defensively, Ryu has plenty of options besides throw break and backdash. With his Shoryuken, he's one of a few characters with an invincible, meterless reversal. While it's tremendously risky to use as a wakeup attack, it adds another layer of mind games and can cause your opponent to shy away from their more aggressive options, like going for throws or meaties. LP Shoryuken will beat out low attacks and throws, while MP Shoryuken is guaranteed to beat out everything else, save for other invincible moves. Using LP Shoryuken in this manner is a matter of hedging your bet; on block, Ryu is slightly less likely to be heavily punished (although at point-blank range, most characters will still be able to land a full reversal counter-hit punish combo). However, it will lose to mid-hitting meaty attacks since only Ryu's feet are invincible. In most cases, you'll want to use MP Shoryuken; you're already putting Ryu at risk using a Shoryuken defensively, so you may as well ensure that he beats out any kind of attack the enemy has in store for him.

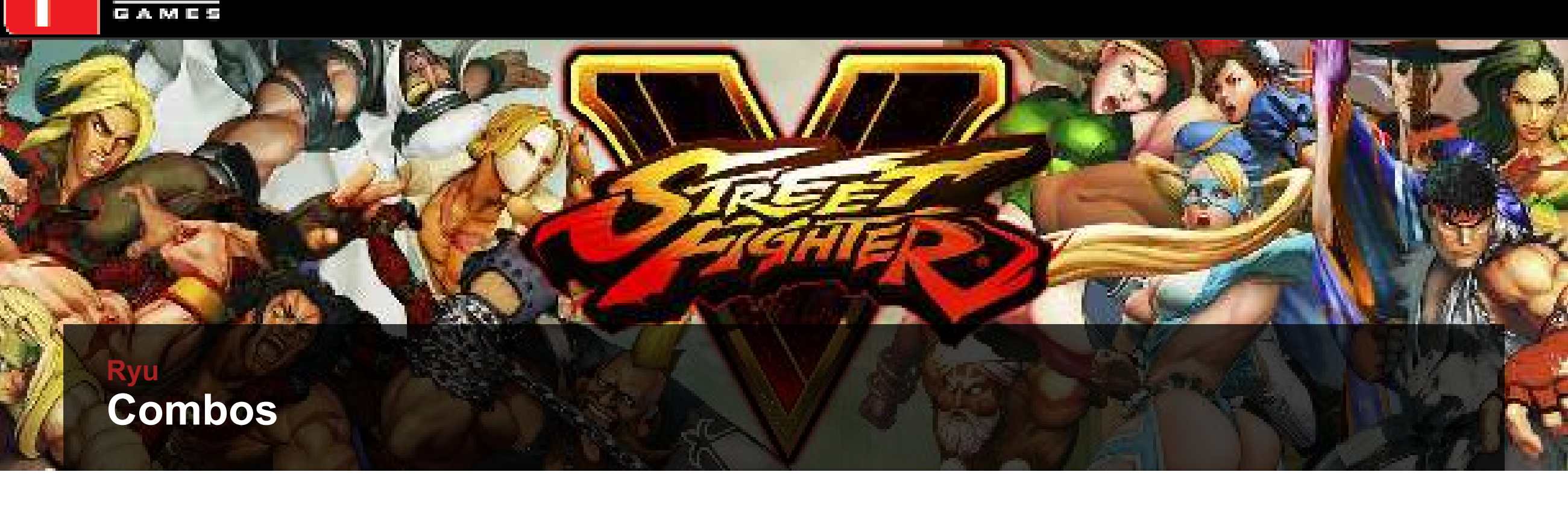
Your other option is to use a reversal standing LP if the opponent is hovering over Ryu as he wakes up from being knocked down. It's an unconventional wakeup move in most *Street Fighter* games (usually, crouching LP is as fast as standing LP, but not in *Street Fighter V*). It may seem awkward to use this as your defensive normal attack, but considering that *SFIV*'s crouching attack option-select throw breaks no longer exist, standing LP is your next-best bet for deflecting five-frame throws. Keep in mind that you will lose to and be counter-hit by meaty attacks because any inputs within three frames before recovering from wakeup are deemed "reversals."

In some scenarios, you can use the defensive option-select strategy outlined in the Mind's Eye description. For example, if Ryu has been knocked down, he can quick-recover, followed by an input of MP + MK ~ LP + LK. This will cover him from delayed frame traps and throw attempts but leave him vulnerable against meaties and blocking, which can bait out his parry and punish his recovery.

DENJIN RENKI ACTIVATED

With Denjin Renki activated, your strategy will differ in that you can throw out Hadoken much more liberally, especially the LP version. Crouching MK xx ↓↘→ + LP becomes much more attractive at mid range (at -6 on block instead of -7), and the travel speeds of each of your projectiles are increased by 30 percent. At long range, instead of using your Hadoken as a space-controlling tool, you can use it to peg your opponents with chip damage from your bullet-like fireballs. Since the projectiles fly so quickly, enemies will not be able to advance safely without totally guessing on a forward jump. Additionally, Hadoken deals more damage (thus, more chip damage) and can be charged to a second or third level to enhance its properties (see the Denjin Renki frame data table for more details). Charging up to lv.2 or lv.3 Hadoken adds another dimension to your fireball game since you can release them on demand to throw off your adversary's jump timings.

Lv.3 Hadoken's guard break property may seem trivial on paper, but it actually has practical uses in the neutral game because of the speed at which your electrified fireballs travel. Opponents may choose to weather the storm and block your charged Hadokens, opting out of the risk of trying to jump over them (faster fireballs mean they're more likely to hit an enemy's jump on the ascent). In these cases, charging up to lv.3 Hadoken can earn you a potential combo. At the very least, it affords you massive advantage to either throw more fireballs or advance with dashes. If you can land a blocked lv.3 Hadoken from just within half a screen's distance, Ryu can dash in to combo into either crouching MK xx Tatsumaki Senpukyaku or crouching HK (if he's out of range for crouching MK).



Ryu

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK XX CROUCHING LP XX →↓↘ + HP

159 damage, 293 stun

A standard two-hit combo, confirmable off of a crouching LK hit. Crouching LP can be substituted with standing LP. In *SFIV*, you couldn't special-cancel normals that you had chained into, but that's no problem here. Instead, you can do jab-jab-special type combos quickly again, like in *Street Fighter III* and the *Street Fighter Alpha* series.

COMBO 2

CROUCHING MK XX ↓↘→ + HP XX ↓↘→ ↓↘→ + P

344 damage, 190 stun

393 damage, 475 stun (requires full EX Gauge and Denjin Renki activated, consumes remaining V-Gauge)

The first two hits of this sequence are hit-confirmable into Shinku/Denjin Hadoken. Although HP Hadoken is unsafe on block, it's still a useful blockstring in certain scenarios where you can afford to eat a sweep or two-hit combo.

GROUNDED HIT-CHECKS

COMBO 3A

STANDING MP ▷ CROUCHING HP, THEN CANCEL INTO:

↓↙← + HK
228 damage, 395 stun

→↓↘ + HP
244 damage, 395 stun

→↓↘ + HP XX ↓↘→ ↓↘→ + P
454 damage, 395 stun (requires full EX Gauge)

COMBO 3B

(CORNERED OPPONENT) STANDING MP ▷ STANDING MP XX HP XX HK XX HP + HK, THEN EITHER:

→↓↘ + LP, →↓↘ + P P
323 damage, 477 stun (requires full V-Gauge and one stock of EX Gauge)

↓↘→ + P P, →↓↘ + P P
343 damage, 502 stun (requires full V-Gauge and two stocks of EX Gauge)

Standing MP is one of your best tools for frame trap setups since it's +1 on block and provides ample time to confirm into the rest of the combo. A powerful tactic is to tick with either a jump-in attack or crouching jab, followed by a delayed standing MP frame trap or a throw.

If you can hit a cornered standing opponent while you have a full stock of V-Gauge, you can follow up with a couple of possible juggles using Jodan Sanrengeki target combo canceled into Denjin Renki, as seen in Combo 3b. Note that your foe must be standing in order for the HP portion of the target combo to connect. Another way to hit with your target combo against someone in the corner is by baiting out a throw tech. Back away after a tick, and then go straight into standing MP XX HP. Since throws force the enemy to stand, you'll nail them with some serious damage.

COMBO 4

CROUCHING MP ▷ STANDING LK XX ↓↙← + K K

197 damage, 323 stun (requires one stock of EX Gauge)

You may opt to use crouching MP as your frame trap hit-check over standing MP because of its extra frame of advantage (+2 instead of +1). On hit, you don't have many options as far as combos go, but you can at least scrounge up a couple hundred points of damage with a link into standing LK XX ↓↙← + K K.

COMBO 5A

→ + HP ▷ STANDING MP, THEN CANCEL INTO:

→↓↘ + HP
256 damage, 350 stun

→↓↘ + HP XX ↓↘→ ↓↘→ + P
466 damage, 350 stun (requires full EX Gauge)

▷ (INSTEAD OF CANCEL) STANDING MP ▷ STANDING MP XX ↓↙← + K K
292 damage, 410 stun (requires one stock of EX Gauge; only works on crouching opponents)

STANDING LK XX ↓↙← + K K
268 damage, 386 stun

COMBO 5B

→ + HP XX →↓↘ + HP

216 damage, 280 stun

COMBO 5C

→ + HP ▷ CROUCHING HP XX →↓↘ + HP

283 damage, 395 stun

COMBO 5D

→ + HP ▷ CROUCHING MK XX ↓↙← + HK

231 damage, 350 stun

Solar Plexus Strike is one of Ryu's signature (and most versatile) mid-range attacks. It's safe on block, applies pressure from range, links into standing MP, and is cancelable on hit. Use it as a hit-check starter from footsie range; on hit, confirm into either Combo 5a or 5b, depending on Ryu's distance from the opponent. At close range, you can score a standing MP link for moderate damage. On a crouching hit-confirm, use two standing strongs into EX Tatsumaki Senpukyaku for even more damage. From farther out, you can either go for a standing LK link or simply cancel into HP Shoryuken, which is the easiest execution-wise.

If you have a full EX Gauge, you can tack on about 300 points of damage to the HP Shoryuken ender by canceling into Critical Art.

If you can connect with Solar Plexus Strike at a closer range, you can link into your six-frame crouching HP for a triple-heavy attack combo (Combo 5c). At max range, you can link into crouching MK into HK Tatsumaki Senpukyaku (Combo 5d).

COMBO 6

← + HK ▷ STANDING LK, THEN CANCEL INTO:

→↓↘ + HP
219 damage, 373 stun

↓↙← + LK
171 damage, 373 stun

↓↙← + K K
177 damage, 313 stun (from farther out, Axe Kick hits only once; requires one stock of EX Gauge) 217 damage, 373 stun (from close range, Axe Kick hits twice; requires one stock of EX Gauge)

Like Solar Plexus Strike, Axe Kick is a powerful heavy attack that's safe (±0 on block) and leads into more damage. The different enders vary in damage and advantage, with LK Tatsumaki Senpukyaku leaving you with the most knockdown advantage (you can follow up with a jumping attack against quick-recovery).

COMBO 7

STANDING MP, STANDING MP, STEP FORWARD, STANDING LK XX ↓↙← + K K

238 damage, 386 stun (requires one stock of EX Gauge and crouching opponent)

A combo for a more technical and advanced player. It requires recognizing both a successful hit-check and that the opponent is crouching. Furthermore, Ryu needs to take a slight step forward to connect with the standing LK portion. Taking this slight step removes the usual three-frame input buffer leniency for *Street Fighter V* combos, so you'll have no execution/online training wheels for the standing LK link.

COMBO 8

CORNERED OPPONENT) STANDING MP ▷ CROUCHING HP XX ↓↙← + K K XX →↓↘ + P P

365 damage, 535 stun

With its unique ability to cancel into Shoryuken on hit, you can perform this combo against cornered opponents.

JUMP-INS

COMBO 9

FORWARD JUMP HP, STANDING MP ▷ CROUCHING HP XX HP + HK, STEP FORWARD, CROUCHING HP, THEN CANCEL INTO EITHER:

→↓↘ + HP
336 damage, 593 stun

→↓↘ + HP XX ↓↘→ ↓↘→ + P
511 damage, 743 stun (requires full V-Gauge and EX Gauge)

Ryu's high-damage, resource-intensive link combo for punishing the recovery of projectile specials or heavy attacks. This combo requires Ryu to step forward slightly after Denjin Renki activation to get close enough to connect with crouching HP, so it may take some practice to land consistently. Unloading both EX Gauge and V-Gauge into your opponent with this combo scores a massive amount of damage and stun.

GROUNDED COUNTER-HITS

COMBO 10

COUNTER-HIT STANDING OR CROUCHING LP ▷ STANDING MP ▷ CROUCHING MK, THEN CANCEL INTO:

↓↙← + K K
230 damage, 394 stun (requires one stock of EX Gauge)

↓↘→ ↓↘→ + P
340 damage, 254 stun (requires full EX Gauge)

↓↙← + HK
214 damage, 394 stun

↓↘→ + P P
200 damage, 359 stun (requires one stock of EX Gauge)

A two-level hit-check. You'll have to commit to the standing MP while confirming a counter-hit from the LP attack before completing the combo. The HK Tatsumaki Senpukyaku ender only works if the enemy is standing. For the most knockdown advantage, you can end this combo with EX Hadoken, following up with two forward dashes. Ryu will then be +8 if the opponent quick-rises (+13 on backflip quick-rise).

COMBO 11A

COUNTER-HIT STANDING HK, WALK FORWARD, STANDING MP ▷ CROUCHING HP, THEN CANCEL INTO:

HP + HK, STEP FORWARD, CROUCHING HP XX →↓↘ + HP XX ↓↘→ ↓↘→ + P
517 damage, 773 stun (requires full V-Gauge and EX Gauge)

→↓↘ + HP XX ↓↘→ ↓↘→ + P
492 damage, 530 stun (requires full EX Gauge)

→↓↘ + HP
312 damage, 530 stun

COMBO 11B

COUNTER-HIT STANDING HK XX HP + HK, → + HP ▷ STANDING MP ▷ CROUCHING MK, THEN CANCEL INTO:

↓↙← + K K
310 damage, 535 stun (requires full V-Gauge and one stock of EX Gauge)

↓↙← + HK
300 damage, 535 stun (requires full V-Gauge)

↓↘→ ↓↘→ + HP
415 damage, 585 stun (requires full V-Gauge and full EX Gauge)

Combo 11a is a mechanically demanding sequence primarily used as a reversal punish counter-hit. It requires multiple "hard" links with little leeway for error, but it rewards you with colossal damage and stun output. Combo 11b is much easier to execute, but it's not nearly as rewarding.

COMBO 12

COUNTER-HIT ← + HK (SECOND HIT) ▷ INTO EITHER:

↓↘→ ↓↘→ + P
318 damage, 108 stun (requires full EX Gauge)

CROUCHING MK XX ↓↘→ + HP XX ↓↘→ ↓↘→ + P
351 damage, 278 stun (requires full EX Gauge)

If you manage to counter-hit with the second portion of ← + HK, Ryu's at +6 advantage, enough for a crouching MK attack (within a certain range). At max range, you can simply link into Shinku/Denjin Hadoken.

COMBO 13

COUNTER-HIT STANDING HP XX HK XX HP + HK, ↓↙← + LK, ↓↘→ ↓↘→ + P

437 damage, 572 stun (requires full EX Gauge)

It's entirely possible to react to a counter-hit standing HP with a follow-up HK cancel, thanks to the lengthy Crush Counter hitstop effect. Alternatively, you can use an option-select input of standing HP into delayed standing HK, which will only occur during a Crush Counter because of the long hitstop effect.

ANTI-AIR COMBOS

COMBO 14

(AIR-TO-AIR) JUMPING MP, THEN EITHER:

CANCEL INTO ↓↙← + K K
224 damage, 280 stun

LAND, →↓↘ + P P
224 damage, 280 stun (requires one stock of EX Gauge)

If you make a good read on an opponent's jump and can meet them in the air with either neutral jumping MP or forward jumping MP, you can earn yourself more damage than the standard MP/EX Shoryuken anti-air. The EX Shoryuken follow-up is generally better since Ryu can dash right next to the enemy for close-range offensive pressure.

ANTI-AIR COUNTER-HITS

COMBO 15

COUNTER-HIT ANTI-AIR STANDING HK XX HP + HK, FORWARD JUMPING MP (TWO HITS), ↓↘→ ↓↘→ + HP

405 damage, 494 stun (requires full V-Gauge and full EX Gauge)

This is a situational combo if your opponent becomes predictable with their jumping attacks and Ryu can preemptively anti-air them with counter-hit standing HK. The forward jumping MP portion may be tricky to juggle with because it's spacing-dependent, but it grants a great amount of damage for an anti-air sequence.

V-TRIGGER AND SITUATIONAL COMBOS

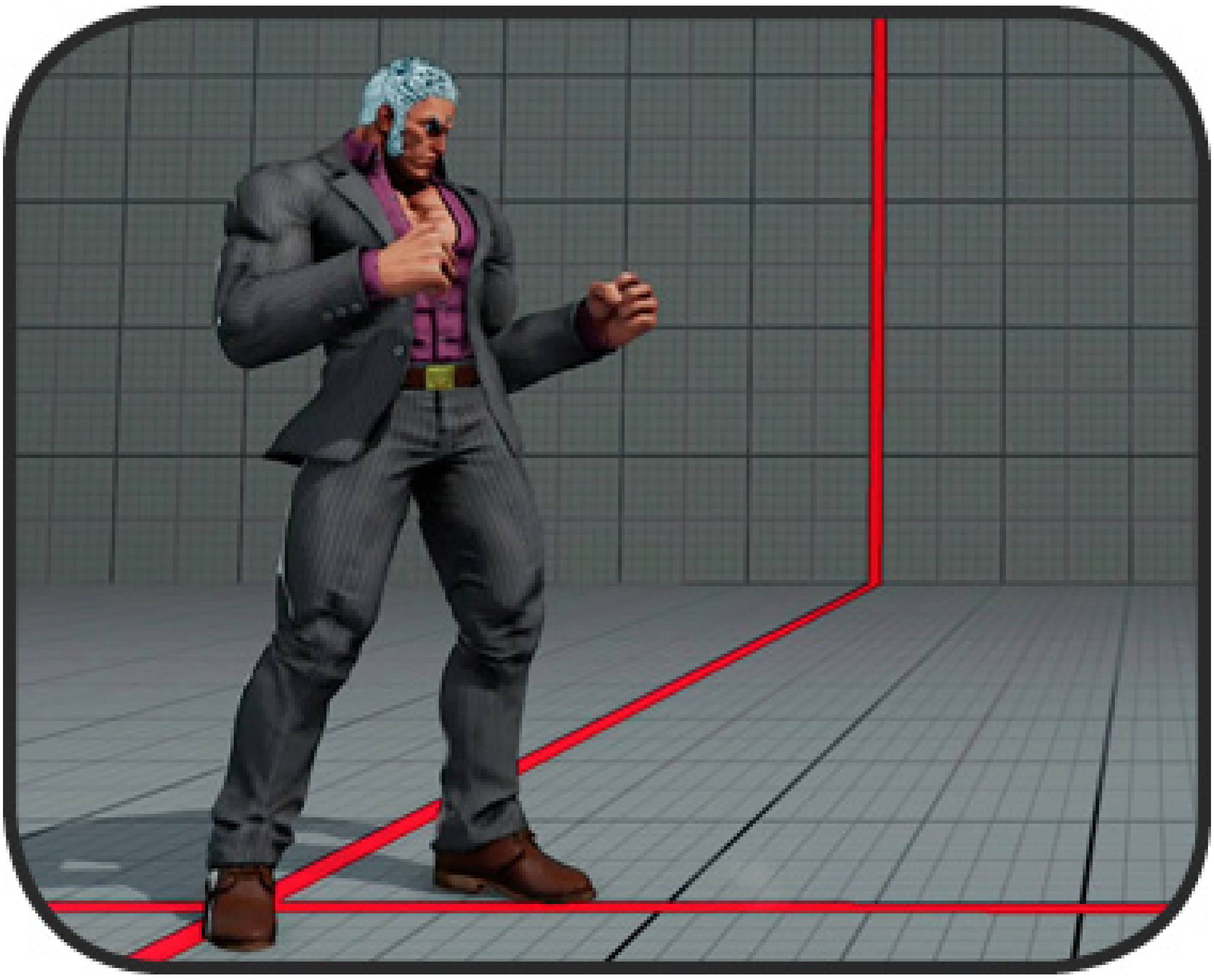
COMBO 16

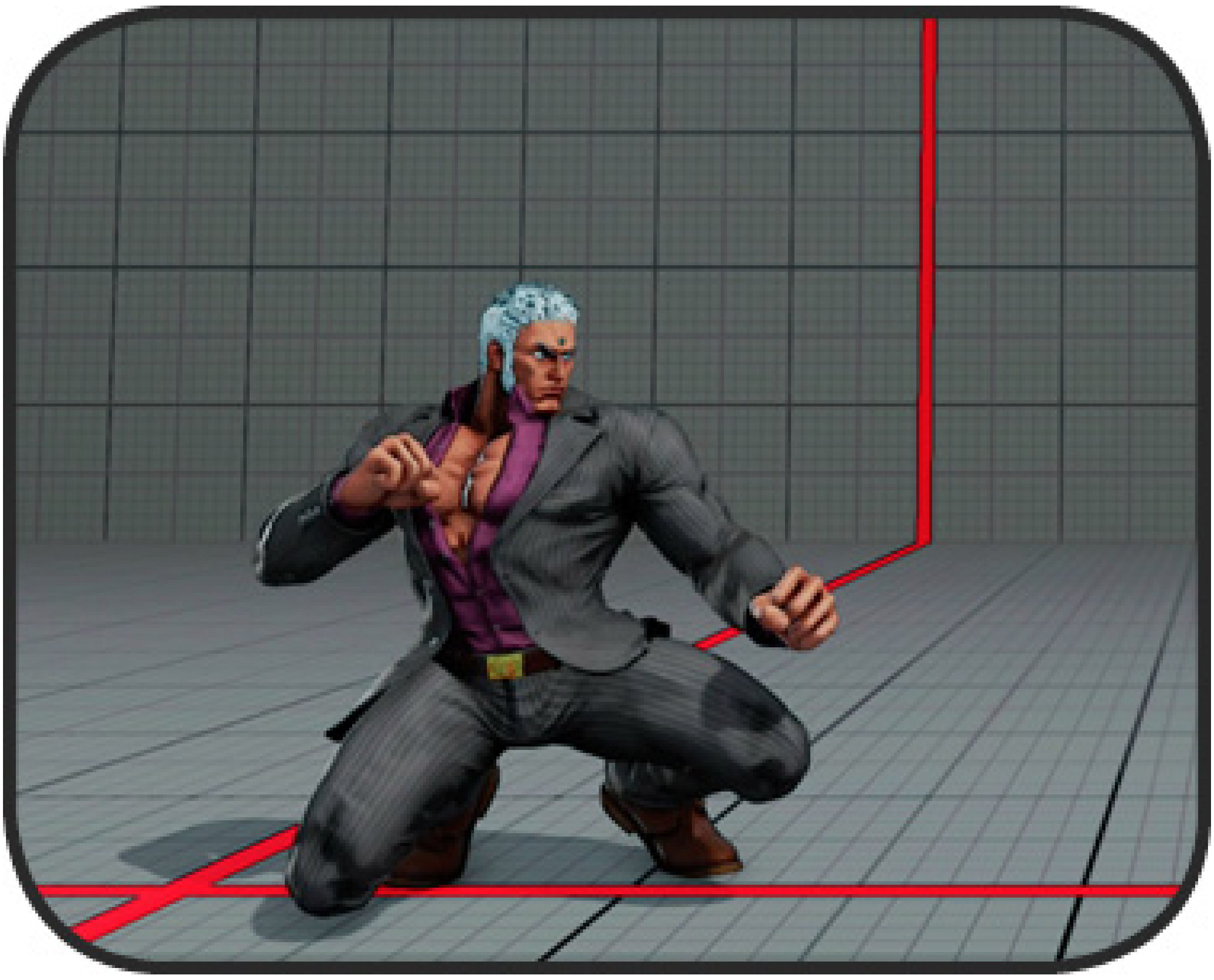
(CORNERED BLOCKING OPPONENT) CROUCHING HK XX HP + HK, →↓↘ + HP XX ↓↘→ ↓↘→ + P (BREAKS OPPONENT'S GUARD), CROUCHING HP XX →↓↘ + HP

318 damage, 330 stun (requires full V-Gauge, full EX Gauge, and cornered opponent)

This sequence forces your adversary to either take a large amount of damage or use a stock of V-Gauge to break out of blockstun with a V-Reversal. The total block damage on top of the double uppercut combo adds up to 318 health points.

Street Fighter V





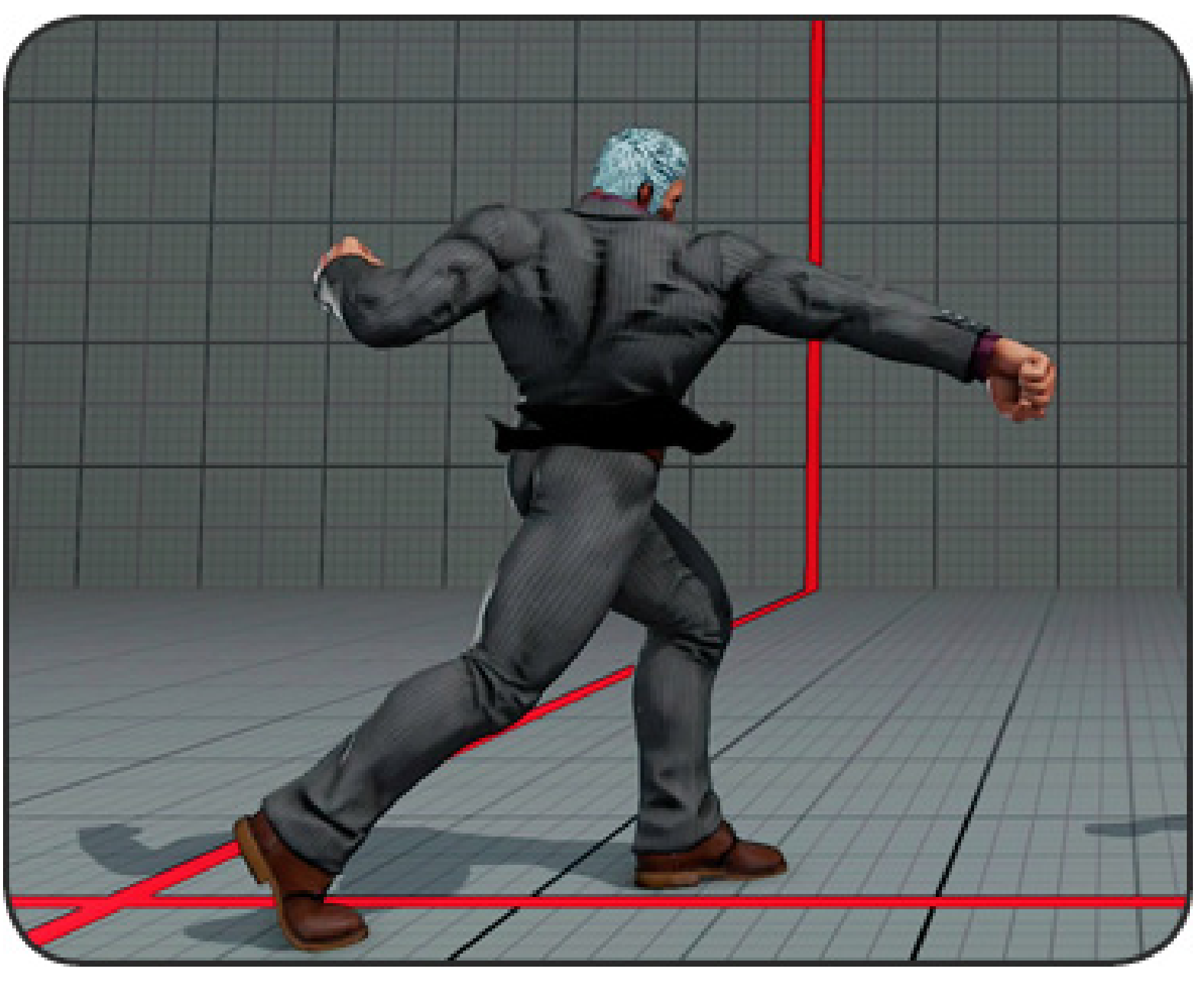
Urien

Standing Normal Moves

STANDING JAB LP

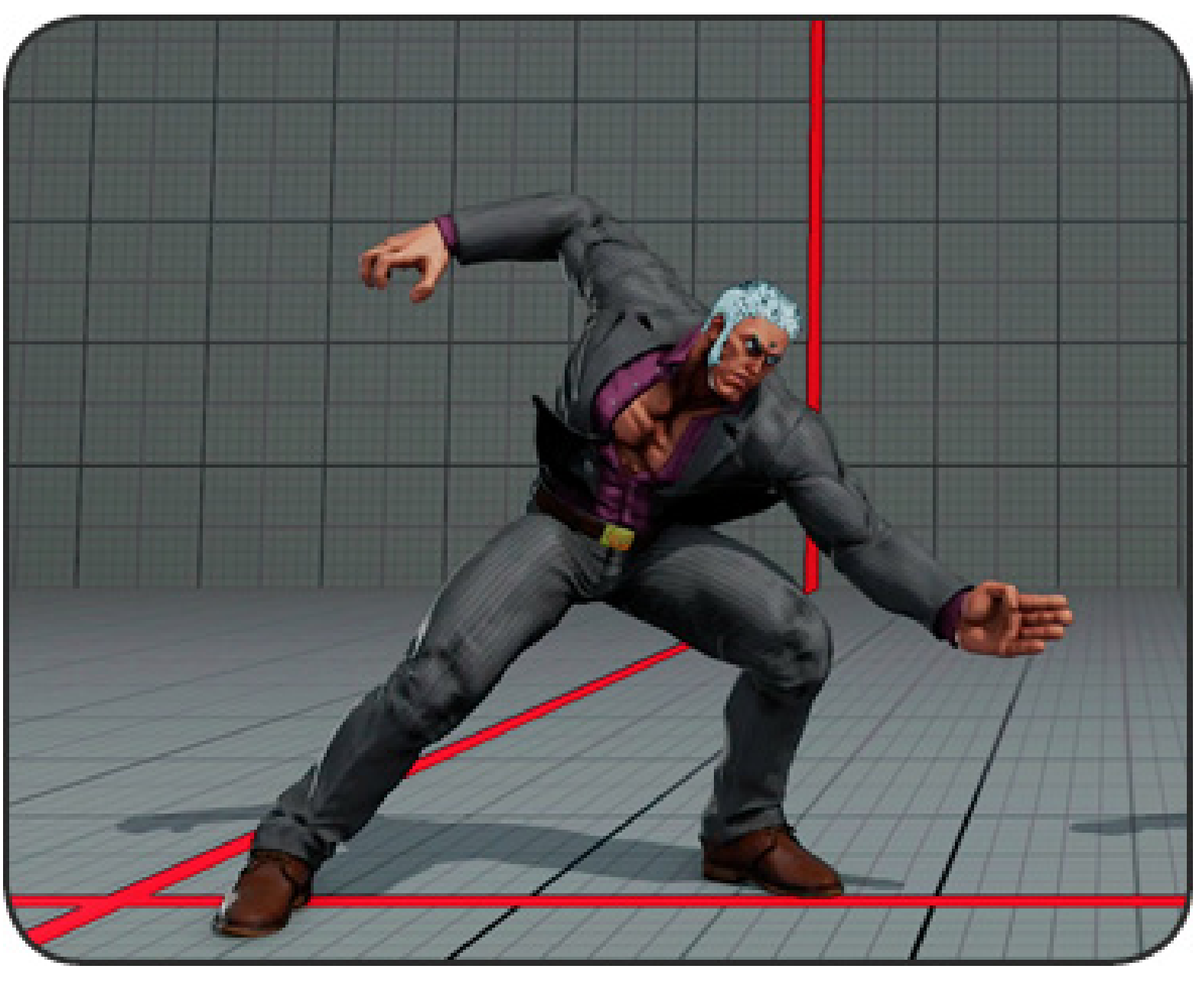
STARTUP	4
ACTIVE	2
RECOVERY	9
HIT LEVEL	HL
ON HIT	5
ON GUARD	2
B-VTX ON HIT	-4
B-VTX ON GUARD	-7
F-VTX ON HIT	3
F-VTX ON GUARD	±0
D-VTX ON HIT	-16
D-VTX ON GUARD	-19
CANCEL	Sp, V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING STRONG MP



STARTUP	6
ACTIVE	3
RECOVERY	12
HIT LEVEL	HL
ON HIT	4
ON GUARD	3
B-VTX ON HIT	±0
B-VTX ON GUARD	-1
F-VTX ON HIT	7
F-VTX ON GUARD	6
D-VTX ON HIT	-12
D-VTX ON GUARD	-13
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

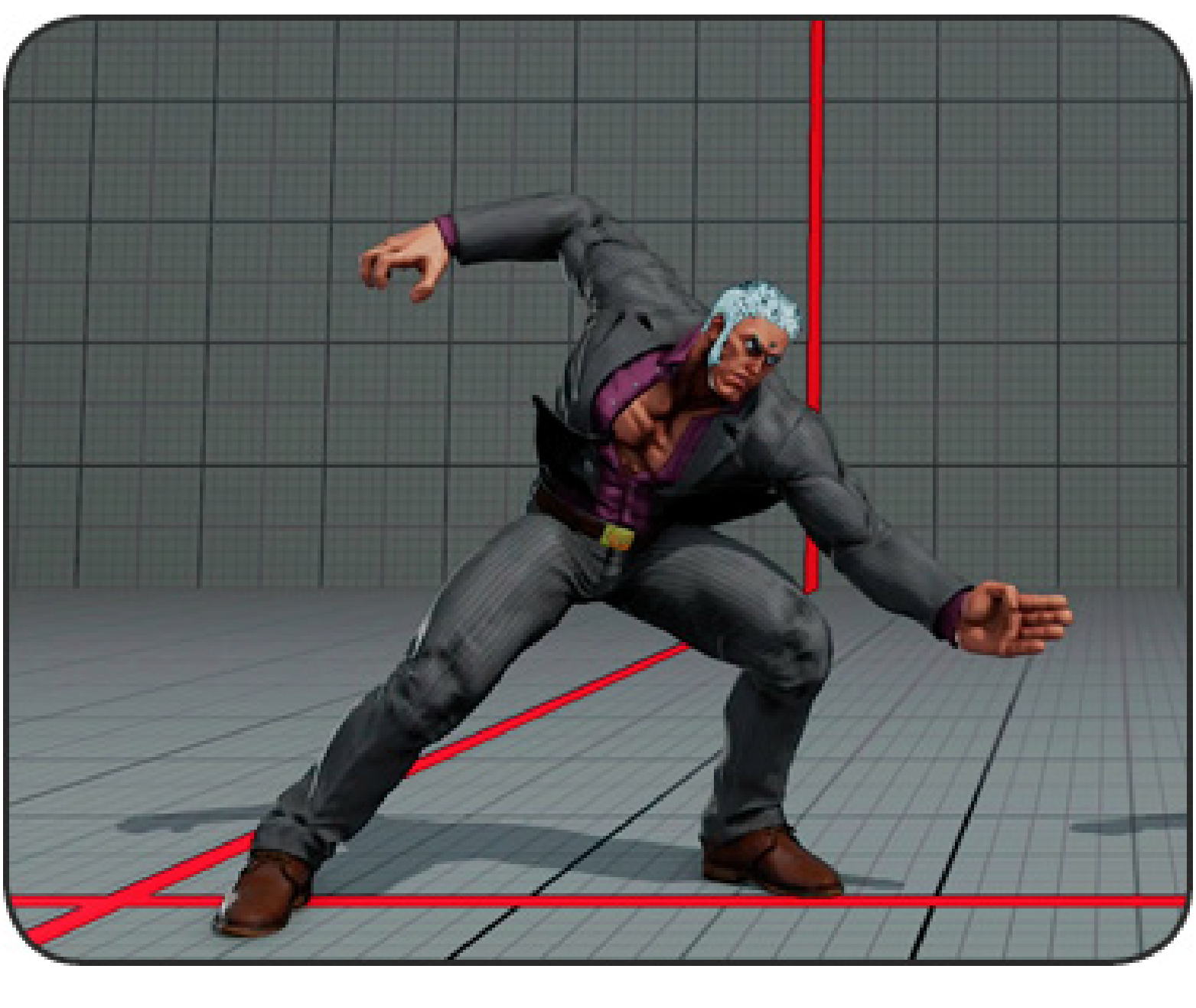


STARTUP	12
ACTIVE	3
RECOVERY	18
HIT LEVEL	HL
ON HIT	4
ON GUARD	-2
B-VTX ON HIT	7
B-VTX ON GUARD	1
F-VTX ON HIT	14
F-VTX ON GUARD	8
D-VTX ON HIT	-5
D-VTX ON GUARD	-11
CANCEL	Ca, V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

Counter-hit: Crush Counter spinning hitstun, +27 advantage, +150 V-Gauge; spike knockdown vs. airborne foes; counter-hit vs. aerial foes: jugglable spinning knockdown

CHARGED STANDING FIERCE HP



STARTUP	22
ACTIVE	3
RECOVERY	15
HIT LEVEL	HL
ON HIT	9
ON GUARD	3
B-VTX ON HIT	9
B-VTX ON GUARD	3
F-VTX ON HIT	16
F-VTX ON GUARD	10
D-VTX ON HIT	-3
D-VTX ON GUARD	-9
CANCEL	Sp, V
DAMAGE	100
STUN	180
METER GAIN	50/25

NOTES

Counter-hit: Crush Counter spinning hitstun, +27 advantage, +150 V-Gauge; spike knockdown vs. airborne foes; counter-hit vs. aerial foes: jugglable spinning knockdown

Standing Fierce (Charged): Let's get this out of the way up front: Urien, by design, doesn't have a cross-up jumping attack. There will be no ambiguous jump-ins or left/right mix-ups for the thonged one. Instead, he's built around powerful linear attacks. His mix-ups involve space control and pressure from the front. (At least until his V-Trigger, Aegis Reflector, comes into play.)

Some of his frontal mix-ups involve unexpected timing, and to this end, both of his standing heavy normal attacks can be charged, transforming them into unique attacks with different properties.

Tap standing HP for Urien's classic fierce "slap," which, in Street Fighter III, was a terrific poke and simple juggle ender (for players who couldn't charge-buffer Dangerous Headbutt at the end of juggles, a very advanced execution technique).

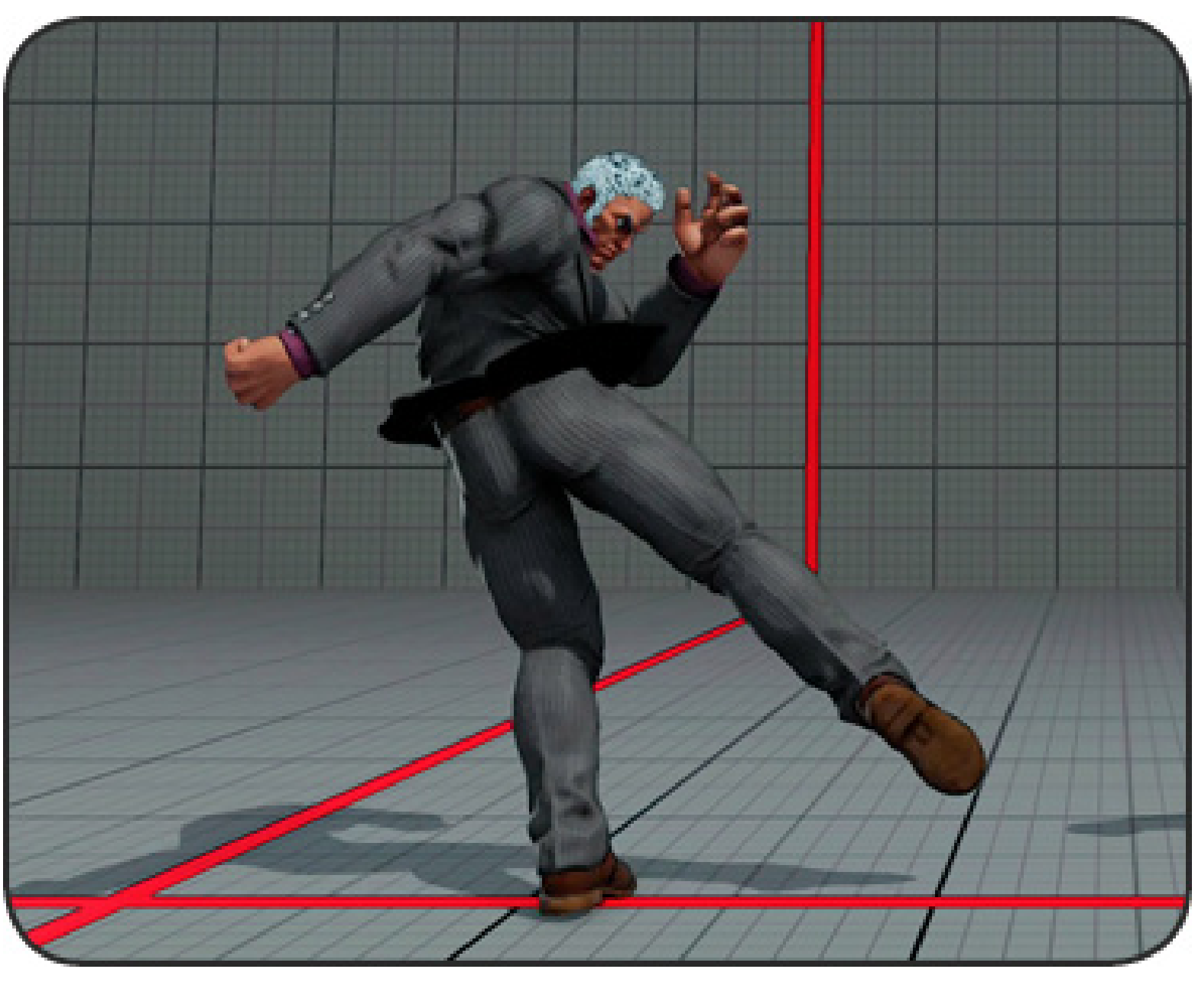
In Street Fighter V, it's still a good heavy poke, with a hitbox extending to the tips of his fingers, while his hurtbox only starts around his palm. It also has hitboxes right on top of Urien's head and the air in front of it, so this move isn't helpless against jump-ins and airborne attacks (like Karin's Ressenha), but Urien's hurtbox extends vertically over the hitbox well above his shoulder, so if they stick out basically any downward-aimed jumping attack, they'll still win; look elsewhere for reliable anti-air. It strikes in 12 frames, producing a +4 advantage with a normal hit, and leaving Urien at -2 when blocked. Most importantly, it's Crush Counter-capable, so counter-hitting with standing HP nets a huge opening. The opponent's extended Crush Counter hitstun gives plenty of time for whatever follow-up the Urien player desires. There's time to follow-up with Chariot Tackle into Critical Art, or to dash in and normal throw, or dash in and start a juggle combo with crouching HP, or a grounded combo with Target Combo 1 or 2. If it counter-hits against an airborne opponent, they'll be sent into a jugglable spinning knockdown.

Standing HP remains a good juggle ender, too. It spikes airborne victims into the ground in front of Urien, so even if they quick rise they're in position to be threatened. Standing HP as a juggle can be canceled into Aegis Reflector so they're greeted with an immediate electric mirror, or into his Critical Art for a stylish finish–though standing HP spikes floating foes, the Critical Art cancel catches them before touchdown.

However, when HP is held down, standing HP changes. The startup is increased, so it doesn't hit till frame 22, ten frames later than normal. But on the bright side, it leaves Urien safe with plenty of advantage on block (+3), or at a whopping +9 after a normal hit–enough advantage to link a crouching MP, or Target Combo 2, among other options. Further, it's still a Crush Counter, and charged standing HP grants even more advantage on counter-hit than normal standing HP. Finally, unlike normal standing HP, charged standing HP is special-cancelable. This allows the use of fairly safe two-in-ones like standing HP (charged) XX Metallic Sphere, or standing HP (charged) XX EX Chariot Tackle (normal versions are easily punishable if standing HP (charged) is guarded).

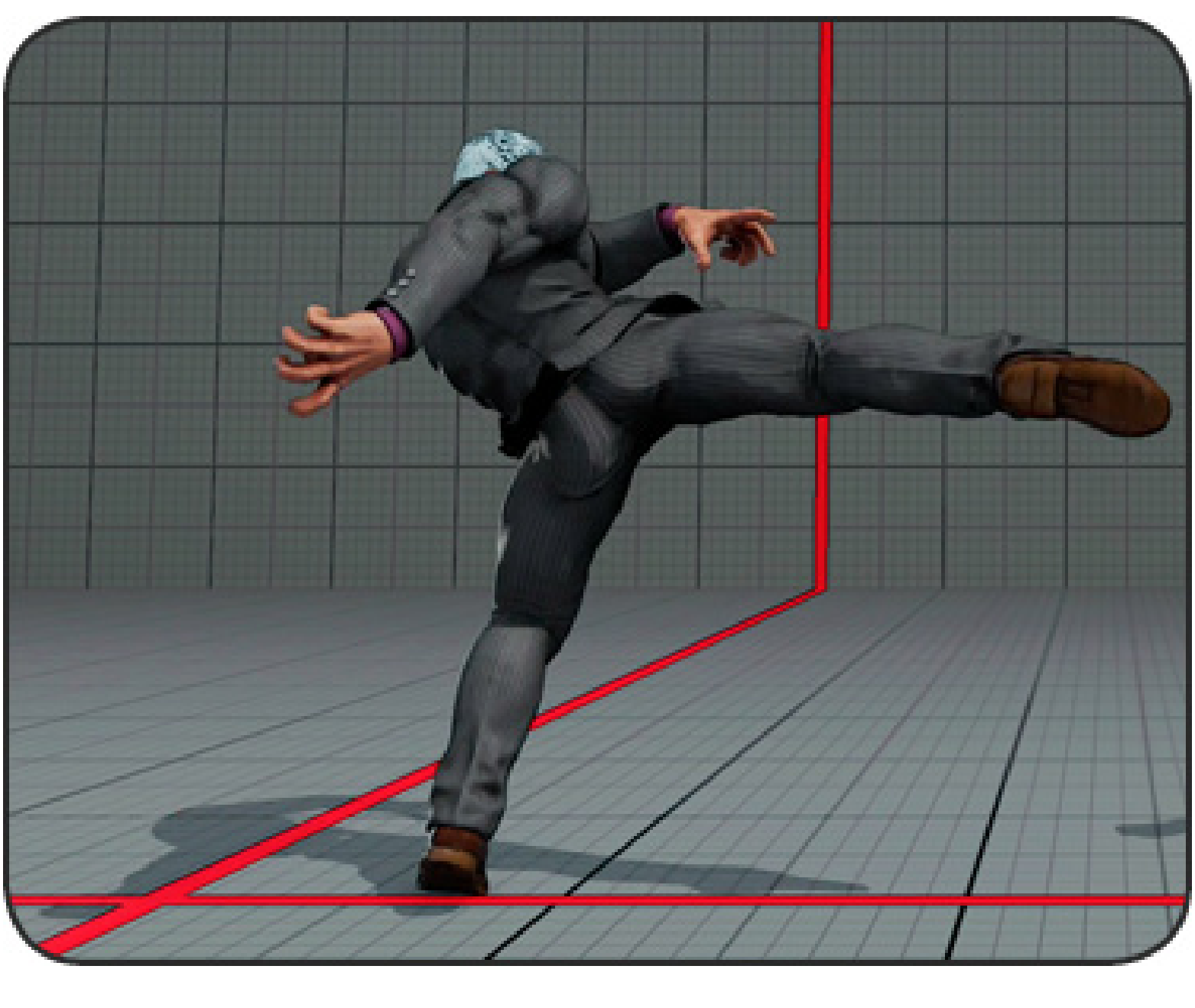
The mix-up isn't in what Urien cancels into from charged standing HP, it's the staggered timing of using charged HP / HK in the first place. Urien's jabs and crouching LK strike in four frames, his long-reaching standing MP (a fantastic button) hits in six, a slew of good attacks hit in eight frames (crouching HP, standing MK, LP Dangerous Headbutt, and uncharged standing HK, give or take). His forward dash is a speedy 16 frames in duration, and he has myriad other options that hit slower than eight frames or so, but not as slowly as charged HP / HK, or Urien's other unique attacks. When the quicker options are used pin down the enemy, they'll be less inclined to stick out quick moves that interrupt the slower startup of charged standing HP / HK... which of course opens the door to using charged standing HP / HK. When they're properly conditioned against Urien's frontal timing mix-ups, they'll react too late when his slower attacks are coming, playing right into his Crush-Countering, special-cancelable hand. Quicker pokes are honesty-checks, and slower moves (hopefully) trick them into flinching late.

STANDING SHORT LK



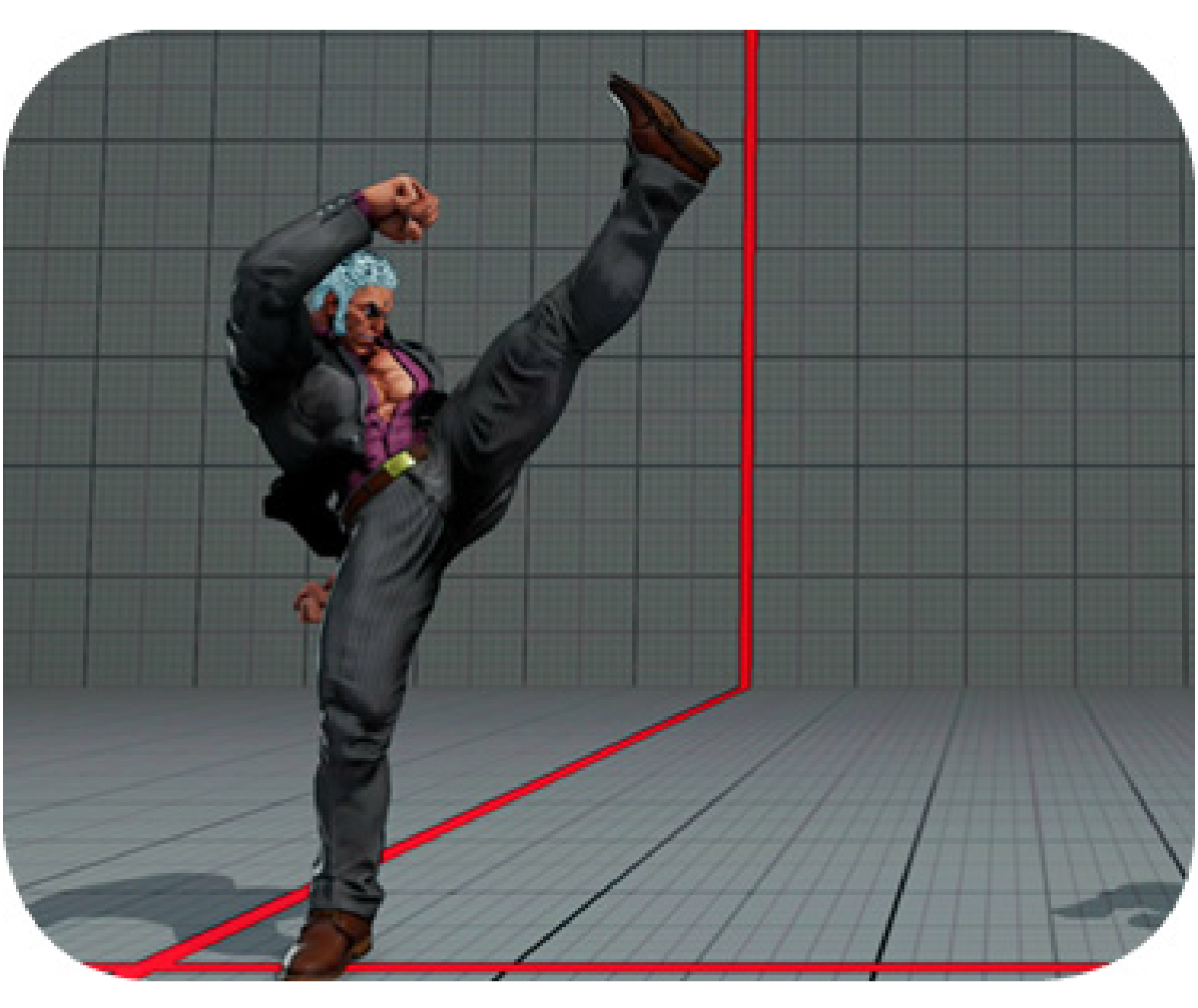
STARTUP	5
ACTIVE	2
RECOVERY	8
HIT LEVEL	HL
ON HIT	3
ON GUARD	2
B-VTX ON HIT	-6
B-VTX ON GUARD	-7
F-VTX ON HIT	-1
F-VTX ON GUARD	±0
D-VTX ON HIT	-18
D-VTX ON GUARD	-19
CANCEL	Sp, V
DAMAGE	40
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



STARTUP	8
ACTIVE	2
RECOVERY	18
HIT LEVEL	HL
ON HIT	1
ON GUARD	-2
B-VTX ON HIT	3
B-VTX ON GUARD	0
F-VTX ON HIT	10
F-VTX ON GUARD	7
D-VTX ON HIT	-9
D-VTX ON GUARD	-12
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK

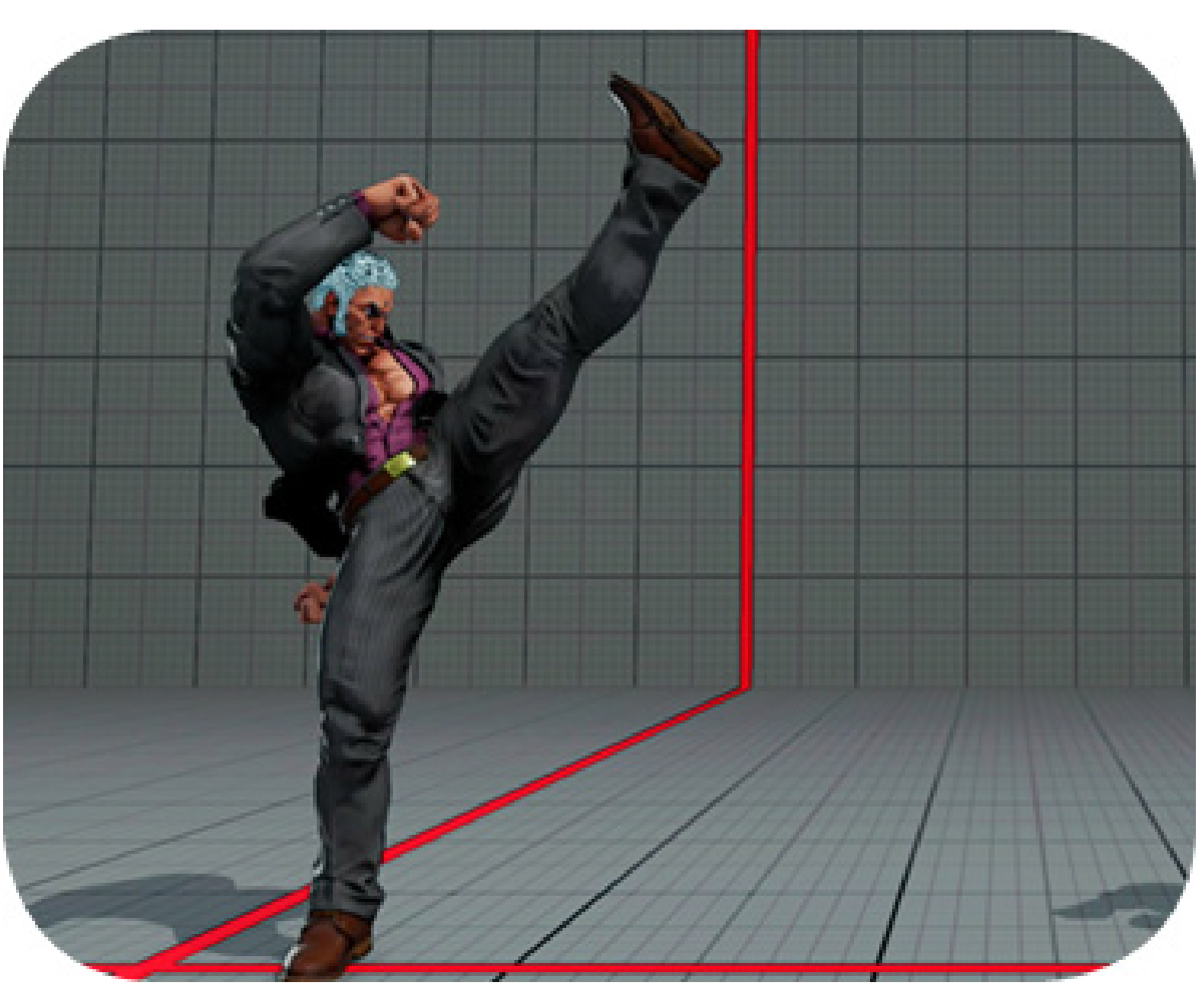


STARTUP	9
ACTIVE	6
RECOVERY	19
HIT LEVEL	HL
ON HIT	3
ON GUARD	-3
B-VTX ON HIT	5
B-VTX ON GUARD	-1
F-VTX ON HIT	12
F-VTX ON GUARD	6
D-VTX ON HIT	-7
D-VTX ON GUARD	-13
CANCEL	V
DAMAGE	80 (90)
STUN	150
METER GAIN	50/25

NOTES

Throw-vulnerable pushbox reduced during frames 1-7; first two active frames hit anti-air; +4 on hit, -2 on block vs. crouching foes

CHARGED STANDING ROUNDHOUSE HK



STARTUP	24
ACTIVE	5
RECOVERY	18
HIT LEVEL	H
ON HIT	8
ON GUARD	0
B-VTX ON HIT	2/9
B-VTX ON GUARD	-2/1
F-VTX ON HIT	9/16
F-VTX ON GUARD	5/8
D-VTX ON HIT	-10/-3
D-VTX ON GUARD	-14/-11
CANCEL	V
DAMAGE	110 (50+60)
STUN	180 (80+100)
METER GAIN	50/25

NOTES

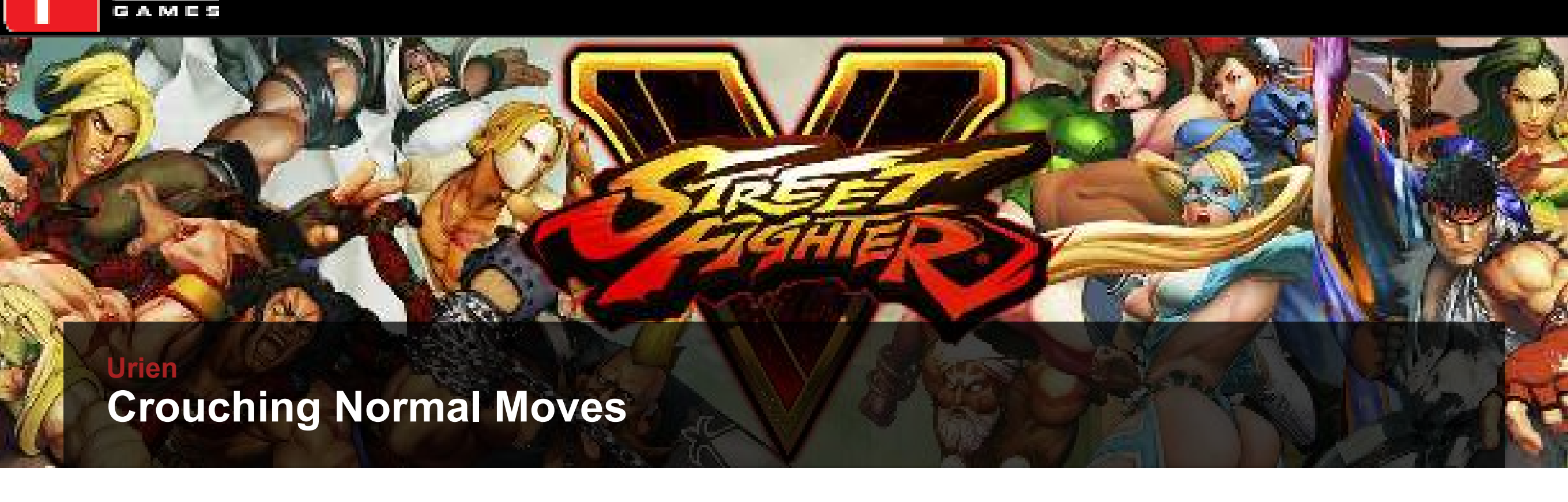
Throw-vulnerable pushbox reduced during frames 1-7; overhead; first two active frames hit standing opponents only

Standing Roundhouse (Charged): Like standing fierce, standing roundhouse can also be charged up for a slower, more powerful variation on the heavy poke.

Standing HK is an axe kick that starts with Urien extending his leg at a 90-degree angle straight up. It hits initially on the ninth frame, but only right above Urien's head. For the next two active frames (frames 10-11 overall), his leg descends so it hits at an upward diagonal angle, on the same anti-air trajectory as the first active frames of Zangief's standing LP or Birdie's ← + HK overhead. For all vertical-aimed frames of standing HK, Urien's foot hitbox extends past his hurtbox, giving the attack great anti-air priority. Not until frame 11 after activation does the hitbox on standing HK descend enough to hit grounded characters. While the frame data's listed startup of nine frames is accurate, standing HK doesn't become a horizontal poke till the eleventh frame. Urien is left at +3 on hit and -3 when blocked. The lateral hitbox has great range (25 percent of the screen), but doesn't extend out of Urien's hurtbox, which covers his leg all over.

With the upward angle, the first three frames have interesting uses. For example, they can function as terrific anti-air against foes coming in from high angles (Rashid's jump shenanigans for example). The early upward active frames also mean that this move may catch opponents who try to jump to escape expected throw attempts. Mixing up between lows, throws, and standing HK means that standing HK may often blow up the common defensive option select of blocking low briefly, then jumping backward while inputting LP + LK (when successful, this releases pressure for the defender by making them briefly block low moves, before jumping backward while overlapping a throw-tech command; the defender is likely to either gain breathing room or tech the incoming throw, unless an attack that thwarts both is used, like close-range standing HK).

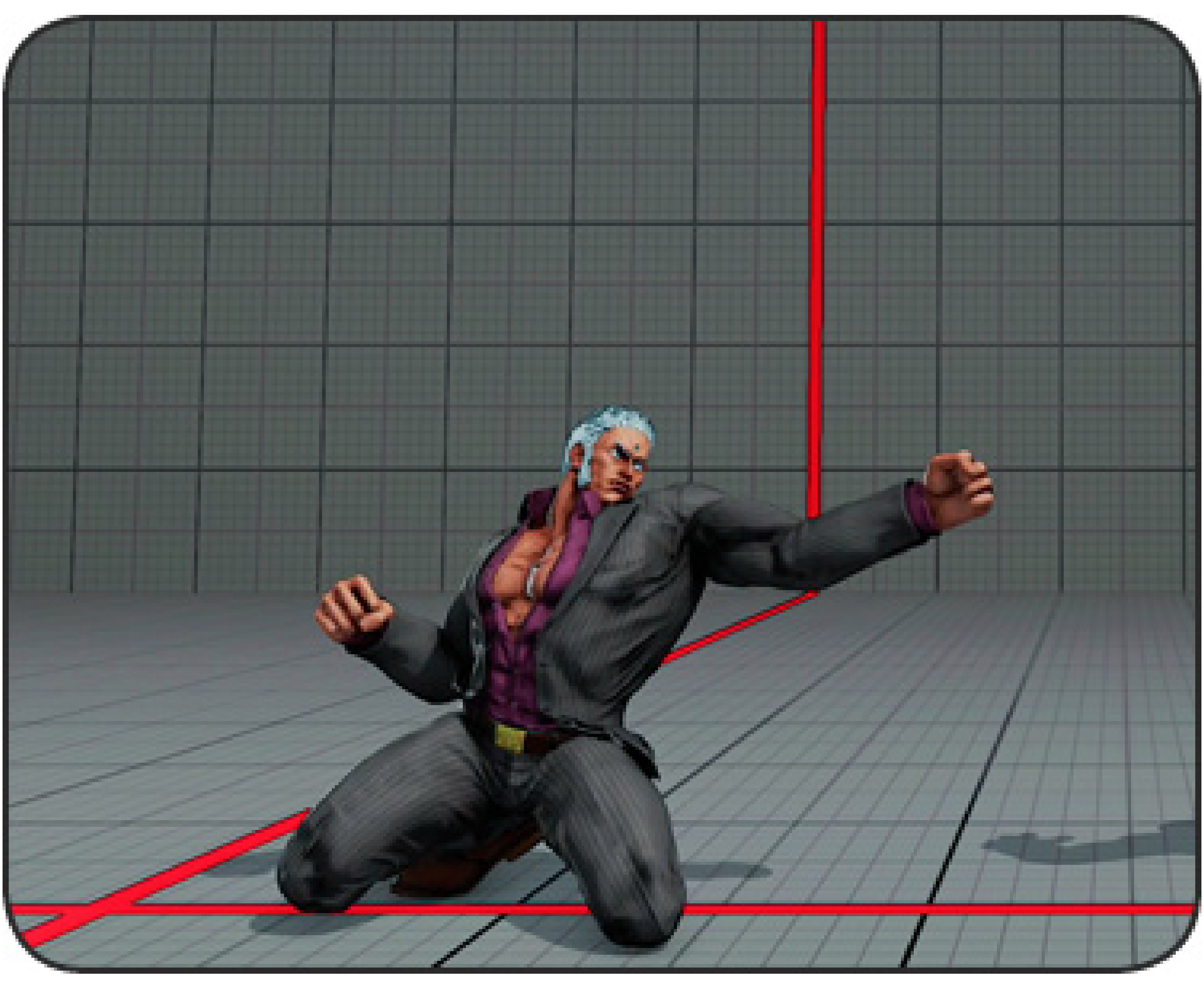
Like with standing HP, holding down HK on activation produces a unique attack with different traits. Standing HK (charged) follows the same path as normal standing HK, but it's slower to hit, striking on frame 24, and horizontally against



Urien

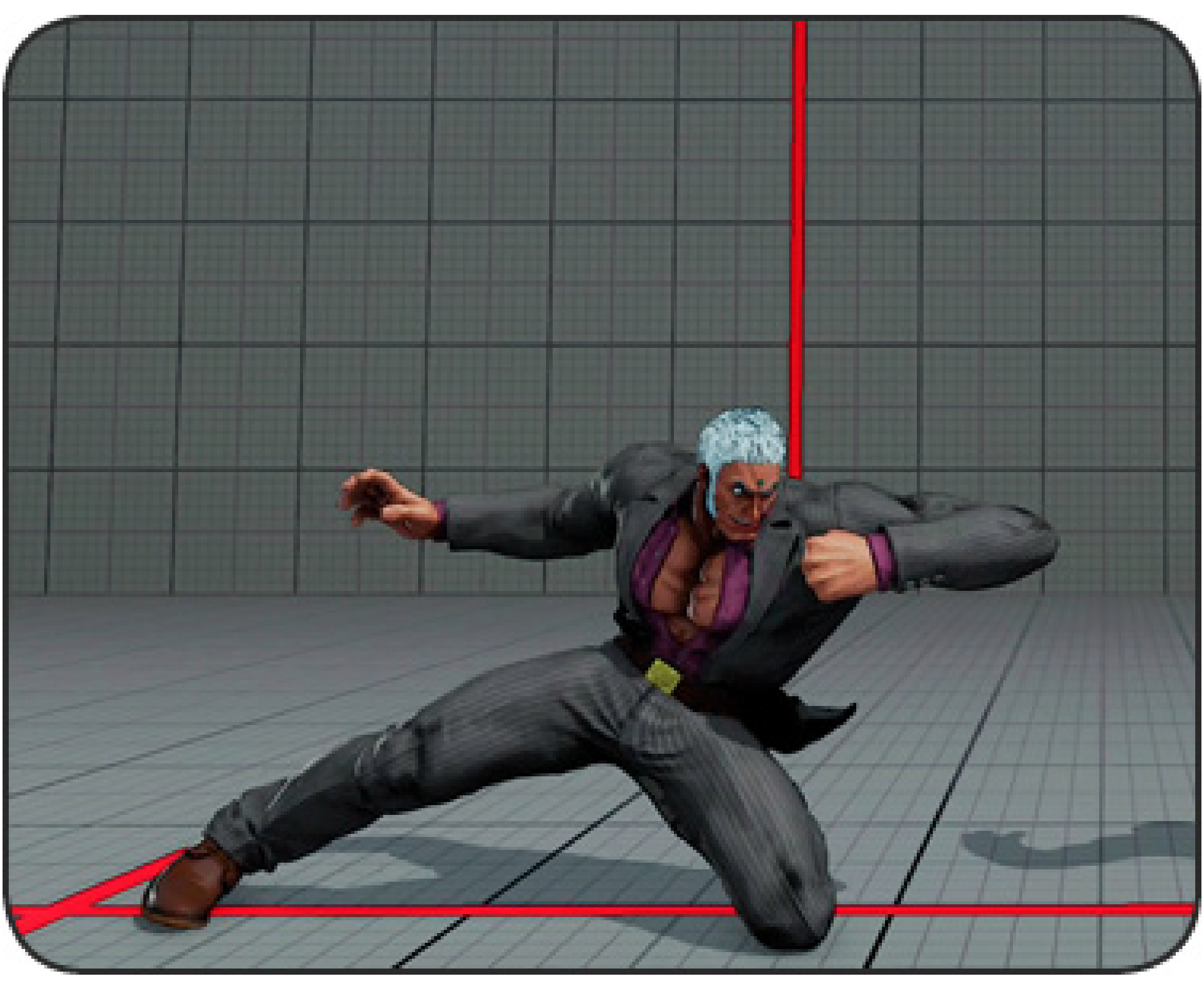
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



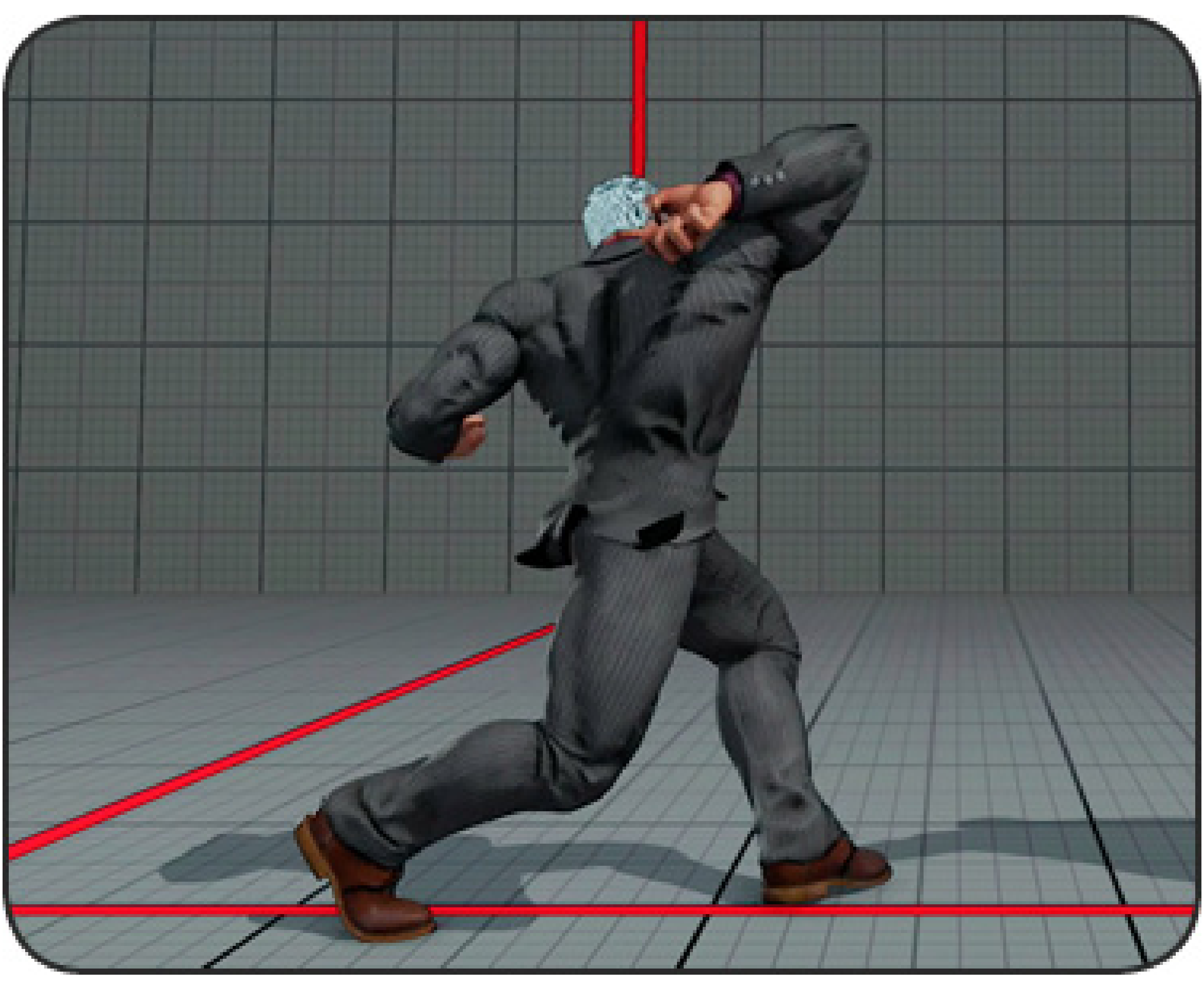
STARTUP	4
ACTIVE	2
RECOVERY	9
HIT LEVEL	HL
ON HIT	4
ON GUARD	1
B-VTX ON HIT	-4
B-VTX ON GUARD	-7
F-VTX ON HIT	3
F-VTX ON GUARD	±0
D-VTX ON HIT	-16
D-VTX ON GUARD	-19
CANCEL	Sp, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	6
ACTIVE	2
RECOVERY	15
HIT LEVEL	HL
ON HIT	5
ON GUARD	0
B-VTX ON HIT	0
B-VTX ON GUARD	-5
F-VTX ON HIT	7
F-VTX ON GUARD	2
D-VTX ON HIT	-12
D-VTX ON GUARD	-17
CANCEL	Sp, V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING

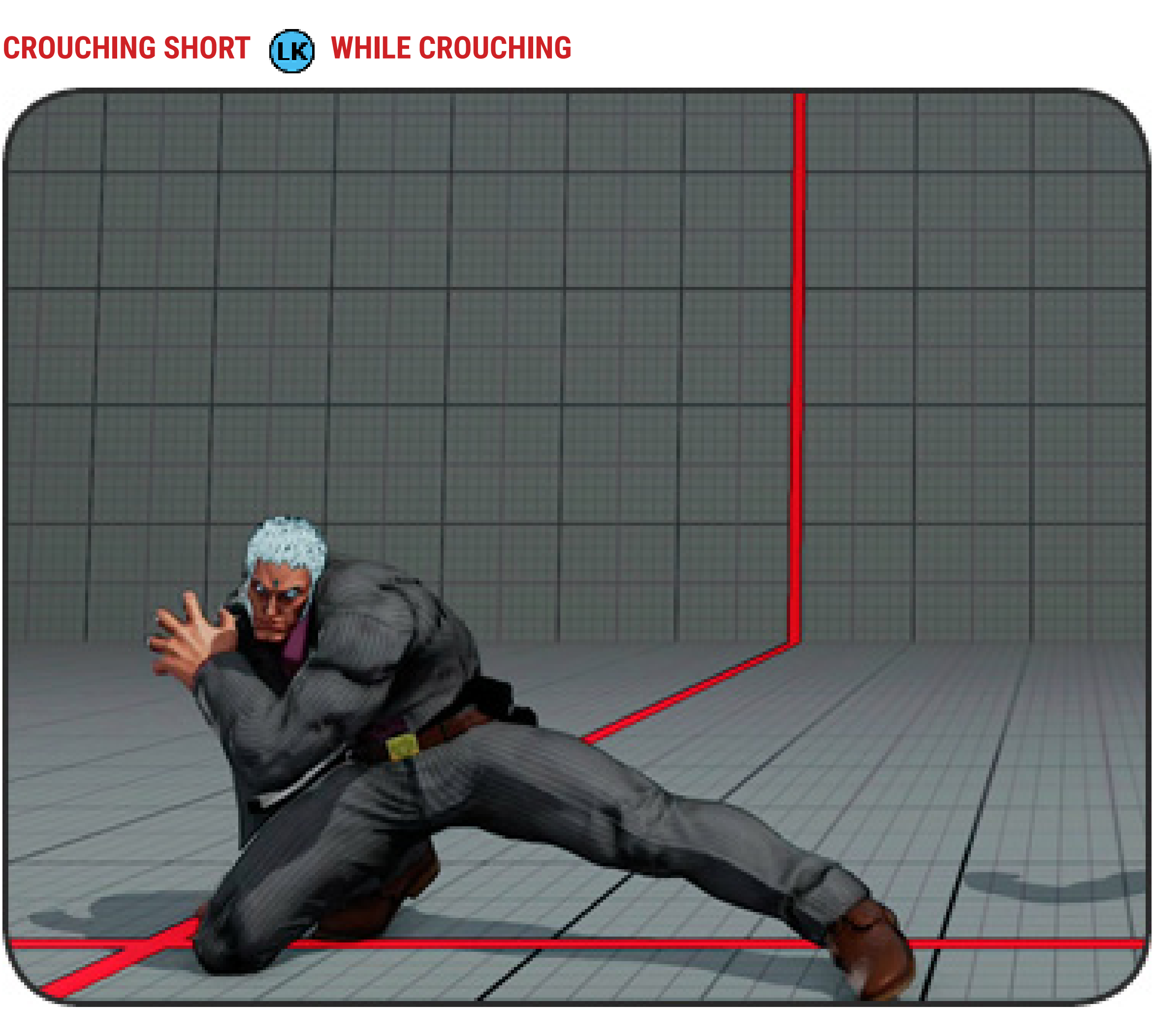


STARTUP	8, 10
ACTIVE	1, (1), 4
RECOVERY	21
HIT LEVEL	HL
ON HIT	D
ON GUARD	-8
B-VTX ON HIT	3 (D)
B-VTX ON GUARD	±0 (-1)
F-VTX ON HIT	10 (D)
F-VTX ON GUARD	7 (6)
D-VTX ON HIT	-9 (D)
D-VTX ON GUARD	-12 (-13)
CANCEL	Sp, V
DAMAGE	90 (50+40)
STUN	150
METER GAIN	50/25

NOTES

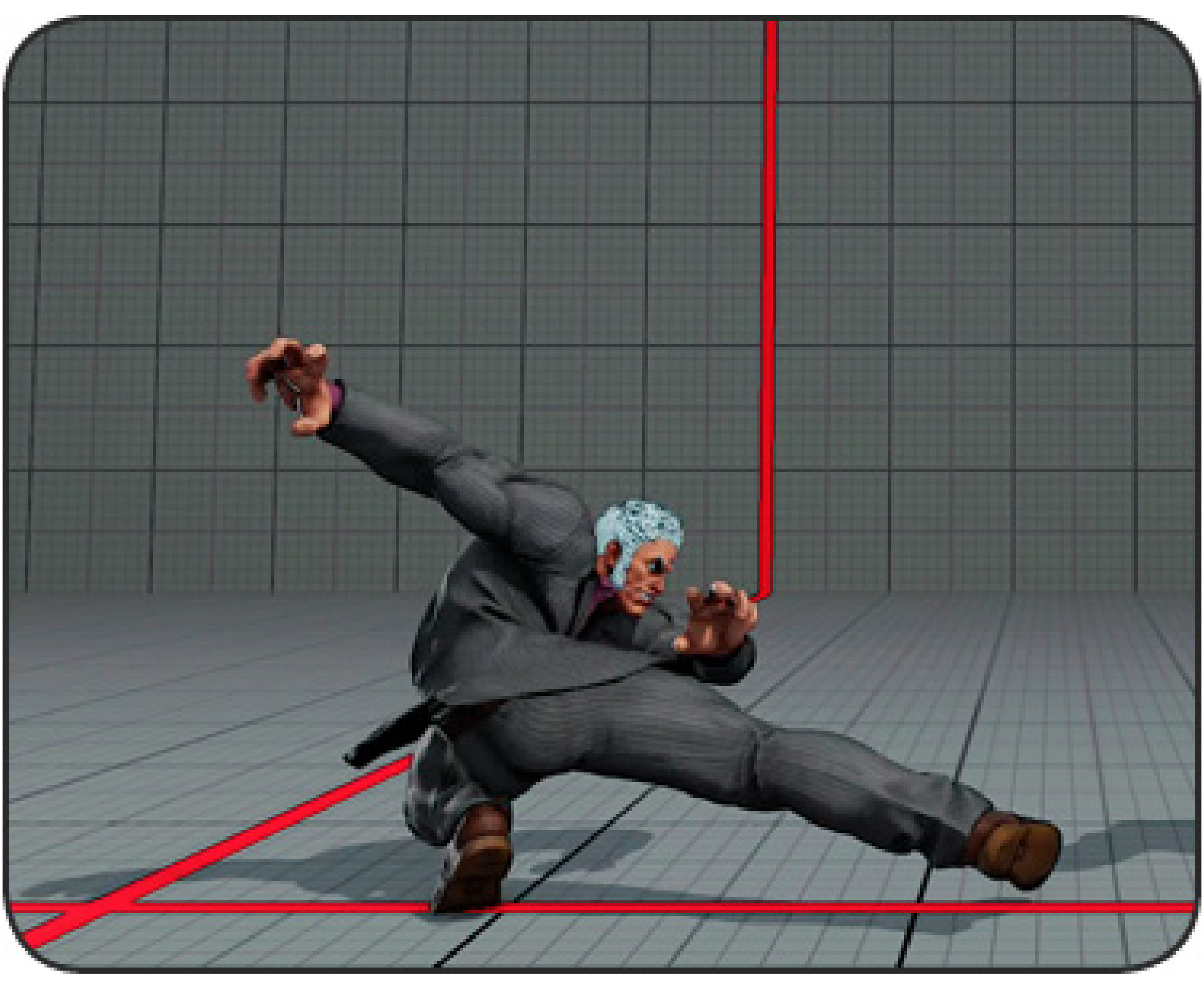
Launches foe into jugglable knockdown

CROUCHING SHORT LK WHILE CROUCHING



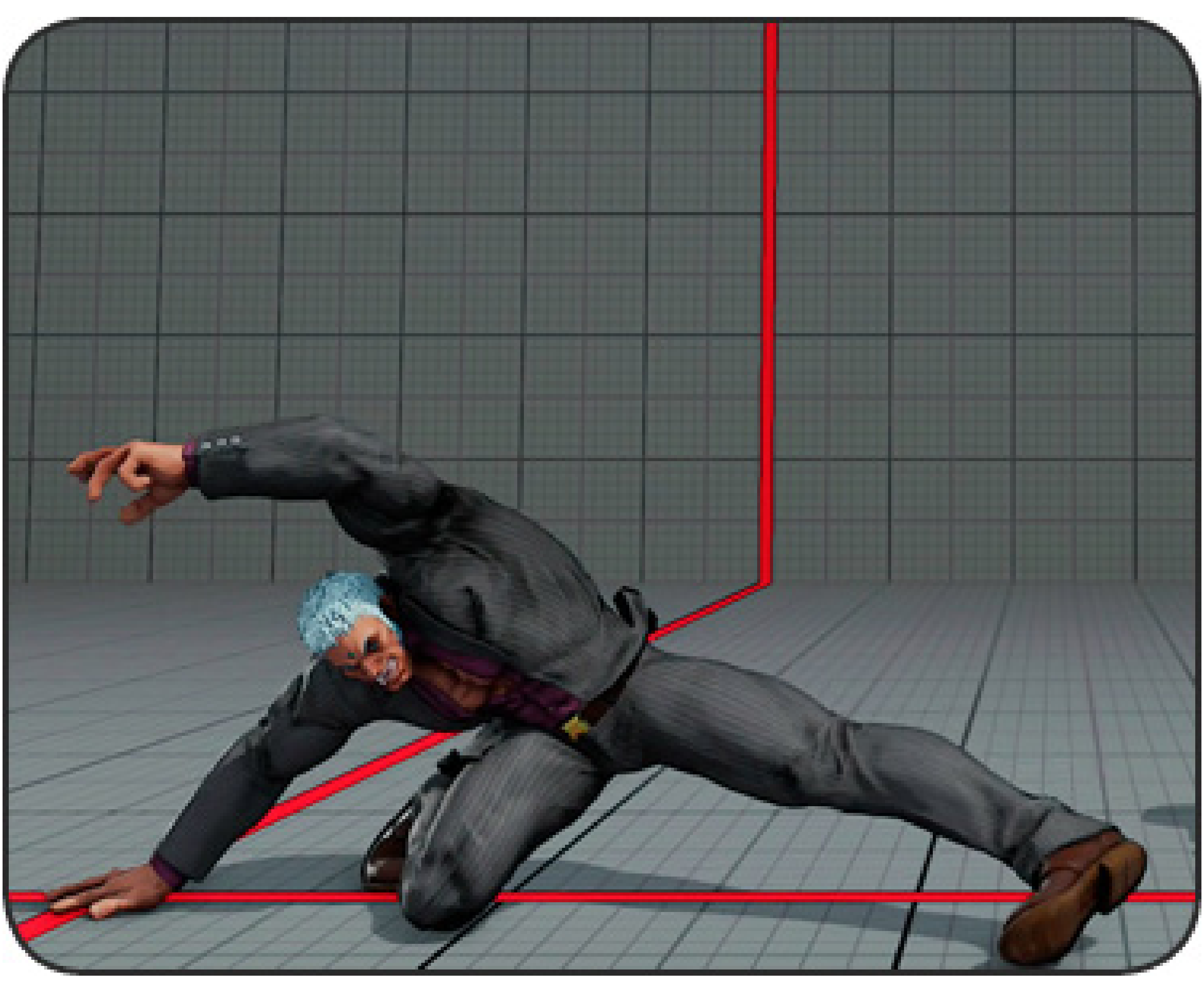
STARTUP	4
ACTIVE	2
RECOVERY	7
HIT LEVEL	L
ON HIT	4
ON GUARD	1
B-VTX ON HIT	-6
B-VTX ON GUARD	-9
F-VTX ON HIT	1
F-VTX ON GUARD	-2
D-VTX ON HIT	-18
D-VTX ON GUARD	-21
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	8
ACTIVE	2
RECOVERY	17
HIT LEVEL	L
ON HIT	1
ON GUARD	-2
B-VTX ON HIT	2
B-VTX ON GUARD	-1
F-VTX ON HIT	9
F-VTX ON GUARD	6
D-VTX ON HIT	-10
D-VTX ON GUARD	-13
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

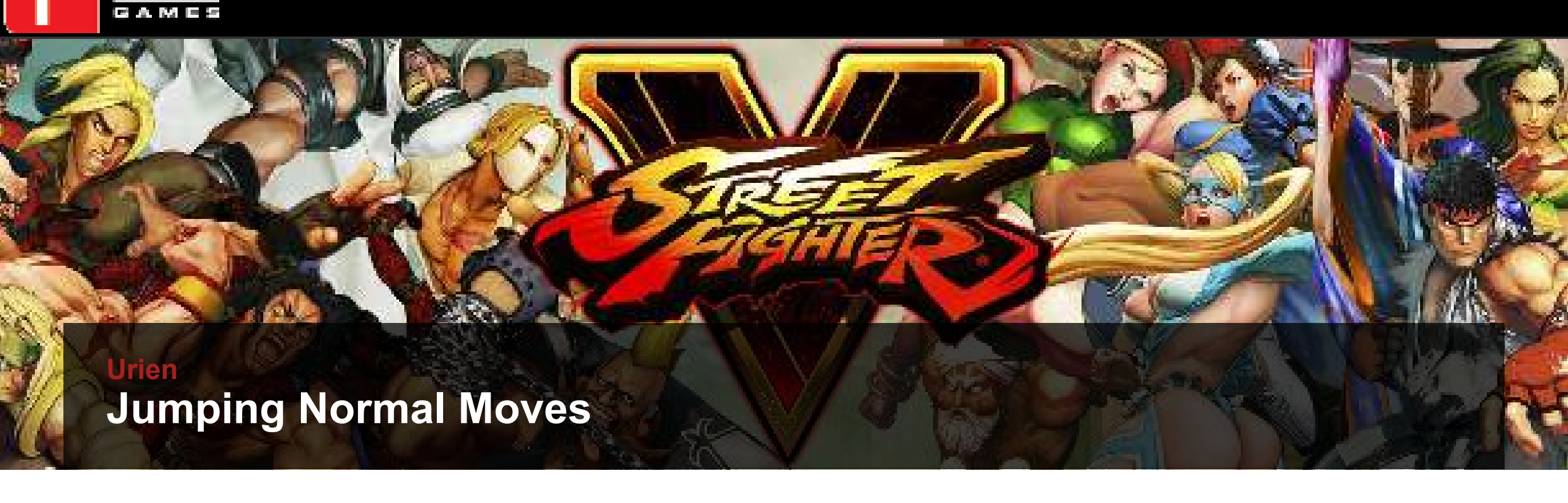
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	11
ACTIVE	2
RECOVERY	27
HIT LEVEL	L
ON HIT	D
ON GUARD	-14
B-VTX ON HIT	D
B-VTX ON GUARD	3
F-VTX ON HIT	D
F-VTX ON GUARD	4
D-VTX ON HIT	D
D-VTX ON GUARD	-15
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

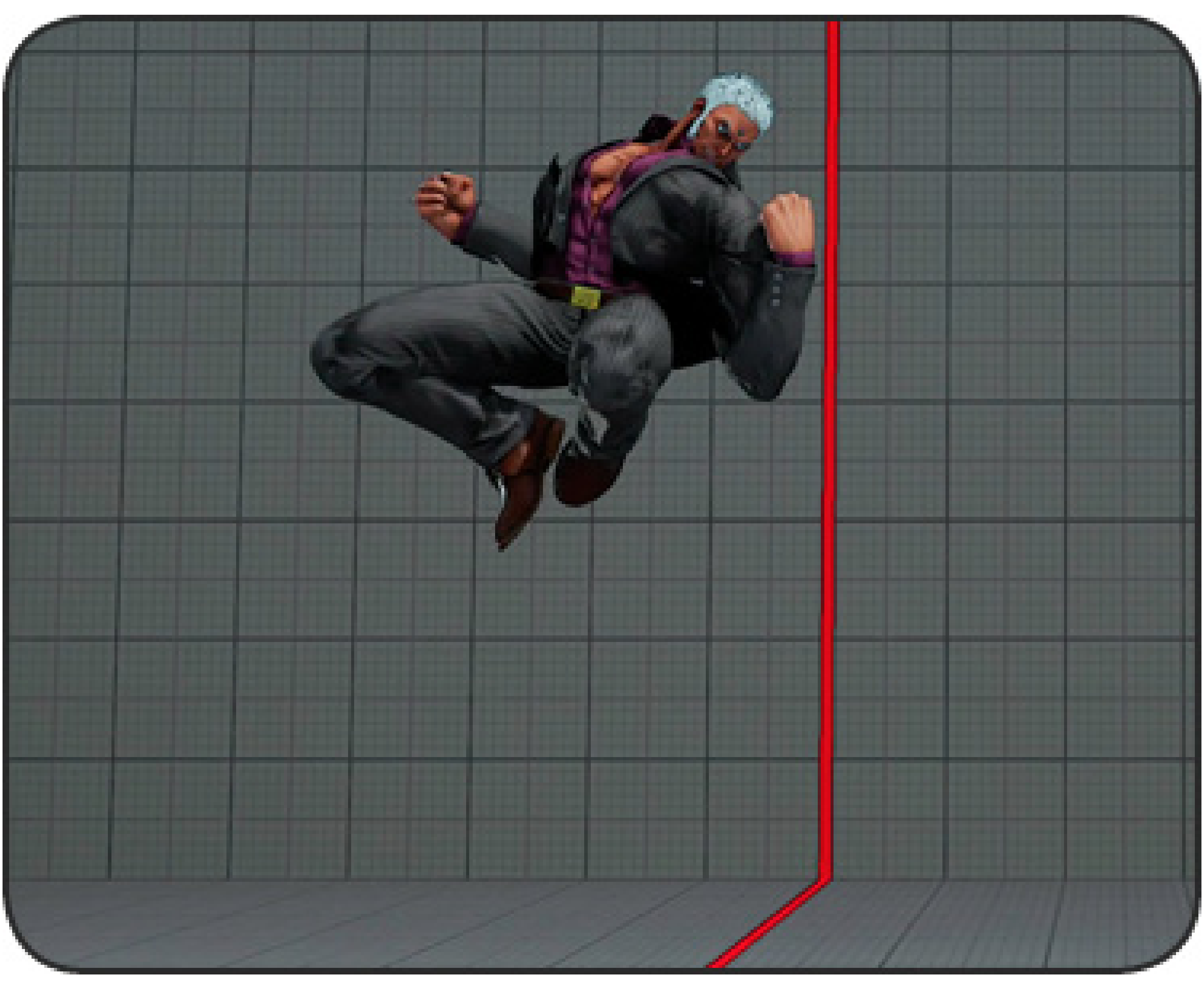
Counter-hit: Crush Counter knockdown prevents quick recovery, +100 V-Gauge



Urien

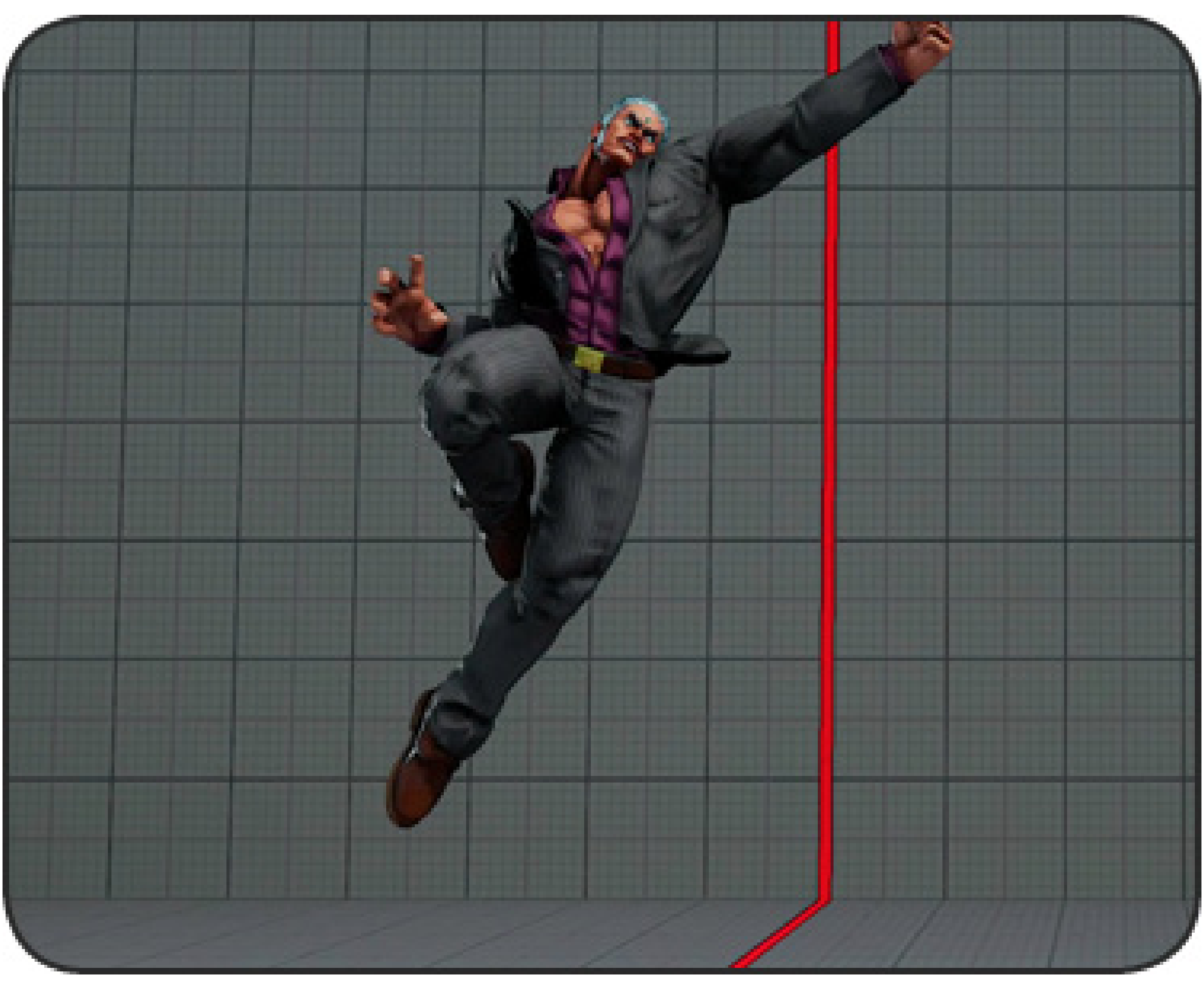
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



STARTUP	4
ACTIVE	5
RECOVERY	–
HIT LEVEL	H
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

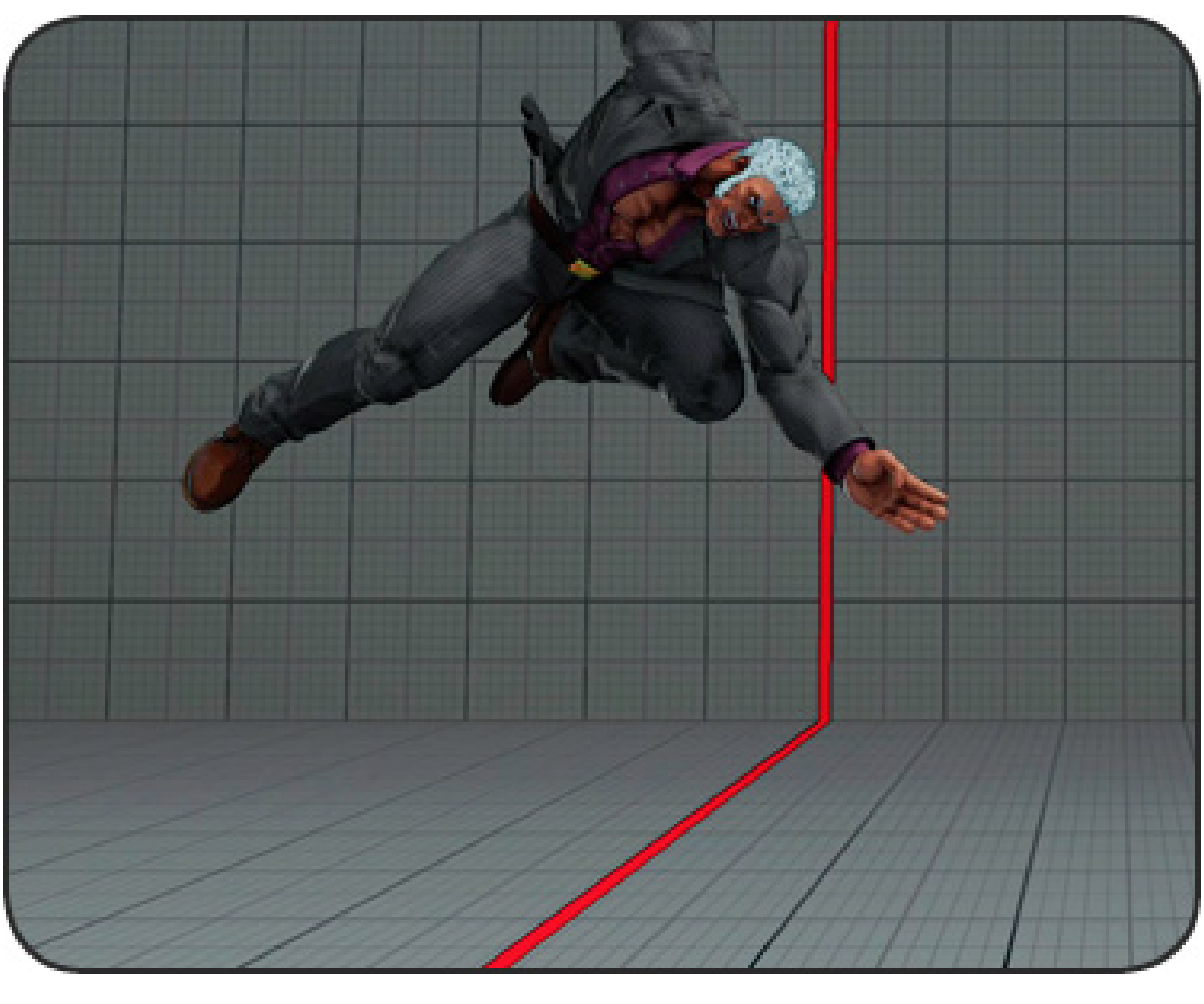


STARTUP	6
ACTIVE	4
RECOVERY	–
HIT LEVEL	H
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

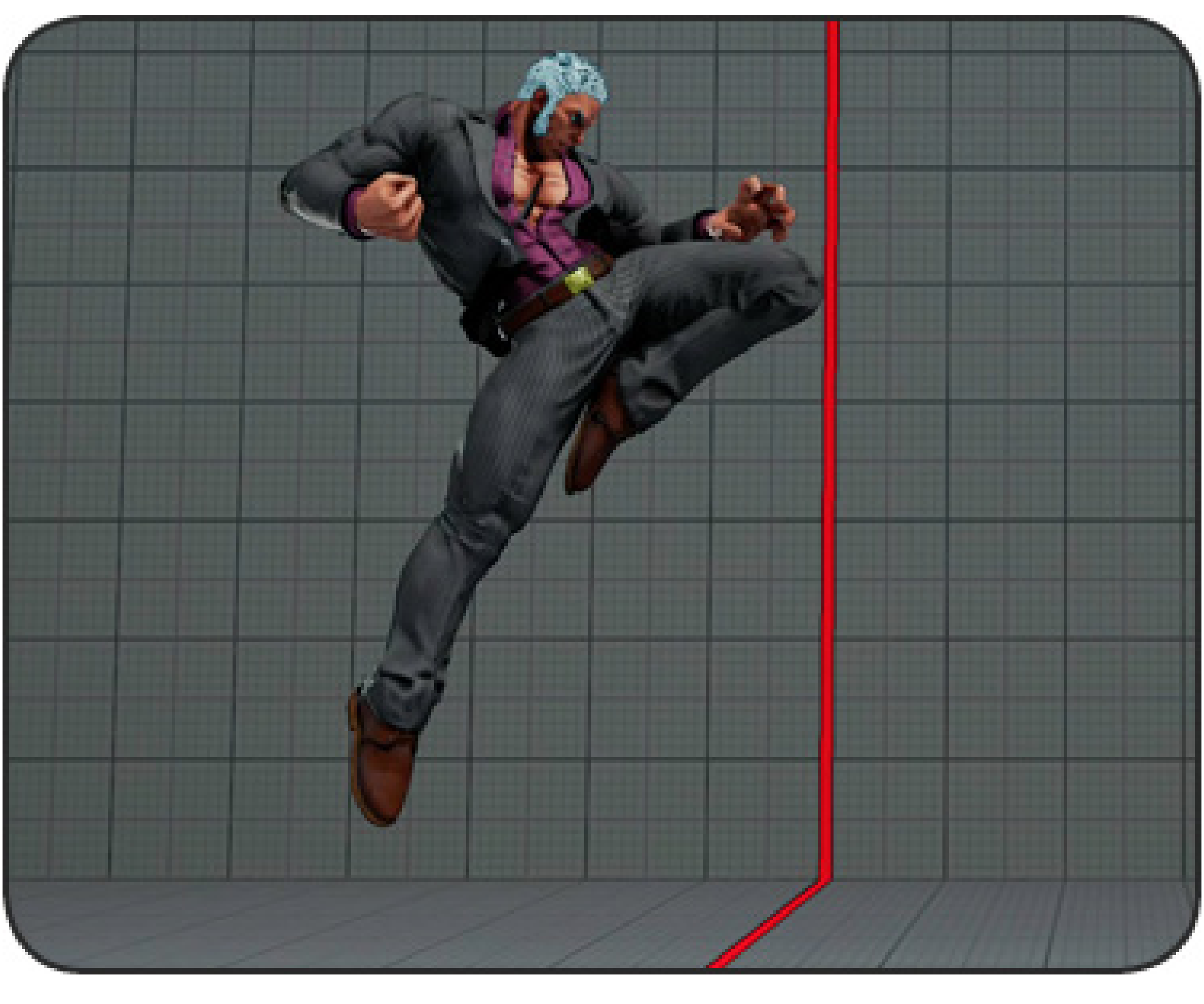
Causes jugglable knockdown against airborne foes

JUMPING FIERCE HP WHILE JUMPING



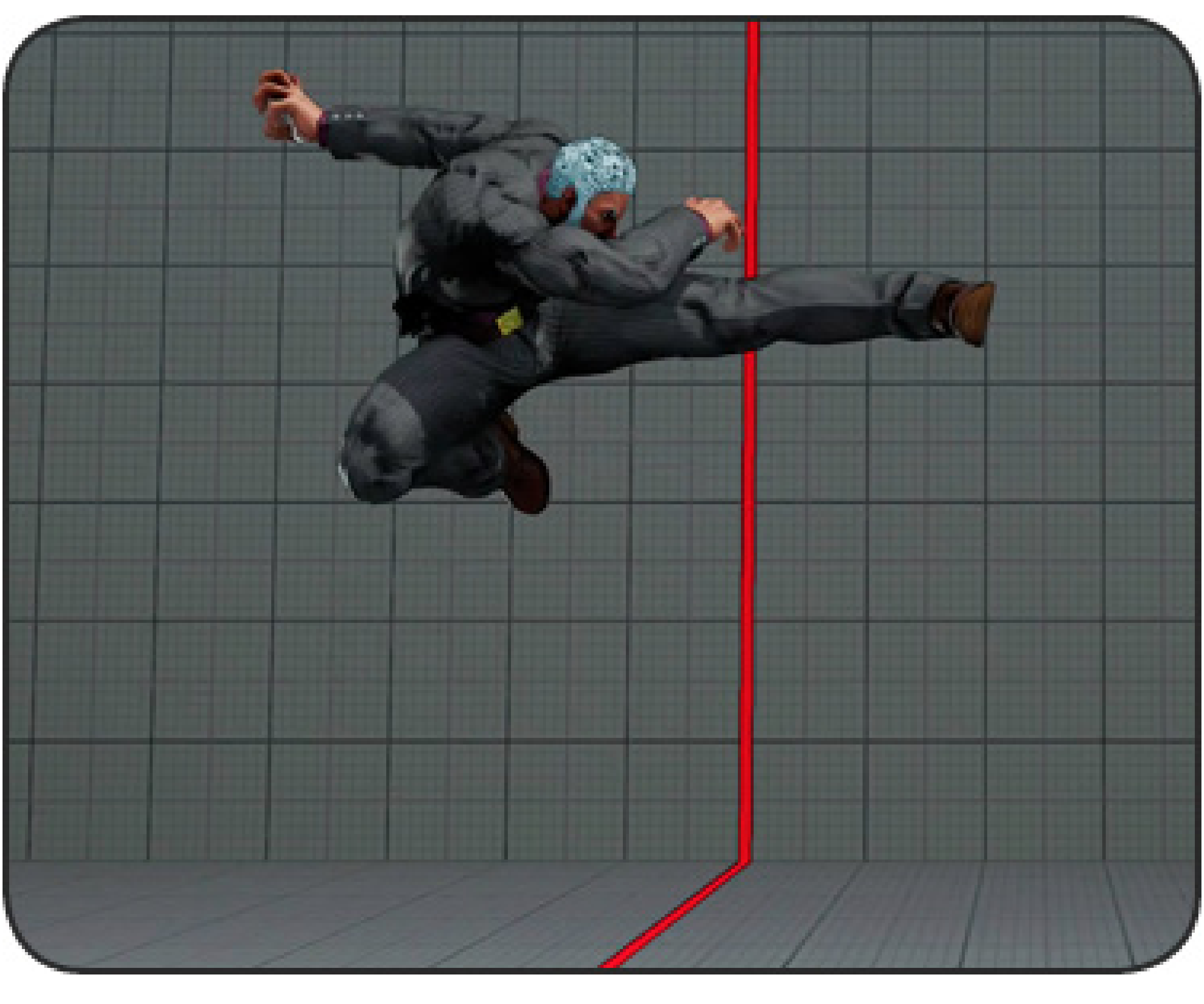
STARTUP	8
ACTIVE	5
RECOVERY	–
HIT LEVEL	H
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING



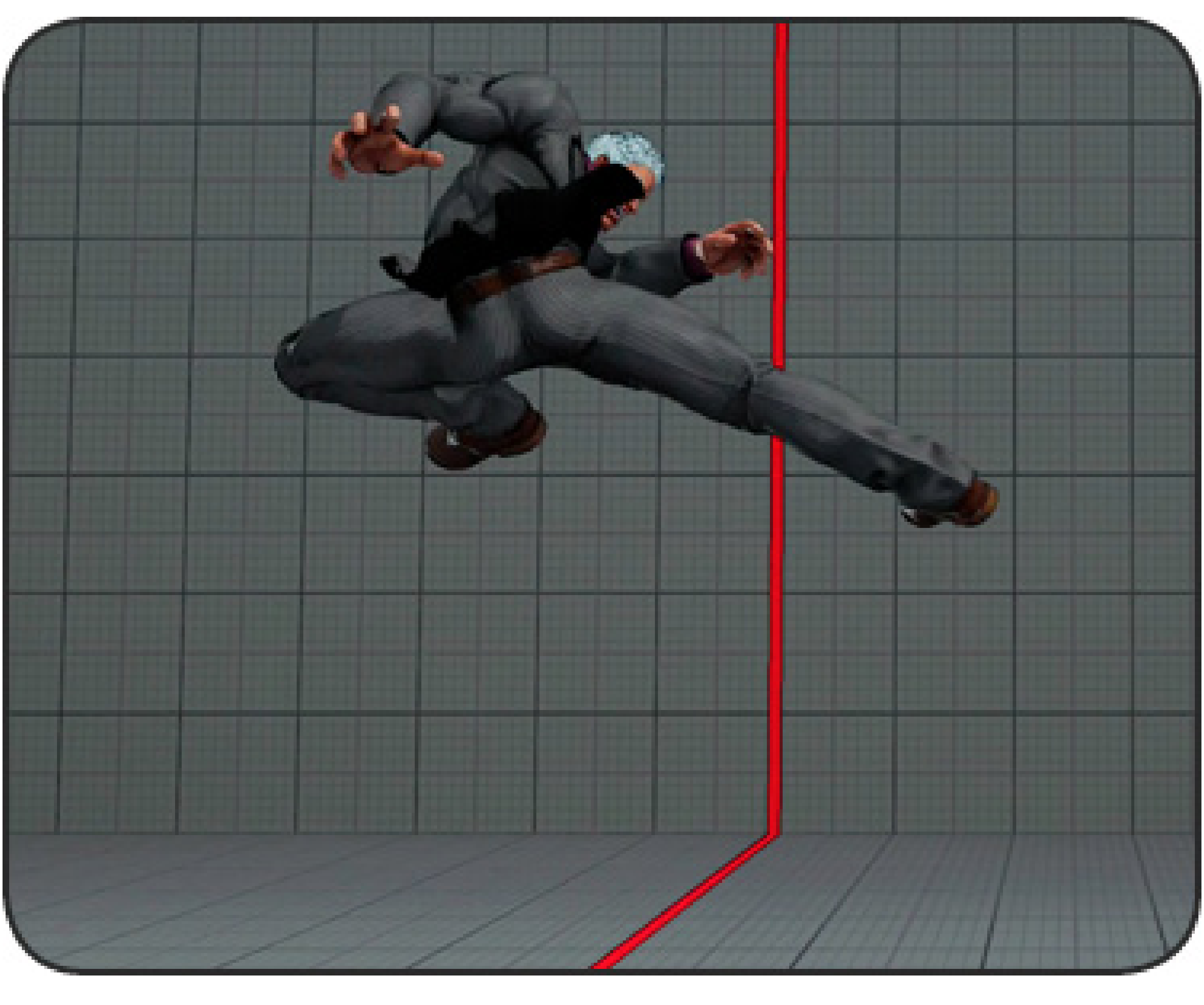
STARTUP	4
ACTIVE	7
RECOVERY	–
HIT LEVEL	H
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING

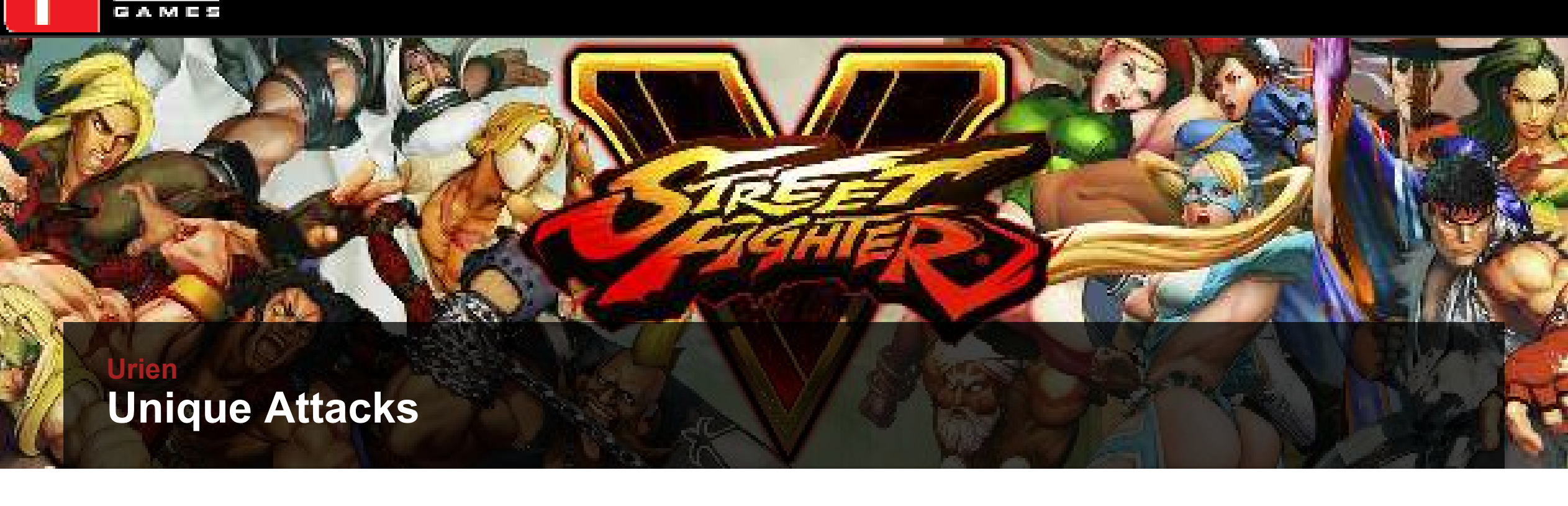


STARTUP	7
ACTIVE	5
RECOVERY	–
HIT LEVEL	H
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



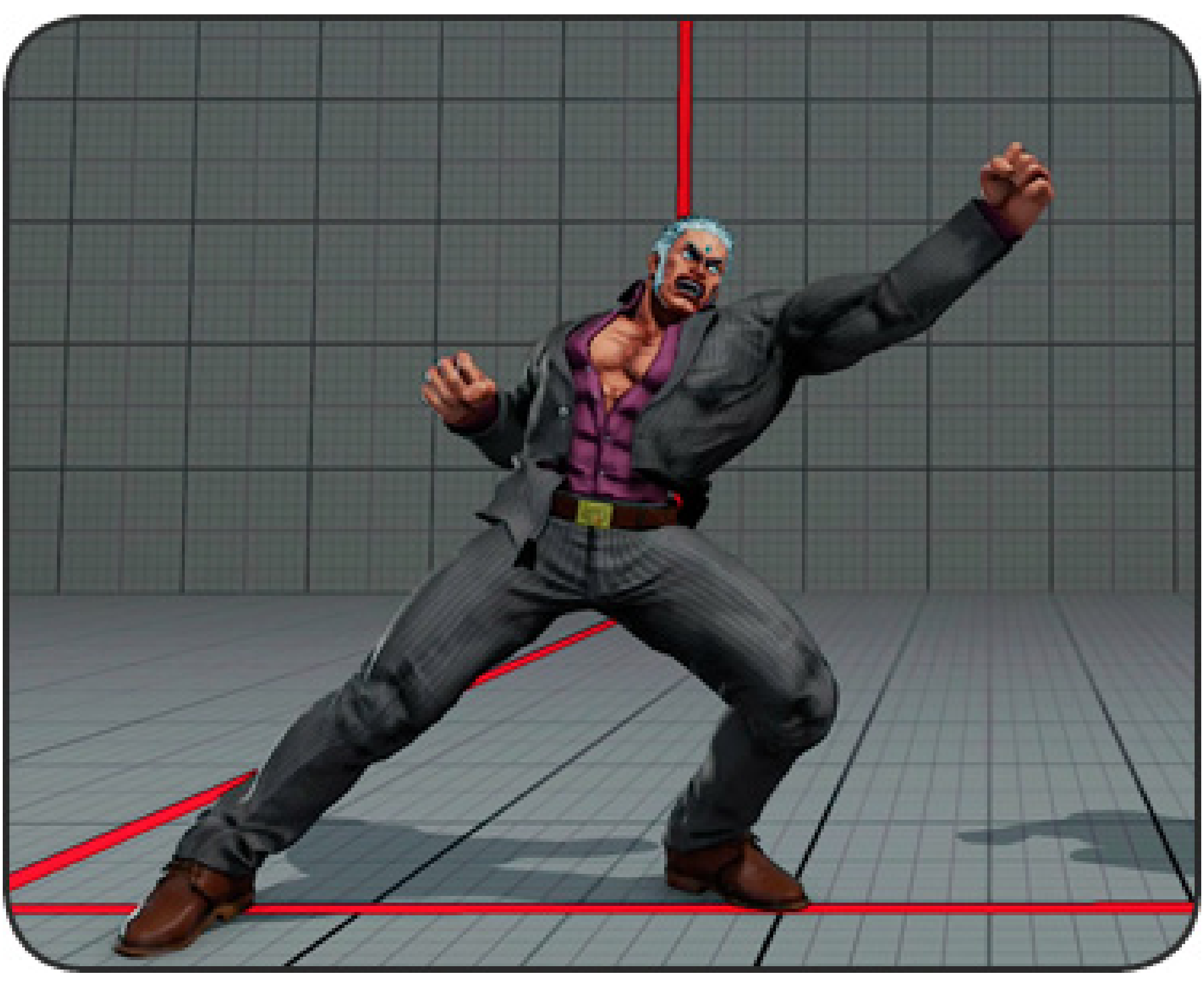
STARTUP	8
ACTIVE	5
RECOVERY	–
HIT LEVEL	H
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	90
STUN	150
METER GAIN	50/25



Urien

Unique Attacks

QUARREL PUNCH → + MP



STARTUP	7
ACTIVE	4
RECOVERY	14
HIT LEVEL	HL
ON HIT	2
ON GUARD	-2
B-VTX ON HIT	1
B-VTX ON GUARD	-1
F-VTX ON HIT	8
F-VTX ON GUARD	6
D-VTX ON HIT	-11
D-VTX ON GUARD	-13
CANCEL	Sp, V
DAMAGE	70
STUN	100
METER GAIN	30/15

Quarrel Punch: Urien lunges forward with a high-arcing hook. The attack reaches almost 30 percent of the screen away, with a hitbox that actually extends a tiny bit beyond Urien's hand, outside his vulnerable hurtbox both in front and above. Quarrel Punch is active in seven frames, and is -2 if guarded. A hit with Quarrel Punch puts Urien up close at +2, in perfect frame position to threaten with an immediate throw that will beat out three-frame jabs. A counter-hit with Quarrel Punch puts Urien at +4, allowing for link combos afterward.

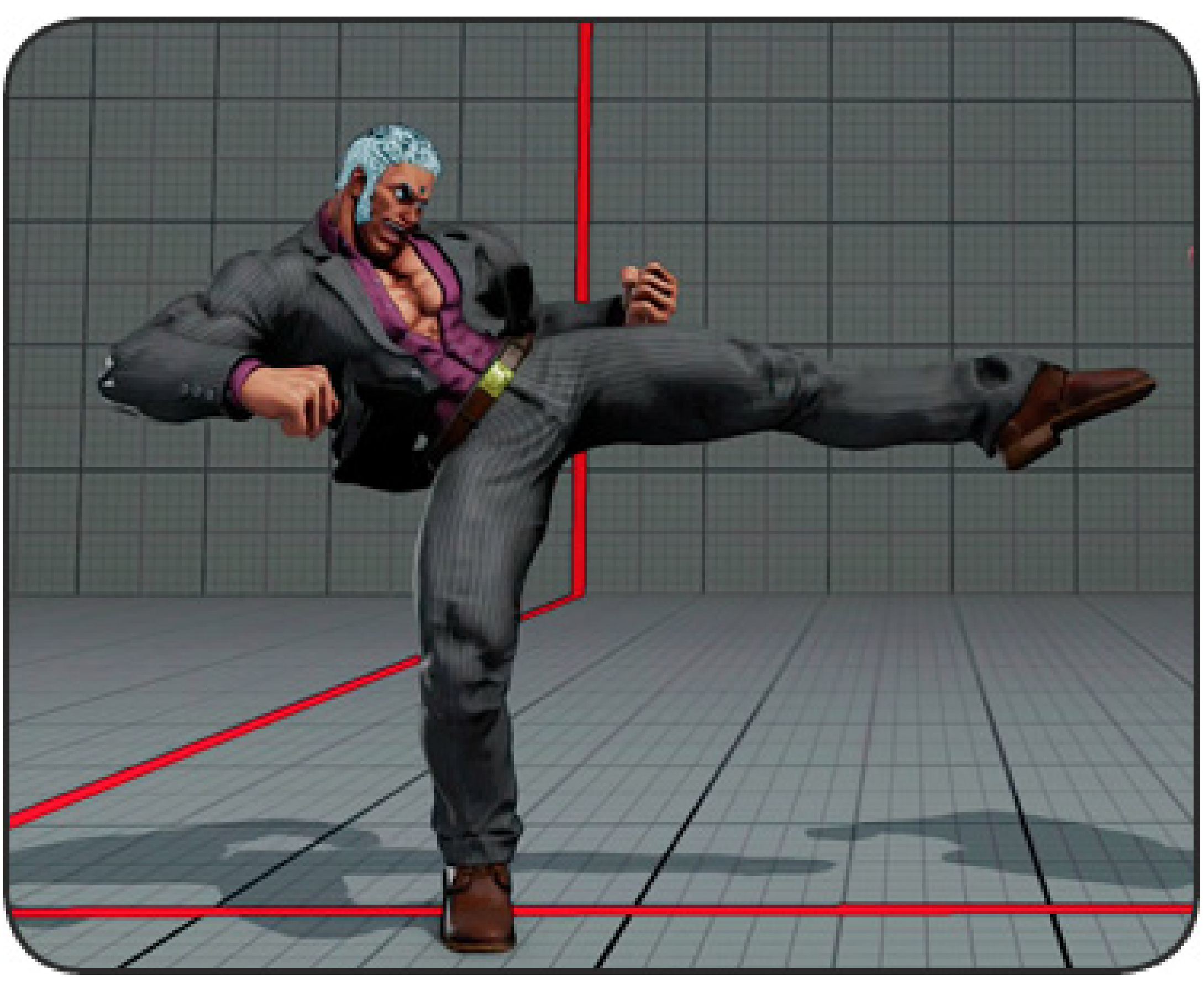
Quarrel Punch is a great long-range poke, and a reliable anti-air against jumps from far away, while standing HK a bit early is best against jumps closer in. Either anti-air is a little slower than most anti-air normals/unique attacks, and Urien's height makes him vulnerable to jump-ins earlier than shorter characters, so either shoot enemies down preemptively or rely on EX Dangerous Headbutt or good old fashioned blocking if timing is too tight. When anti-airing with → + MP, remember that it's special-cancelable. Metallic Sphere alone is so variable that it provides plenty of mix-ups from this position, whether to time the release of the shot to greet them as they flip out and land after Quarrel Punch, or whether to hold the Metallic Sphere charge and hopefully coax out something reckless. Like anti-air → + MP XX HP Metallic Sphere, which is charged; if their reaction to air recovering is to jump immediately, release HP Sphere and juggles ensue.

Quarrel Punch has higher juggle potential than Urien's other grounded attacks, and can be used to intentionally knock floating targets into air recovery. This opportunity occurs most commonly after floating an opponent with crouching HP or EX Dangerous Headbutt; juggles can be capped off solidly with standing HP or Chariot Tackle, or a reset can be attempted with → + MP. Quarrel Punch can also juggle after unexpected Aegis Reflector bounces, like after pushing an airborne enemy into a mirror with Violence Knee Drop or Chariot Tackle. Since Urien moves forward during the attack, this places him in position to confuse them on landing. Depending on the floating enemy's altitude when → + MP pops them up, dashing forward may pass under them for a confusing grounded cross-up (or faked cross-up), especially in corners. Quarrel Punch can also be canceled into Aegis Reflector, so they're forced to deal with both a reflector and Urien immediately upon landing.

The only negative thing about this move is that it will lose to quicker, low-profile pokes. Someone spamming a dominant crouching kick, like Karin's crouching MK or HK, can shut this move down. On the other hand, if they're abusing low pokes to keep Quarrel Punch at bay, they're more vulnerable to sudden move-in plays with Dangerous Headbutt and Violence Knee Drop. (Or having their footsie recovery blasted with EX Chariot Tackle.)

Quarrel Punch can be chain-canceled into → + HP, creating Urien's Target Combo 2.

QUARREL KICK ← + HK



STARTUP	15
ACTIVE	3
RECOVERY	19
HIT LEVEL	HL
ON HIT	1
ON GUARD	-4
B-VTX ON HIT	5
B-VTX ON GUARD	±0
F-VTX ON HIT	12
F-VTX ON GUARD	7
D-VTX ON HIT	-7
D-VTX ON GUARD	-12
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

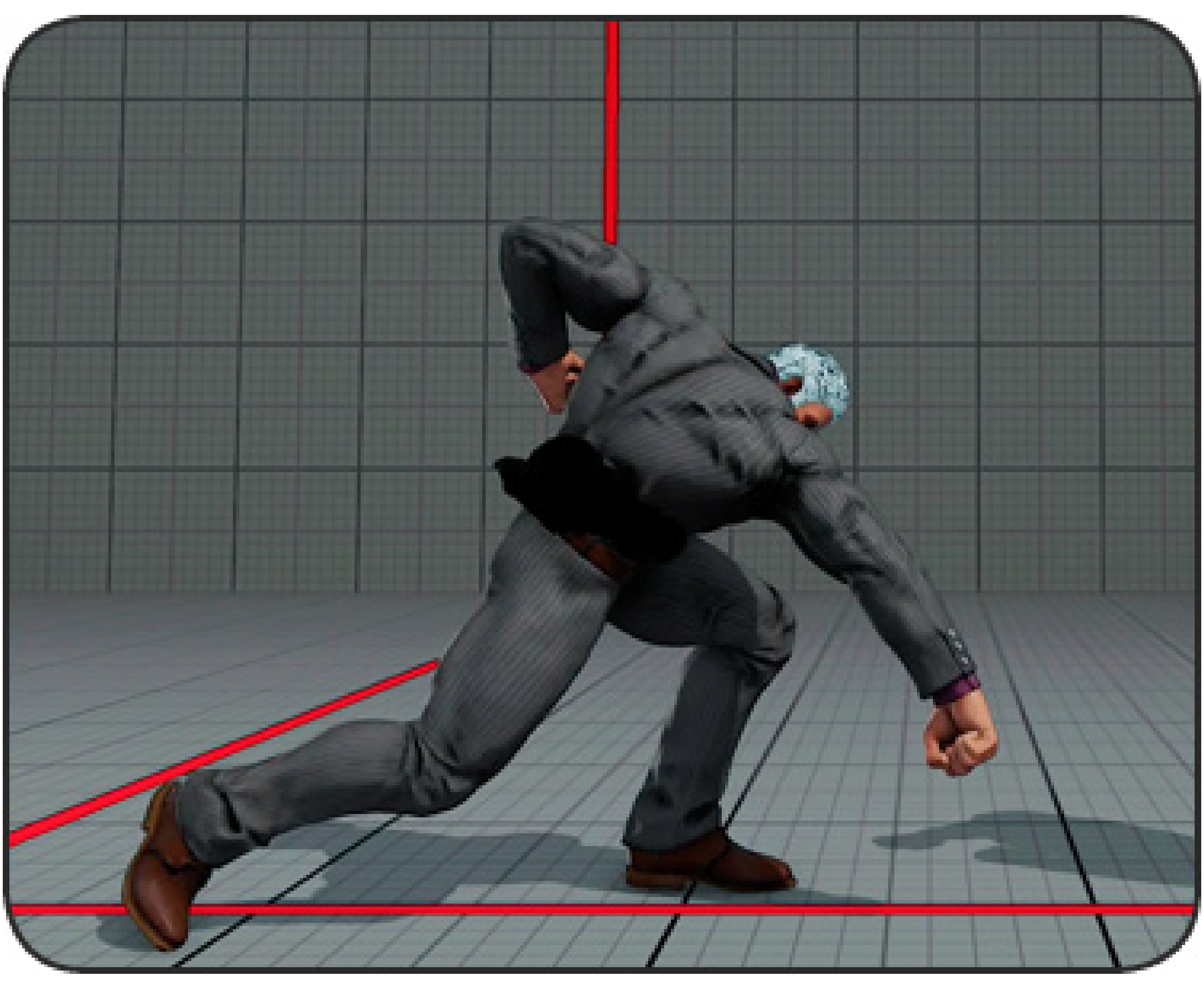
NOTES

Counter-hit: Crush Counter crumple, V-Gauge +150

Quarrel Kick: Urien takes a tiny hop forward then stretches one leg out to max range, leaning back to do so. It causes a blowback-knockdown Crush Counter on counter-hit, which builds V-Gauge and affords combo opportunities if canceling Quarrel Kick into Aegis Reflector. In terms of speed, Quarrel Kick hits in 15 frames, slower than normal pokes but faster than charged standing HP / HK or Terrible Smash. Quarrel Kick is Urien's longest-reaching poke, hitting 35 percent of the screen away, just a bit farther than standing MK and crouching HK. Its particular speed and long reach mean that doing Quarrel Kick immediately after throwing an enemy makes for a built-in super-meaty counter-hit fishing setup. If they get up reversal with anything slower than three frames, they'll get crumpled.

There's a price to be paid for the range, though. In leaning back to extend his leg, Urien widens his hurtboxes to make himself, briefly, the biggest target in the game. During the active frames of Quarrel Kick, Urien is vulnerable laterally across 45 percent of the screen's width, from the crook of his elbow to the tip of his foot. At engagement ranges, if the opponent jumps forward as Urien begins Quarrel Kick, they can fall with a cross-up attack that'll register from virtually anywhere. Considering how freely some aggressive characters in Street Fighter V can get away with jumping, like Necalli or Cammy, this definitely discourages overuse of Quarrel Kick in mid to long range footsies. Still, a poke with nearly half-screen range that can start combos on counter-hit will always be noteworthy. Quarrel Kick, like Quarrel Punch, also has solid juggle potential, and can be a useful alternative for keeping pressure on a juggled foe.

TERRIBLE SMASH → + HP



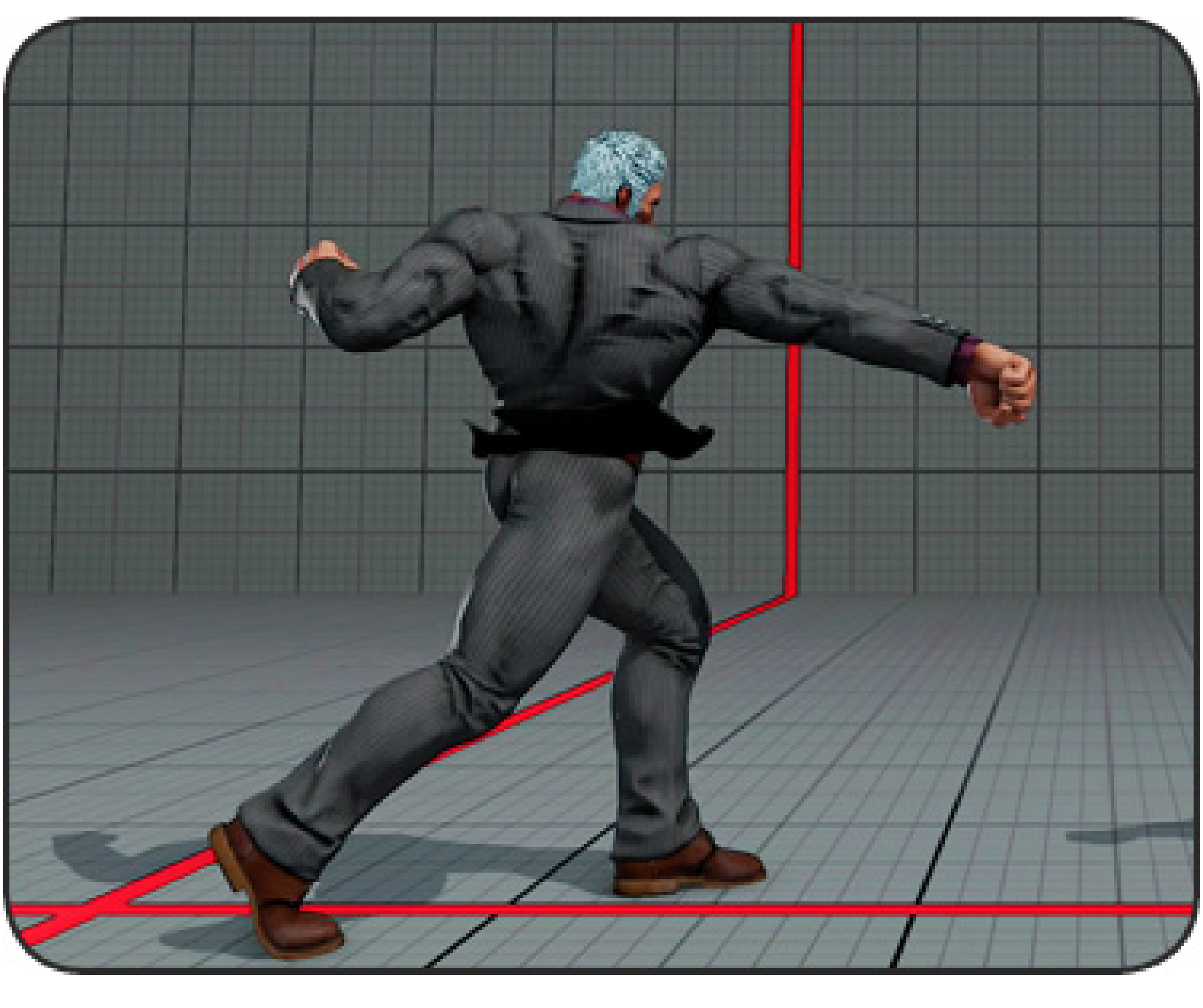
STARTUP	21
ACTIVE	2
RECOVERY	20
HIT LEVEL	H
ON HIT	1
ON GUARD	-4
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	80
STUN	150
METER GAIN	50/25

Terrible Smash: Urien bashes downward, as if trying to punch the opponent's shin. This is his standard overhead, forcing the opponent to guard standing, and hitting in 21 frames. He's left at +1 on hit, and a punishable -4 if blocked. As a command overhead, Terrible Smash stands out for its range, as it hits almost 30 percent of the screen away.

Charged standing HK is also an overhead, one that does more damage and works as a combo starter, but Terrible Smash is quicker and lower-commitment. The speed advantage (and less obvious visual windup) compared to standing HK (charged) make this a better overhead for trying to crack the shell of an opponent who clams up when Aegis Reflectors are onscreen. It's also useful to knock that last little bit of health off a turtling adversary. Combining the concepts works exceptionally well. Like, knock a low-stamina opponent out of an EX Dangerous Headbutt float (assuming there's not enough meter to just K.O. them with an EX Chariot Tackle juggle or something), then cancel to an Aegis Reflector they're forced to fall on, so they can immediately be fed → + HP after they land blocking low, bouncing them off the mirror toward Urien. (If people get savvy and just start blocking high against most Aegis shenanigans, which is actually a pretty decent idea, then it's time to bypass juicier options sometimes and just feed them lots of crouching kicks when Aegis overlaps them.)

A version of Terrible Smash serves as the last part of the → + MP XX → + HP Target Combo.

TARGET COMBO 1 STANDING LP XX MP



STARTUP	5
ACTIVE	3
RECOVERY	14
HIT LEVEL	HL
ON HIT	1
ON GUARD	-4
B-VTX ON HIT	-1
B-VTX ON GUARD	-6
F-VTX ON HIT	6
F-VTX ON GUARD	1
D-VTX ON HIT	-13
D-VTX ON GUARD	-18
CANCEL	Sp, V
DAMAGE	50
STUN	80
METER GAIN	30/15

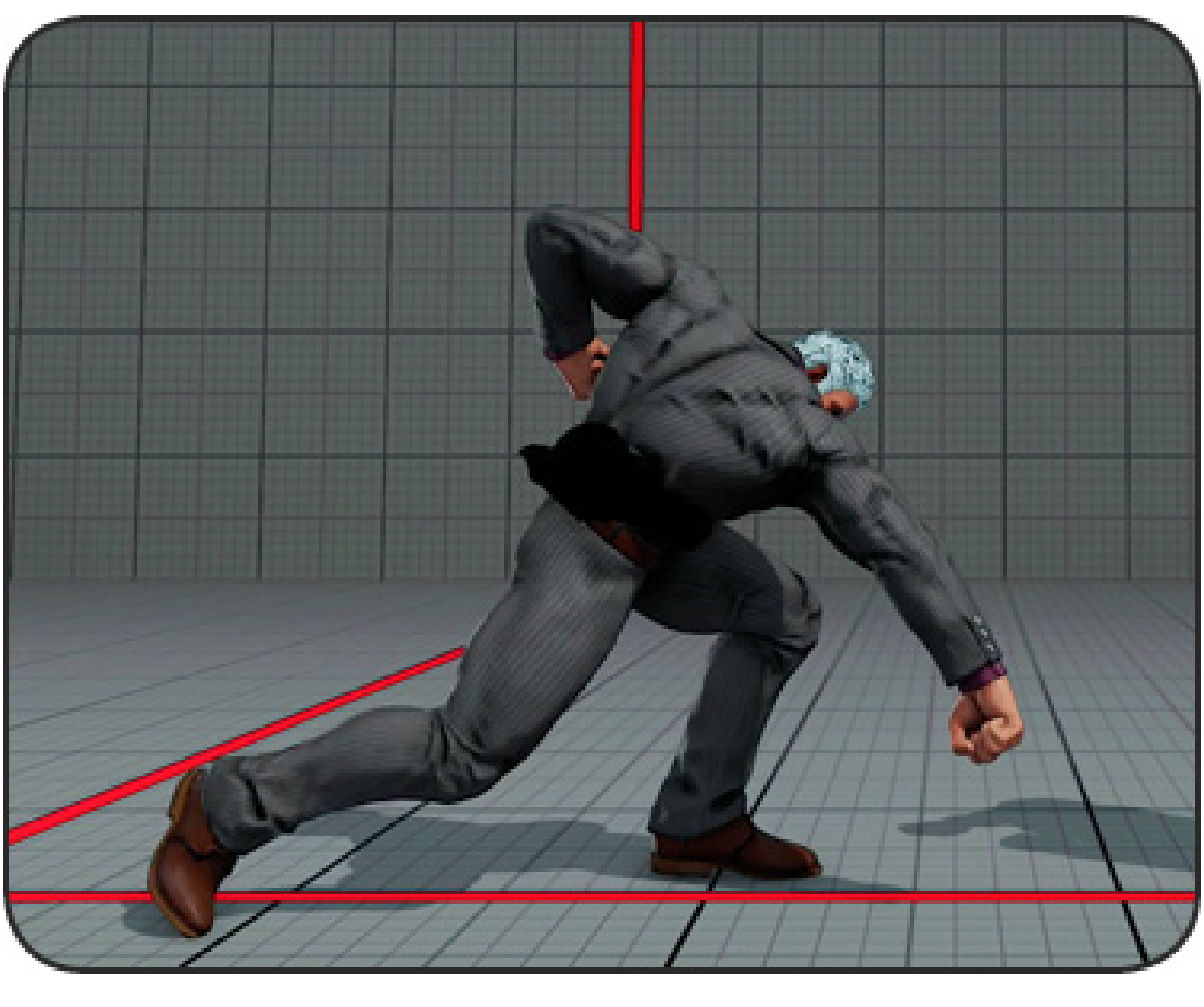
Target Combo 1: Urien's standing jab-strong chain. Standing LP can be canceled into an alternate version of standing MP. Standing MP is normally one of Urien's best normal moves, hitting in six frames and reaching just over a quarter of the screen away, with a hitbox extending all the way to the tip of Urien's fist, ahead of the hurtbox that begins at his wrist.

Whether standalone standing MP or the second hit of Target Combo 1, this strong punch can be canceled to Critical Art, V-Trigger, or special moves. The biggest difference is that standing MP by itself leaves Urien at +3 when blocked, his best (non-meaty) frame trap position. Standing LP XX standing MP leaves Urien at -4 when blocked.

This chain combo is basically a way to make standing MP into a four-frame startup move (rather than the usual six frames) for punishment or combo verification purposes, at a damage scaling penalty for starting with a light attack. Against the opponent's blocked poke or special that puts them at -4, they can be punished with immediate standing LP XX standing MP XX LK/EX Chariot Tackle. (And single-hit EX Chariot Tackle into Aegis Reflector into etcetera can make a seemingly innocent -4 mistake into a round-ender.) That same sequence can also be linked after creating advantage of +4 or better off a successful hit, like after a jab, or crouching LK. Hit-check with crouching LK ▷ standing LP or standing LP ▷ standing LP, only chain-canceling to standing MP at the end after confirming the hits. (This is like doing a similar R. Mika poke-to-chain verification sequence of standing MP ▷ standing LK XX standing MP).

In blockstrings, canceling to Chariot Tackle is horrifically unsafe, and canceling to Metallic Sphere may backfire if the opponent squeezes something into the gap between blocked standing MP and the projectile. When the opening of a combo attempt is blocked, it's better to just avoid chaining into standing MP at all; otherwise, EX Metallic Sphere can be used to make the three-hit blocked sequence safe.

TARGET COMBO 2 → + MP XX → + HP



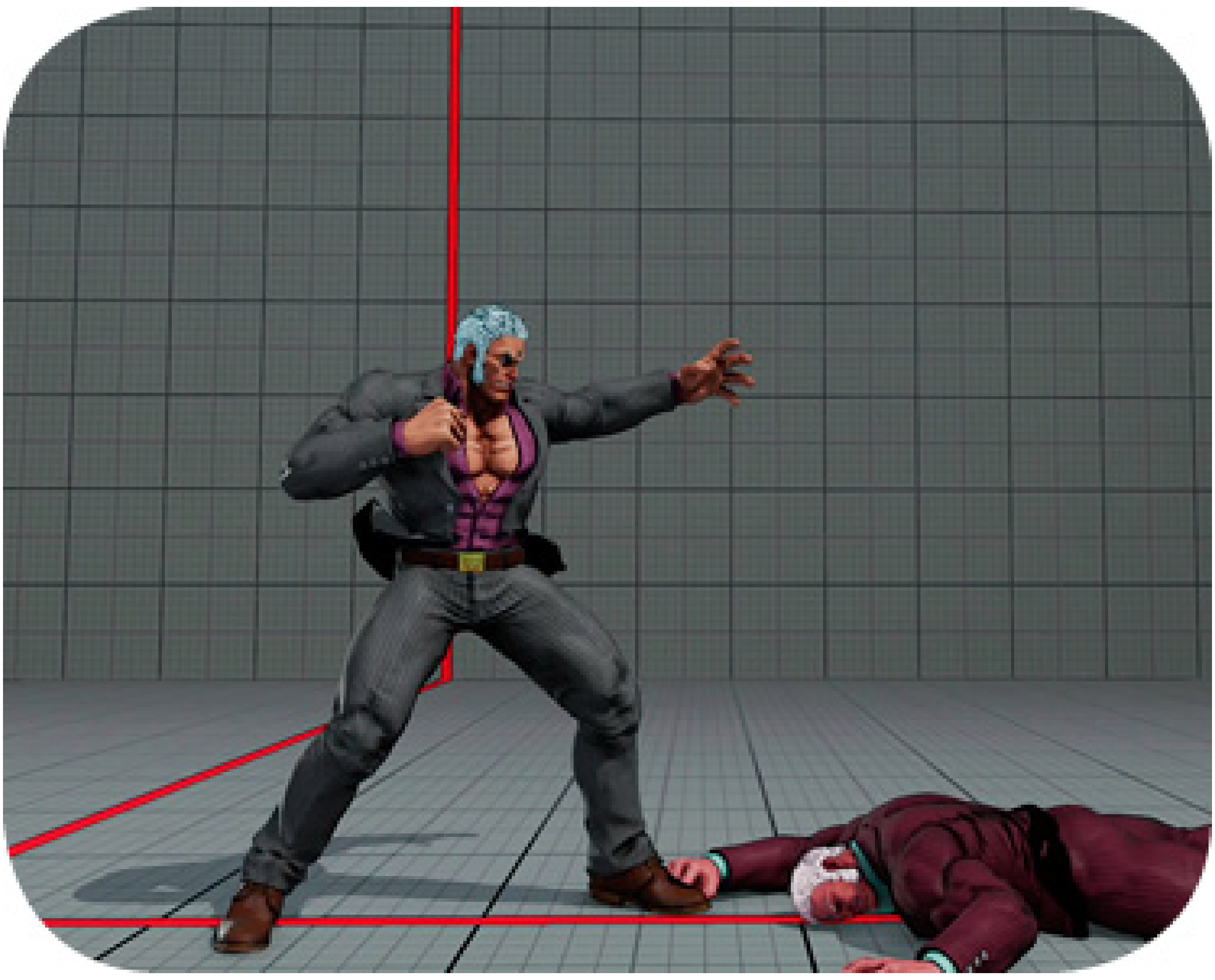
STARTUP	17
ACTIVE	2
RECOVERY	20
HIT LEVEL	H
ON HIT	1
ON GUARD	-6
B-VTX ON HIT	2
B-VTX ON GUARD	-3
F-VTX ON HIT	9
F-VTX ON GUARD	4
D-VTX ON HIT	-10
D-VTX ON GUARD	-15
CANCEL	V
DAMAGE	60
STUN	150
METER GAIN	50/25

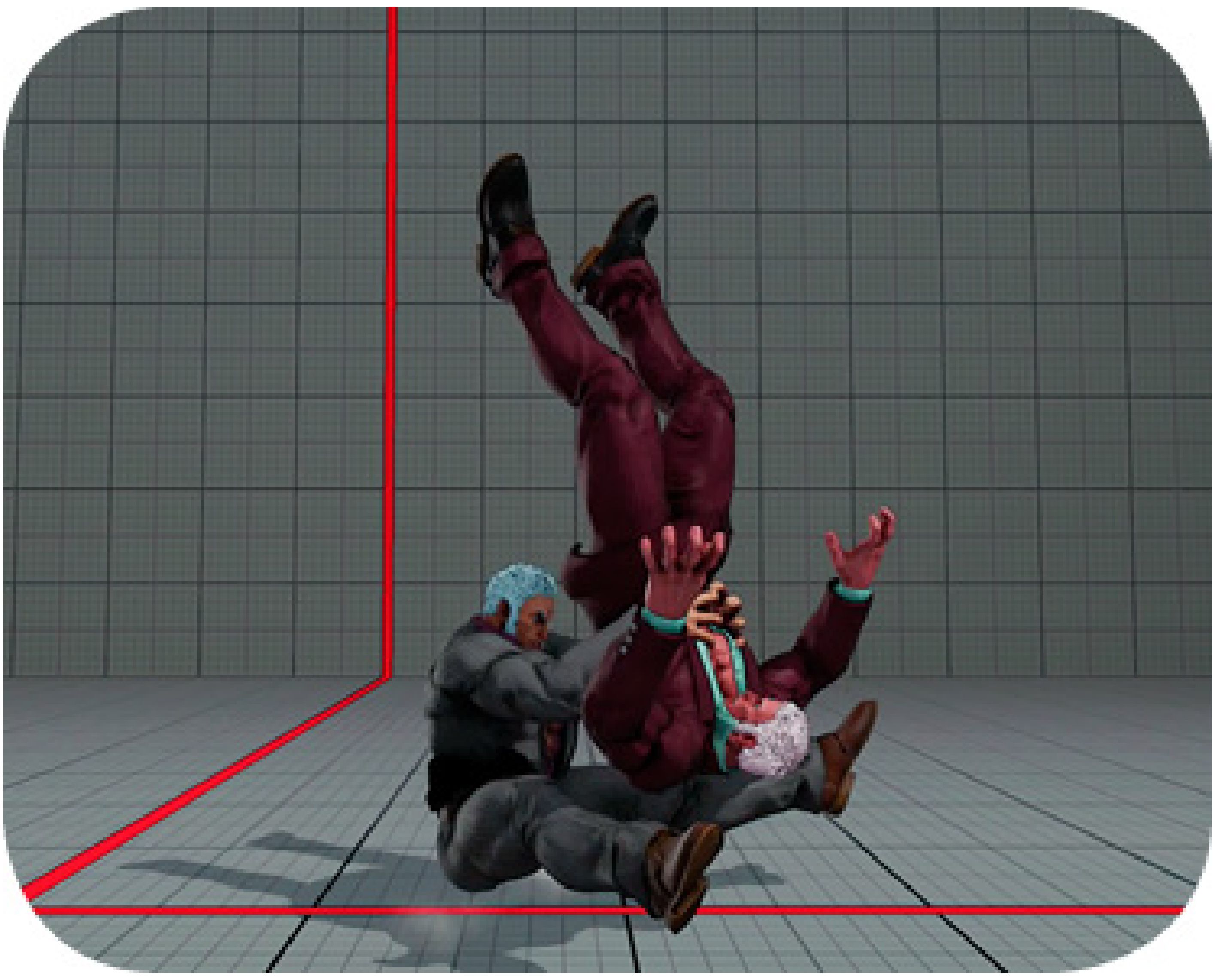
Target Combo 2: Quarrel Punch is the first hit of Urien's Target Combo 2, which is tremendously useful as a V-Trigger combo starter and extender. The second hit is Terrible Smash, his overhead punch. It retains the normal version's advantage of +1 on hit and -6 on block. But while regular Terrible Smash can't be canceled into anything, Target Combo 2 can be canceled into Aegis Reflector. On hit, the far Aegis variant combos naturally off of Target Combo 2, and on block it immediately pins them from behind.

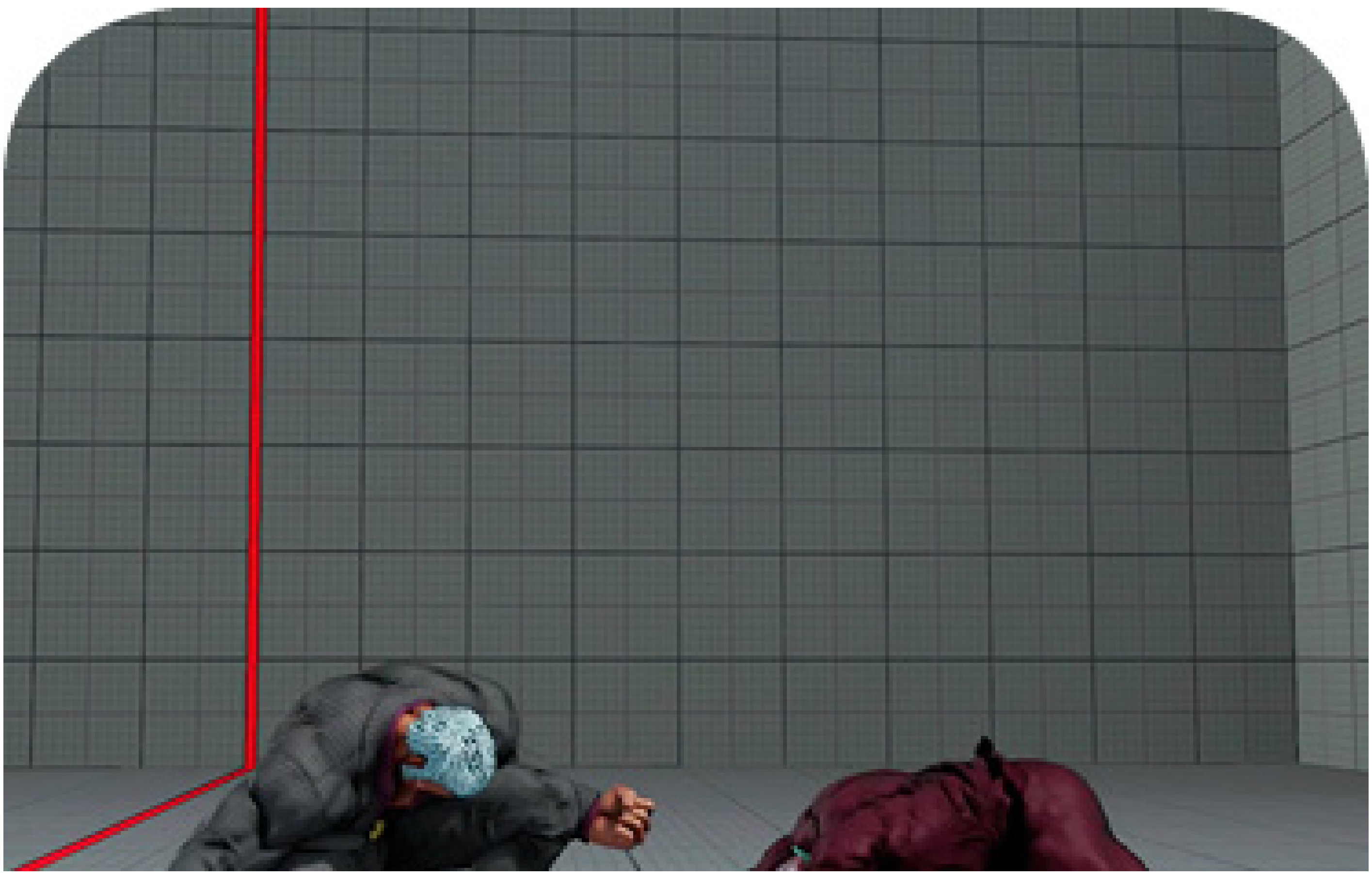
The second hit of this chain combo must be blocked standing. If an opponent does block this chain combo while standing, they can punish Urien with fast attacks. But → + MP, the chain's first hit, is neutral when blocked. → + MP into immediate crouching LK will catch an opponent who is preoccupied with blocking high, looking to punish the chain to Terrible Smash.

STREET FIGHTER V

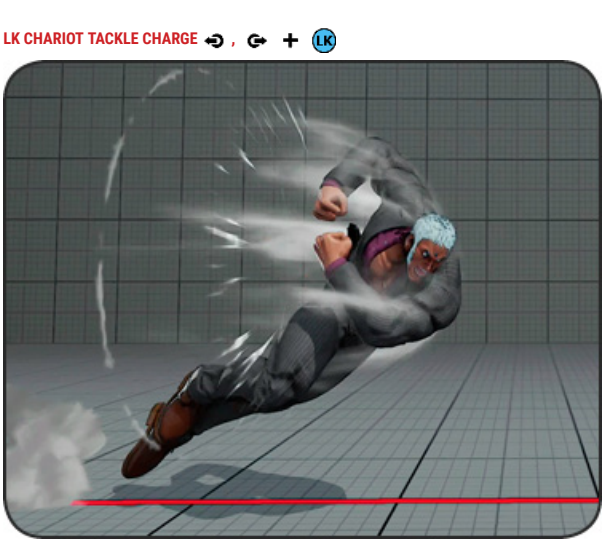
SPARTAN BOMB LP + LK (OR ← + LP + LK)





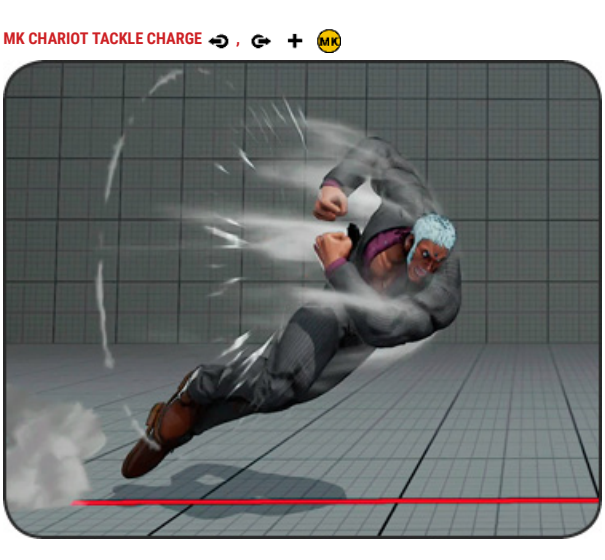


LK CHARIOT TACKLE CHARGE ←, → + LK



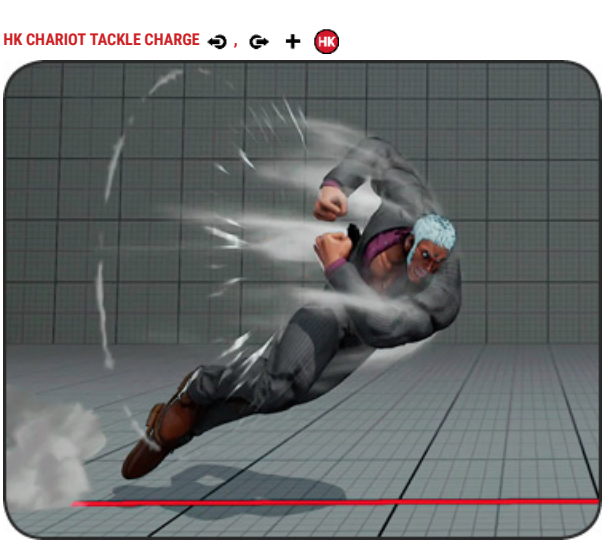
STARTUP	10
ACTIVE	6
RECOVERY	22
HIT LEVEL	HL
ON HIT	±0
ON GUARD	-5
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	CA
DAMAGE	70
STUN	150
METER GAIN	15/30/15 (During V-Skill: V-Gauge 30/60/30)

MK CHARIOT TACKLE CHARGE ←, → + MK



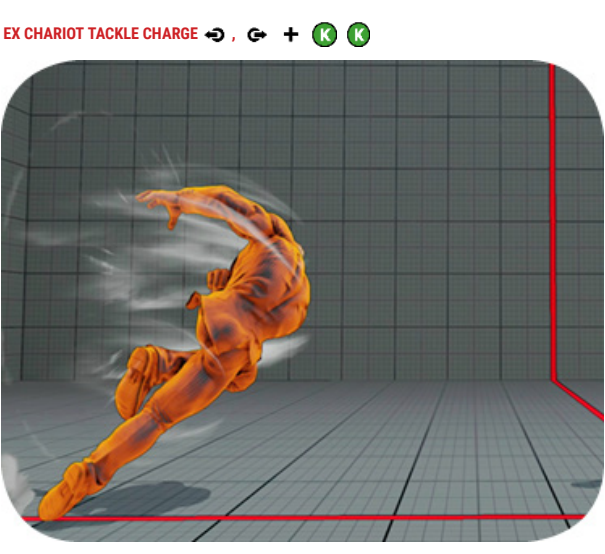
STARTUP	13
ACTIVE	10
RECOVERY	22
HIT LEVEL	HL
ON HIT	-2
ON GUARD	-9
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	CA
DAMAGE	80
STUN	150
METER GAIN	15/30/15 (During V-Skill: V-Gauge 30/60/30)

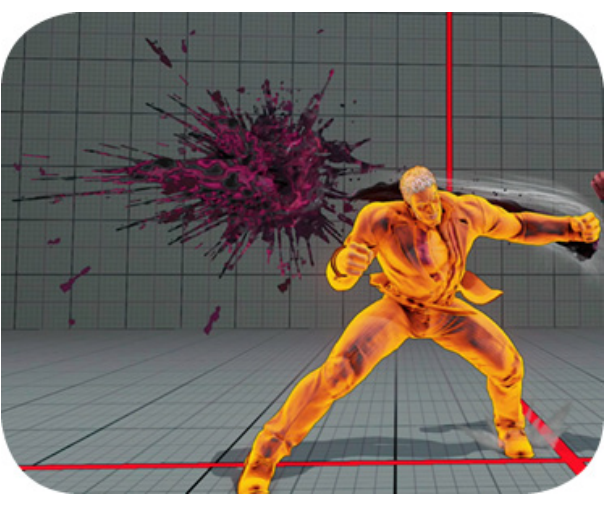
HK CHARIOT TACKLE CHARGE ←, → + HK



STARTUP	16
ACTIVE	8
RECOVERY	21
HIT LEVEL	HL
ON HIT	D
ON GUARD	-6
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	CA
DAMAGE	90
STUN	150
METER GAIN	15/30/15 (During V-Skill: V-Gauge 30/60/30)

EX CHARIOT TACKLE CHARGE ←, → + K K





STARTUP	7, 25
ACTIVE	9 (9) 4
RECOVERY	20
HIT LEVEL	HL
ON HIT	D
ON GUARD	±0
B-VTX ON HIT	D
B-VTX ON GUARD	-4 (±0)
F-VTX ON HIT	D
F-VTX ON GUARD	3 (7)
D-VTX ON HIT	D
D-VTX ON GUARD	-16 (-12)
CANCEL	V
DAMAGE	150 (90+60)
STUN	200 (100+100)
METER GAIN	-300 (During V-Skill: V-Gauge 40/80/40)

Chariot Tackle: Urien's forward-rushing body check requires holding a backward charge first, and is unleashed by tapping forward plus kicks. The heavier the version, the farther Urien travels, and the more damage he does. The startup is progressively slower for stronger non-EX versions, however. Meter permitting, any version of Chariot Tackle can be canceled in combos or juggles into the Dominate Crush Critical Art, inflicting enormous damage. Chances to juggle with Chariot Tackle occur often after crouching HP, EX Dangerous Headbutt, and HP Metallic Sphere. In ground combos, Chariot Tackles can continue combos off of many different normal hit-checks.

On top of good range, Chariot Tackle also has lots of active frames. Like Balrog's Dash Straights and other forward-moving, body-as-projectile attacks, the later in the active period contact is made, the better. While Chariot Tackles are easily punishable when blocked on their first active frames, like in blockstrings up close (don't do that), non-EX versions are actually safe if blocked late in their attack periods. And off a hit late in the active periods of LK or MK Chariot Tackle, it's actually possible to link afterward, especially on counter-hit. Hitting with later Tackle frames is accomplished either by aiming to hit with them at max range, or by aiming them meaty, over an opponent waking up or flipping out from a midair hit. Laterally, with a hitbox around Urien's head and lowered shoulder, LK Chariot Tackle attacks 35-40 percent of the screen away; MK Tackle covers 35-48%; and HK Tackle covers 44-60%. Urien's hurtbox extends ahead of the hitbox, so if he runs into an already-extended attack, he'll lose cleanly.

In meterless ground combos where an opponent left on their feet is preferable, stick to LK Chariot Tackle over MK Tackle; the latter leaves Urien at -2 when it hits up close like that. The best Tackle strength for juggles depends on how much time there is; after crouching HP → HP Metallic Sphere, HK Chariot Tackle will work, but after launching with EX Dangerous Headbutt, LK Chariot Tackle is needed.

EX Chariot Tackle's initial, faster shoulder check strikes from 25-54 percent of the screen away, then travels for nine frames without a hitbox, then strikes 74-80 percent of the screen away from the starting point. The hitbox is a little better than with non-EX Chariot Tackle; it's doesn't extend forward ahead of Urien's hurtbox, but it's at least even with it.

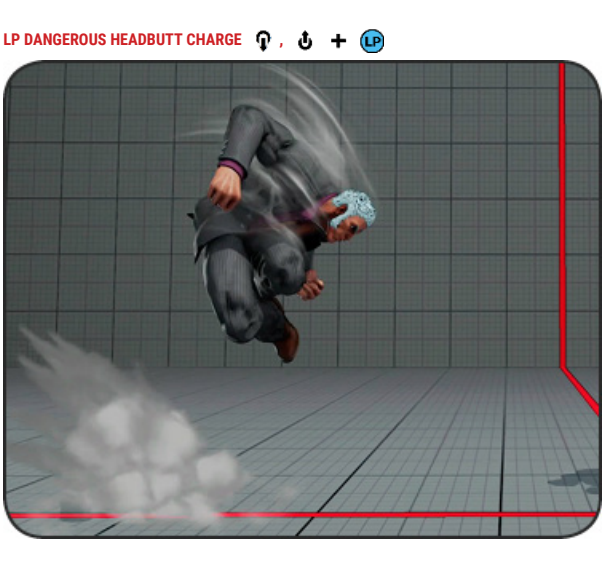
EX Chariot Tackle hits faster, with a quick lunging check followed by a clothesline punch that plants even the sturdiest fighter into the turf. EX Chariot Tackle is fast enough to enable simple bread and butters like crouching LK → crouching LP → EX Chariot Tackle, as well as to catch laggy footsies whiffed in front of Urien. EX Chariot Tackle leaves Urien at neutral frames when guarded, so it's reminiscent of Yun's old EX "Dash Punch" in Street Fighter IV, an easy way in at the mere cost of EX Gauge. It's also safe to use at the end of blockstrings, placing Urien right up close again at neutral frames. When EX Chariot Tackle hits, momentum is even better, with Urien up close at a whopping +11 against a quick-rising adversary.

Any veteran of Street Fighter III: Second Impact or Third Strike will remember Chariot Tackle into Aegis Reflector juggle combos for days. That function is still here, but only for EX Chariot Tackle–non-EX Chariot Tackles can't be V-Trigger-canceled. Whether using EX Chariot Tackle in ground combos or as a juggle hit, cancel the first hit into far Aegis Reflector and, meter and position depending, it's off to the flashy combo races.

To generate mix-up okizeme instead off EX Chariot Tackle, allow both hits of EX Tackle to connect then cancel to Aegis Reflector (use the ← + HP + HK version heading into a corner). Even if they quick rise, Urien has plenty of frame advantage and a shiny temporary tag-team partner overlapping them. Opponents hoping to escape the situation entirely will be forced to either rely on pure blocking skills, or use a projectile-invincible, probably-punishable-if-sniffed-out reversal attack. Enemies who opt not to quick-rise in this kind of situation give Urien time to cross over their bodies once or even twice by corpse-hopping with Dangerous Headbutt or Violence Knee Drop, hopefully adding to their confusion about how to deal with Urien and his reflectors up close; with proper timing, reflectors can even hit as pseudo cross-ups against opponents rising/landing on a reflector just as Urien passes over them with a special move.

So, even though Urien doesn't technically have a cross-up, these tactics can still occupy some of the opponent's mental energy on swapping left/right when blocking, which covers what's supposed to be a Urien weakness, at least when V-Trigger is loaded.

LP DANGEROUS HEADBUTT CHARGE ↓, ↑ + LP

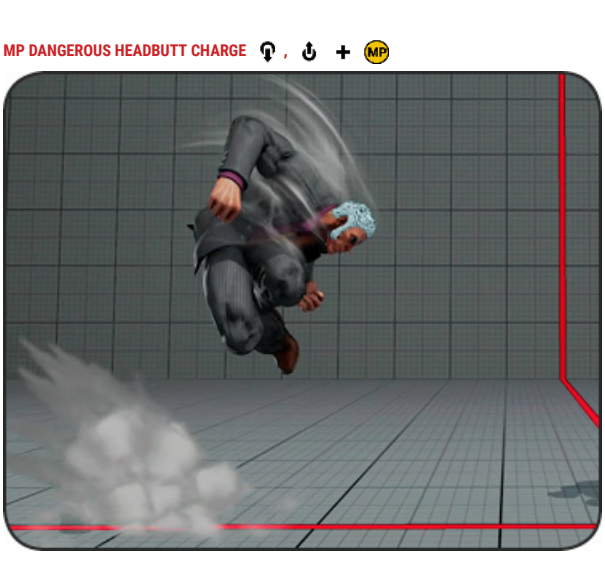


STARTUP	8
ACTIVE	3
RECOVERY	18
HIT LEVEL	HL
ON HIT	1
ON GUARD	-2
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	100
STUN	150
METER GAIN	20/40/20 (During V-Skill: V-Gauge 30/60/30)

NOTES

Frames 3-19 airborne; whiffs over crouchers

MP DANGEROUS HEADBUTT CHARGE ↓, ↑ + MP

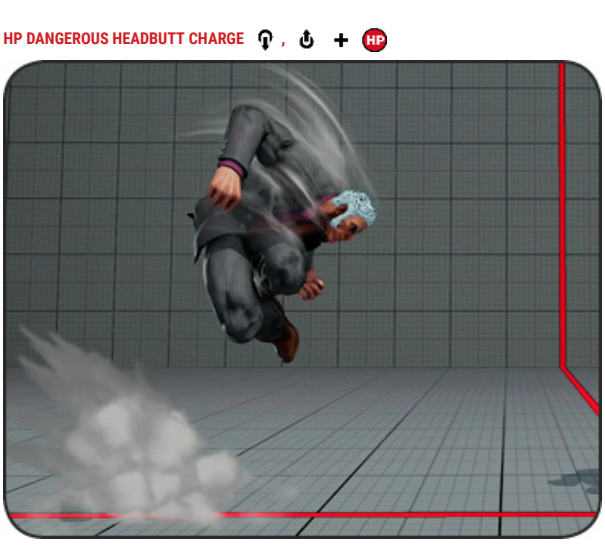


STARTUP	11
ACTIVE	4
RECOVERY	18
HIT LEVEL	HL
ON HIT	1
ON GUARD	-2
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	110
STUN	150
METER GAIN	20/40/20 (During V-Skill: V-Gauge 30/60/30)

NOTES

Frames 4-22 airborne; whiffs over crouchers

HP DANGEROUS HEADBUTT CHARGE ↓, ↑ + HP

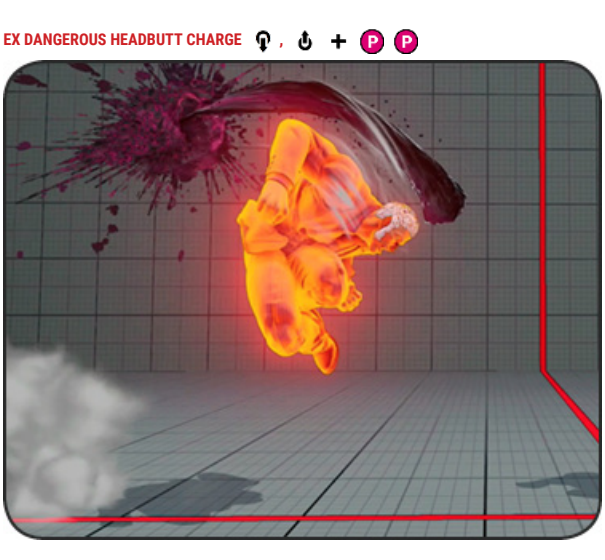


STARTUP	13
ACTIVE	5
RECOVERY	17
HIT LEVEL	HL
ON HIT	D
ON GUARD	-2
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	120
STUN	150
METER GAIN	20/40/20 (During V-Skill: V-Gauge 30/60/30)

NOTES

Frames 5-24 airborne; whiffs over crouchers

EX DANGEROUS HEADBUTT CHARGE ↓, ↑ + P P



STARTUP	12
ACTIVE	5
RECOVERY	19
HIT LEVEL	HL
ON HIT	D
ON GUARD	-17
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	100 (50+50)
STUN	100 (50+50)
METER GAIN	-300 (During V-Skill: V-Gauge 40/80/40)

NOTES

Frames 5-19 airborne; frames 1-16 fully invincible; places victims into jugglable knockdown; hits against recovery register as counter-hits

Dangerous Headbutt: Urien springs forward like a flea, jutting his head forward in midair. Headbutts require a down charge, before an upward direction plus punch sets off the move. (SFIII experts will notice that that game's advanced charge partitioning tricks are no longer a part of SFV, so no dash-to-Headbutt, sadly.) Dangerous Headbutt takes Urien off the ground in a quick forward hop. Since Urien is airborne during most of the attack, he'll avoid ground throws, along with most low-profile attacks. This retains Dangerous Headbutt's old secondary function from Street Fighter III, as a kind of special short jump that happens to have an attack on it as much as an attack itself. Thinking of it like a command hop helps clarify its use.

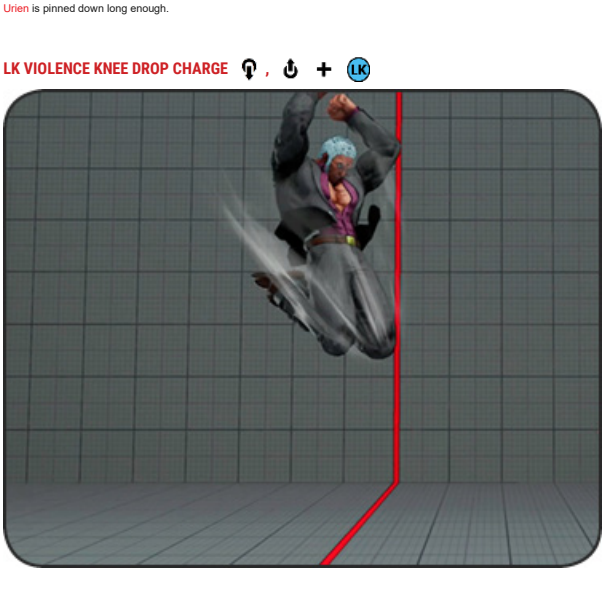
Heavier versions deal more damage and travel farther. LP Dangerous Headbutt strikes a quarter-screen away, MP hits a little farther at 30 percent, and HP Headbutt, amazingly, hits half a screen away.

If Headbutts make it to their active frames, the priority is very good against standing opponents. Urien's head extends an invincible hitbox well ahead of his curled-up, airborne form. He hits for a decent number of active frames, too. However, Dangerous Headbutts have no special avoidance properties during startup aside from dodging some low-profile pokes, so they'll lose to anything else, putting Urien into an airborne counter-hit state. If they're blocked by a standing opponent, Dangerous Headbutts are relatively safe, at -2; hit meaty or late at all, and Urien will land up close, safe or even advantaged by a frame or two. If LP/MP Dangerous Headbutt hits very meaty against a standing opponent, or counter-hits them (like if they happened to dash forward into the Headbutt), standing/crouching LP link combos are possible immediately upon landing. HP Dangerous Headbutt knocks victims down on contact.

Note that Dangerous Headbutt will whiff against crouching enemies. Since it doesn't put them into blockstun, attentive foes have a chance to catch Urien as he lands, before blocking is possible again. If downward charge is available, Headbutts can cap off combos against standing opponents. Non-EX Headbutts can also be used to "corpse hop" over floored foes, whether just to switch sides (like to escape the corner after a Crush Counter sweep) or to attempt a reflector cross-up (dropping an Aegis Reflector over a floored victim, then immediately hopping over with Headbutt).

EX Dangerous Headbutt is Urien's primary reversal. It's fully invincible all the way into the active period, strikes about 15 percent of the screen away, and, on hit, launches victims into a jugglable knockdown. It will also hit crouching enemies, unlike the regular versions. Tap them into a reset attempt with → + MP, or (back charge permitting) juggle with LK Chariot Tackle (into Critical Art, meter permitting), or slap them to the ground with standing HP. EX Dangerous Headbutt works after crouching LK → crouching LP, and after crouching MP/HP. It's much less safe than non-EX Headbutts when whiffed or blocked, though, and good players will try to pressure hard to bait it out, since EX Headbutt is probably coming sometime if Urien is pinned down long enough.

LK VIOLENCE KNEE DROP CHARGE ↓, ↑ + LK

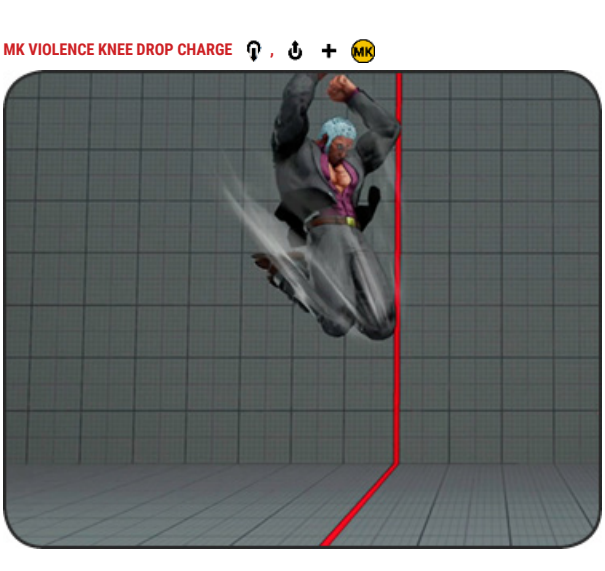


STARTUP	25
ACTIVE	Till landing
RECOVERY	32 air, 11 on landing
HIT LEVEL	H
ON HIT	D
ON GUARD	-4~+2
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	100
STUN	200
METER GAIN	20/40/20 (During V-Skill: V-Gauge 30/60/30)

NOTES

Frame situation on block is better the lower to the ground contact is made

MK VIOLENCE KNEE DROP CHARGE ↓, ↑ + MK

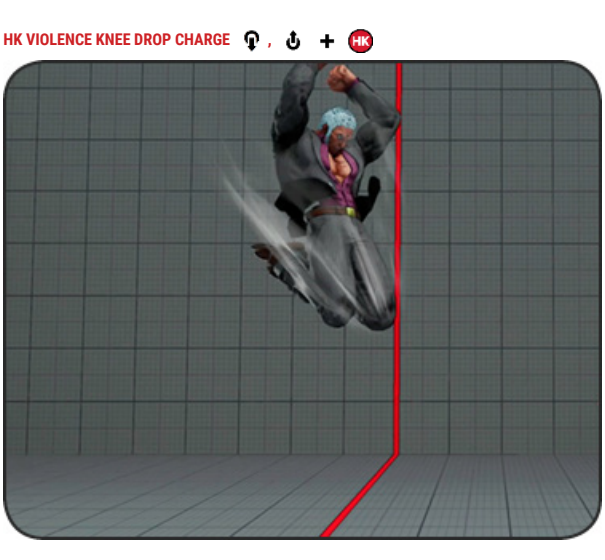


STARTUP	25
ACTIVE	Till landing
RECOVERY	32 air, 11 on landing
HIT LEVEL	H
ON HIT	D
ON GUARD	-7~±0
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	100
STUN	200
METER GAIN	20/40/20 (During V-Skill: V-Gauge 30/60/30)

NOTES

Frame situation on block is better the lower to the ground contact is made

HK VIOLENCE KNEE DROP CHARGE ↓, ↑ + HK

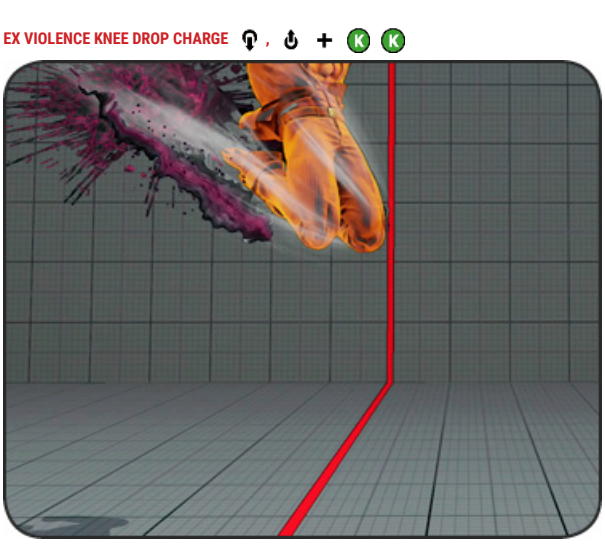


STARTUP	25
ACTIVE	Till landing
RECOVERY	32 air, 11 on landing
HIT LEVEL	H
ON HIT	D
ON GUARD	-8~-1
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	100
STUN	200
METER GAIN	20/40/20 (During V-Skill: V-Gauge 30/60/30)

NOTES

Frame situation on block is better the lower to the ground contact is made

EX VIOLENCE KNEE DROP CHARGE ↓, ↑ + K K



STARTUP	25
ACTIVE	Till landing
RECOVERY	33 air, 10 on landing
HIT LEVEL	H
ON HIT	D
ON GUARD	1~6
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	150
STUN	200
METER GAIN	-300 (During V-Skill: V-Gauge 40/80/40)

NOTES

Input ← or → to direct trajectory of attack; frame situation on block is better the lower to the ground contact is made

Violence Knee Drop: Another down-charge special move, in which Urien springs straight up at first with a vertical super jump, then plunges down-forward at a sharp angle with a knee-first divekick. All versions of Violence Knee Drop knock down on hit while dealing solid damage and stun. The difference in the versions is in how far they travel.

This is in some ways a bigger, higher-commitment version of Dangerous Headbutt. It also moves Urien forward in midair with a swooping strike that dodges most ground-level attacks. The data lists startup of 25 for all versions, which is technically true, but the attack actually begins high up during Urien's jump, then continues all the way to the ground. When thinking of its practical startup against grounded characters, it hits standing foes on frame 28 at the earliest, and crouching targets around frame 31.

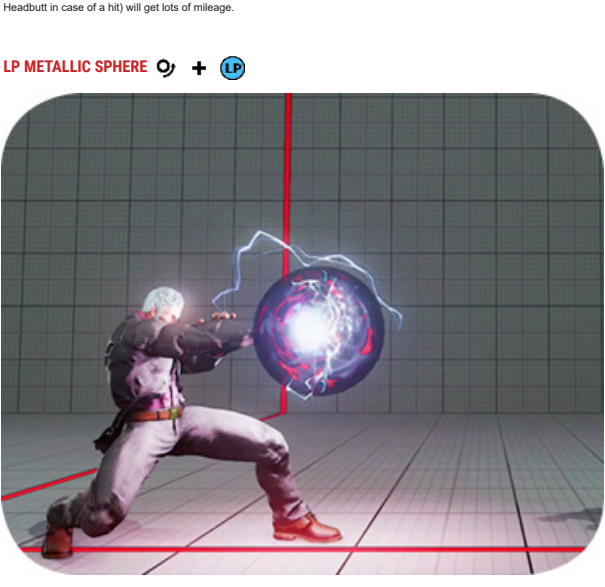
After a Violence Knee Drop hit, Urien bounces off and lands, while knocking the enemy down. On block, the frame situation on landing depends on how high up Urien's knees contact the target's body. Hit high up on their body, and Urien is at a disadvantage upon landing, a potentially punishable one. Hit around their knees, just before landing, and Urien is safe, or even left with mild frame advantage up close on the ground.

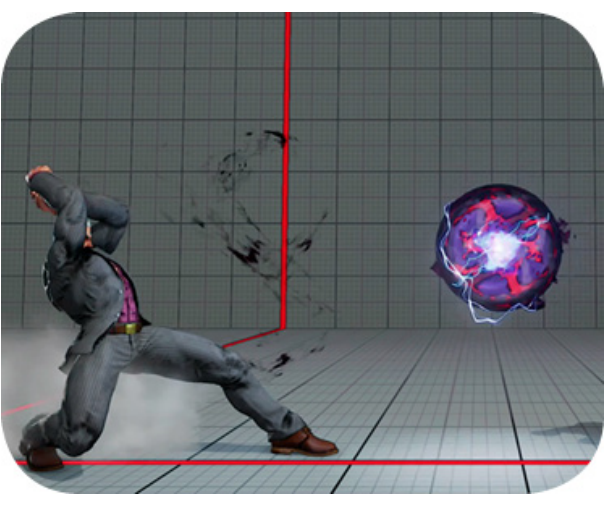
Scoring a just-before-landing Violence Knee Drop hit is contingent either on perfect meaty timing, or using the right version of Knee Drop from max range. LK Violence Knee Drop hits 30 percent of the screen away. The MK version hits 55 percent away, and the HK version hits 80 percent away.

Violence Knee Drops that aren't perfectly timed or spaced to hit just as the divekick ends are much safer to use after throwing Metallic Sphere or Aegis Reflector first, so the opposition has something else onscreen to worry about too.

EX Violence Knee Drop is a much more lenient version, which can actually be directed closer or farther immediately after activation by holding → or ←. On block, this version puts Urien at positive frames up close no matter how high up it connects. Depending on the angle of EX Knee Drop's descent, it may even get blocked on one side of the enemy, while Urien lands on the other. An immediate crouching LP upon landing in this situation (while building a charge for EX Dangerous Headbutt in case of a hit) will get lots of mileage.

LP METALLIC SPHERE ↓↙← + LP



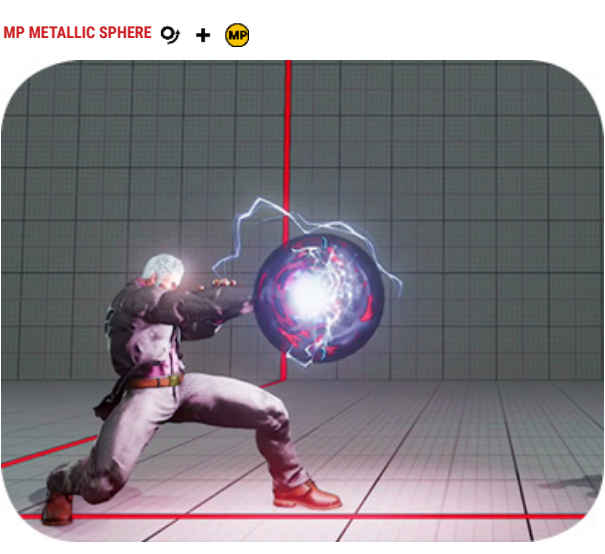


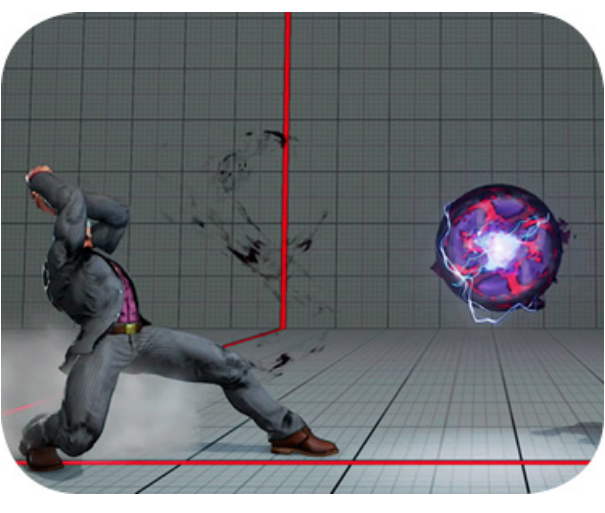
STARTUP	14
ACTIVE	–
RECOVERY	36
HIT LEVEL	HL
ON HIT	[illegible]
ON GUARD	[illegible]
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	10/10/5

NOTES

Single-hit projectile; places airborne foe into juggable state

MP METALLIC SPHERE ↓↙← + MP



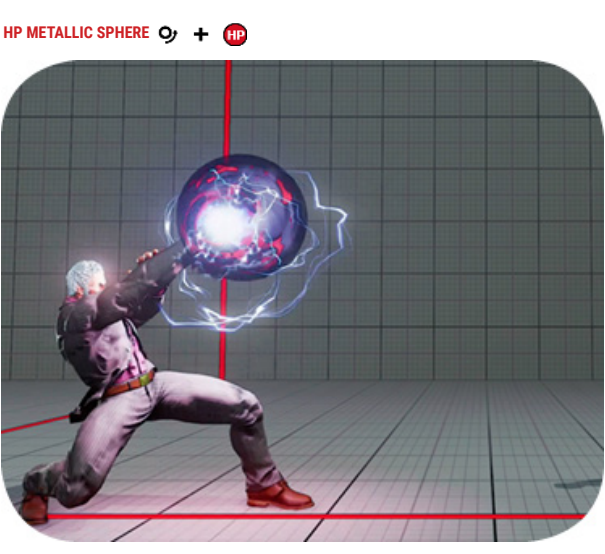


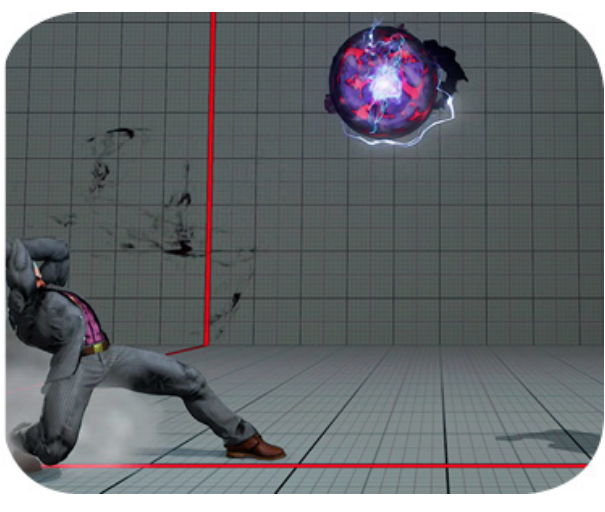
STARTUP	14
ACTIVE	–
RECOVERY	36
HIT LEVEL	HL
ON HIT	[illegible]
ON GUARD	[illegible]
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	10/10/5

NOTES

Single-hit projectile; places airborne foe into juggable state

HP METALLIC SPHERE ↓↙← + HP



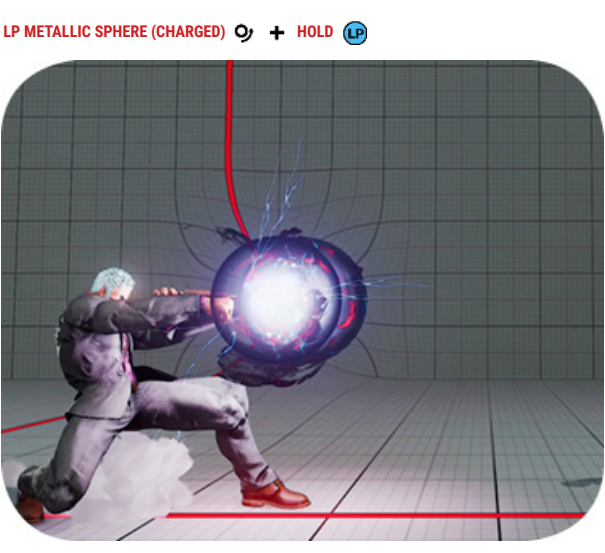


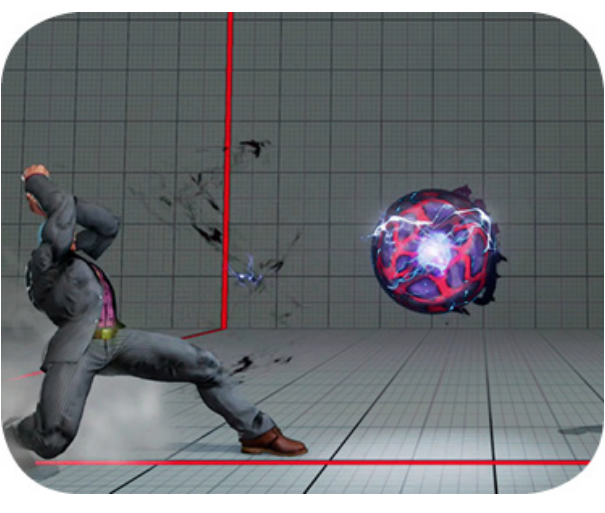
STARTUP	13
ACTIVE	–
RECOVERY	36
HIT LEVEL	HL
ON HIT	D
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	100
METER GAIN	10/10/5

NOTES

Single-hit projectile; projectile can only hit airborne opponents; places airborne opponents into juggable state

LP METALLIC SPHERE (CHARGED) ↓↙← + HOLD LP



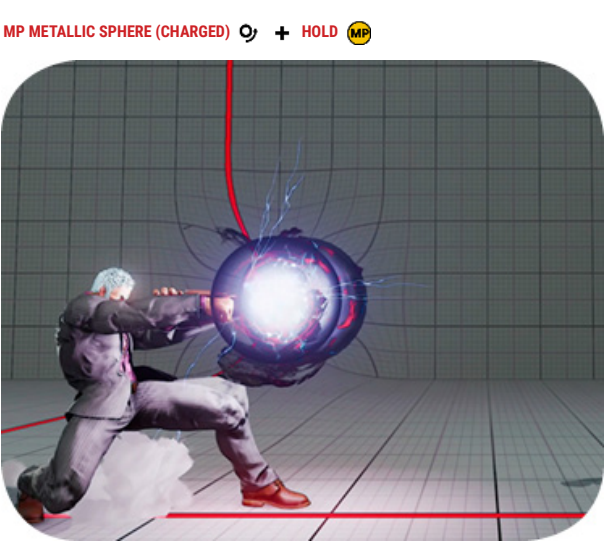


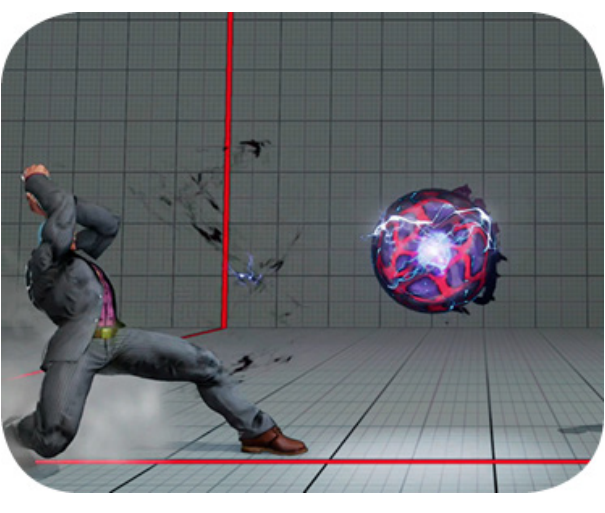
STARTUP	53
ACTIVE	–
RECOVERY	29
HIT LEVEL	HL
ON HIT	[illegible]
ON GUARD	4
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	90 (40+50)
STUN	120 (60+60)
METER GAIN	20 (10+10)/10

NOTES

Two-hit projectile; places airborne foe into juggable state

MP METALLIC SPHERE (CHARGED) ↓↙← + HOLD MP



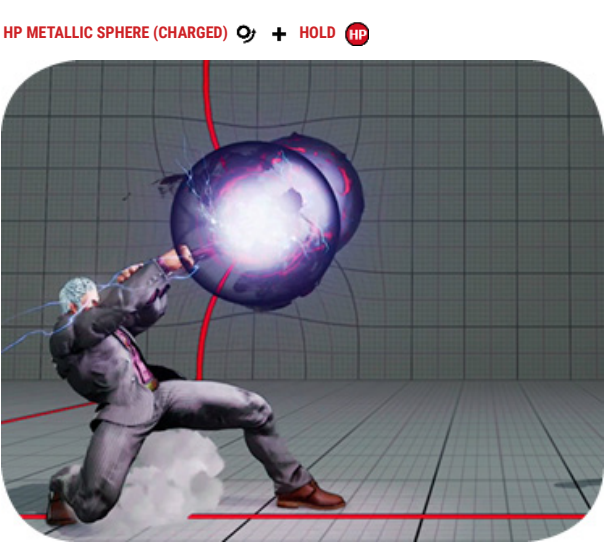


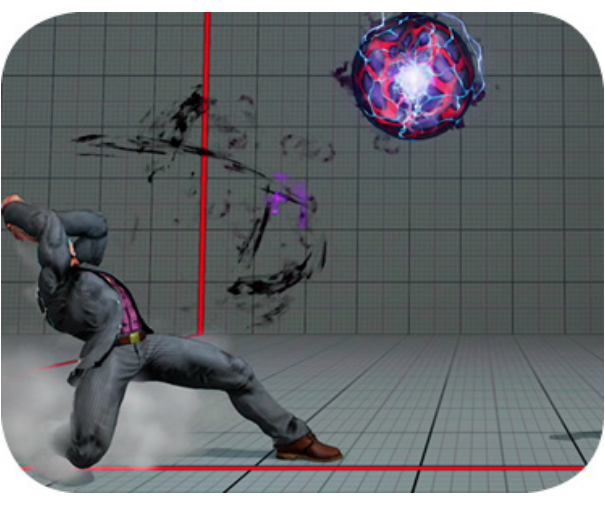
STARTUP	[illegible]
ACTIVE	–
RECOVERY	[illegible]
HIT LEVEL	HL
ON HIT	[illegible]
ON GUARD	[illegible]
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	90 (40+50)
STUN	120 (60+60)
METER GAIN	[illegible]

NOTES

Two-hit projectile; places airborne foe into juggable state

HP METALLIC SPHERE (CHARGED) ↓↙← + HOLD HP



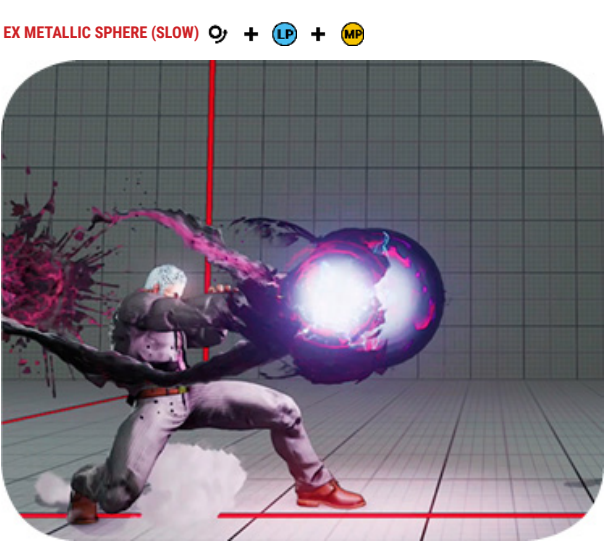


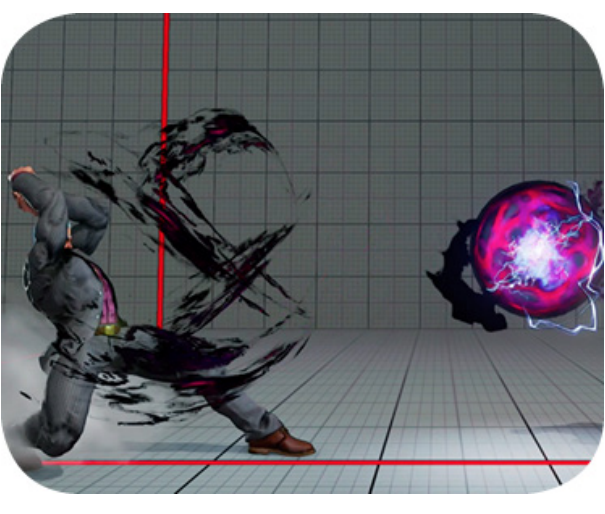
STARTUP	[illegible]
ACTIVE	–
RECOVERY	[illegible]
HIT LEVEL	HL
ON HIT	D
ON GUARD	[illegible]
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	90 (40+50)
STUN	120 (60+60)
METER GAIN	[illegible]

NOTES

Two-hit projectile; projectile can only hit airborne opponents; places airborne opponents into juggable state

EX METALLIC SPHERE (SLOW) ↓↙← + LP + MP



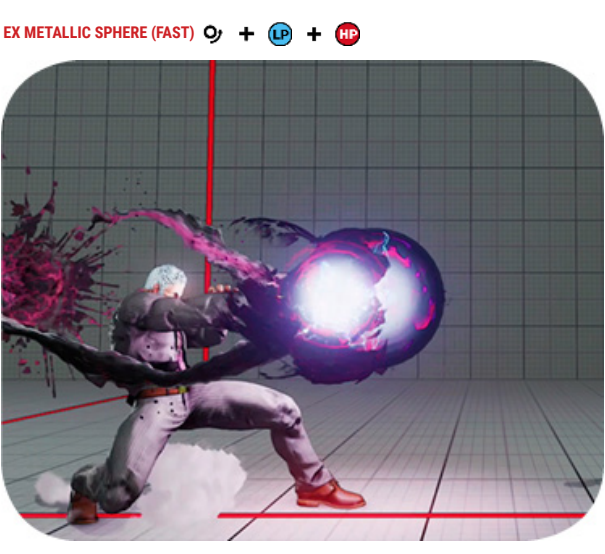


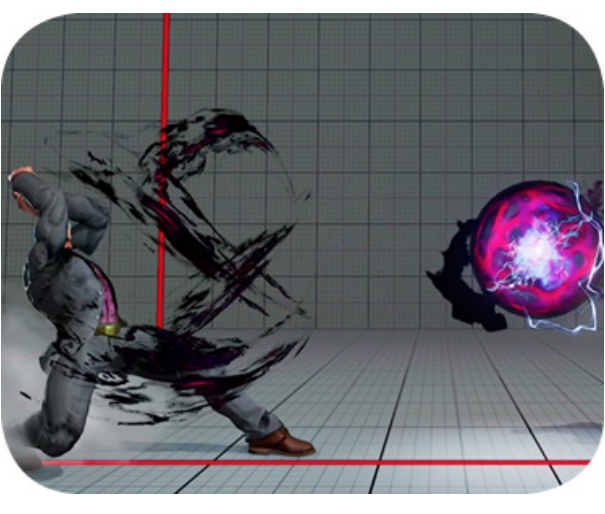
STARTUP	[illegible]
ACTIVE	–
RECOVERY	[illegible]
HIT LEVEL	HL
ON HIT	[illegible]
ON GUARD	[illegible]
B-VTX ON HIT	[illegible]
B-VTX ON GUARD	[illegible]
F-VTX ON HIT	[illegible]
F-VTX ON GUARD	[illegible]
D-VTX ON HIT	[illegible]
D-VTX ON GUARD	[illegible]
CANCEL	[illegible]
DAMAGE	[illegible]
STUN	[illegible]
METER GAIN	[illegible]

NOTES

[illegible]

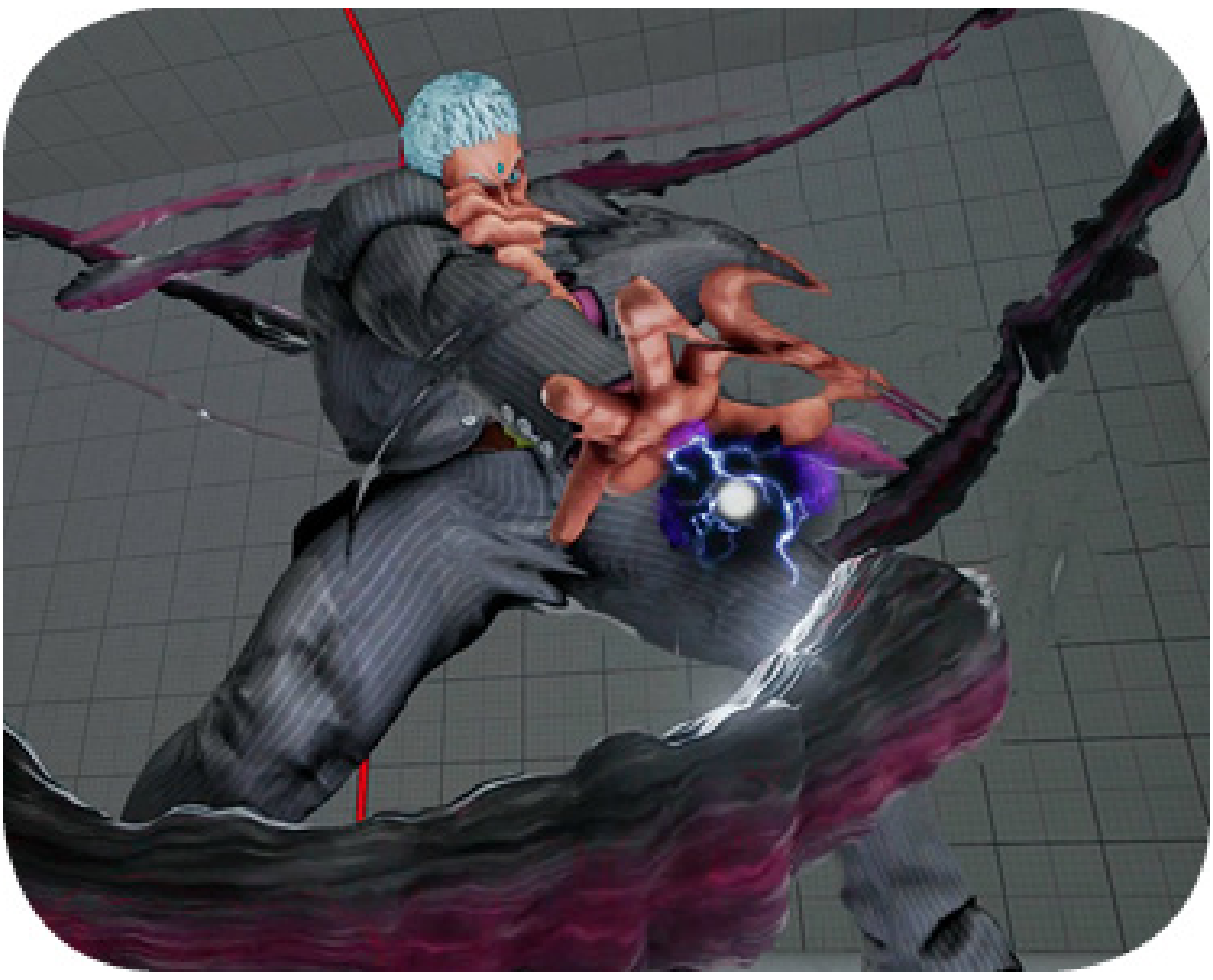
EX METALLIC SPHERE (FAST) ↓↙← + LP + HP

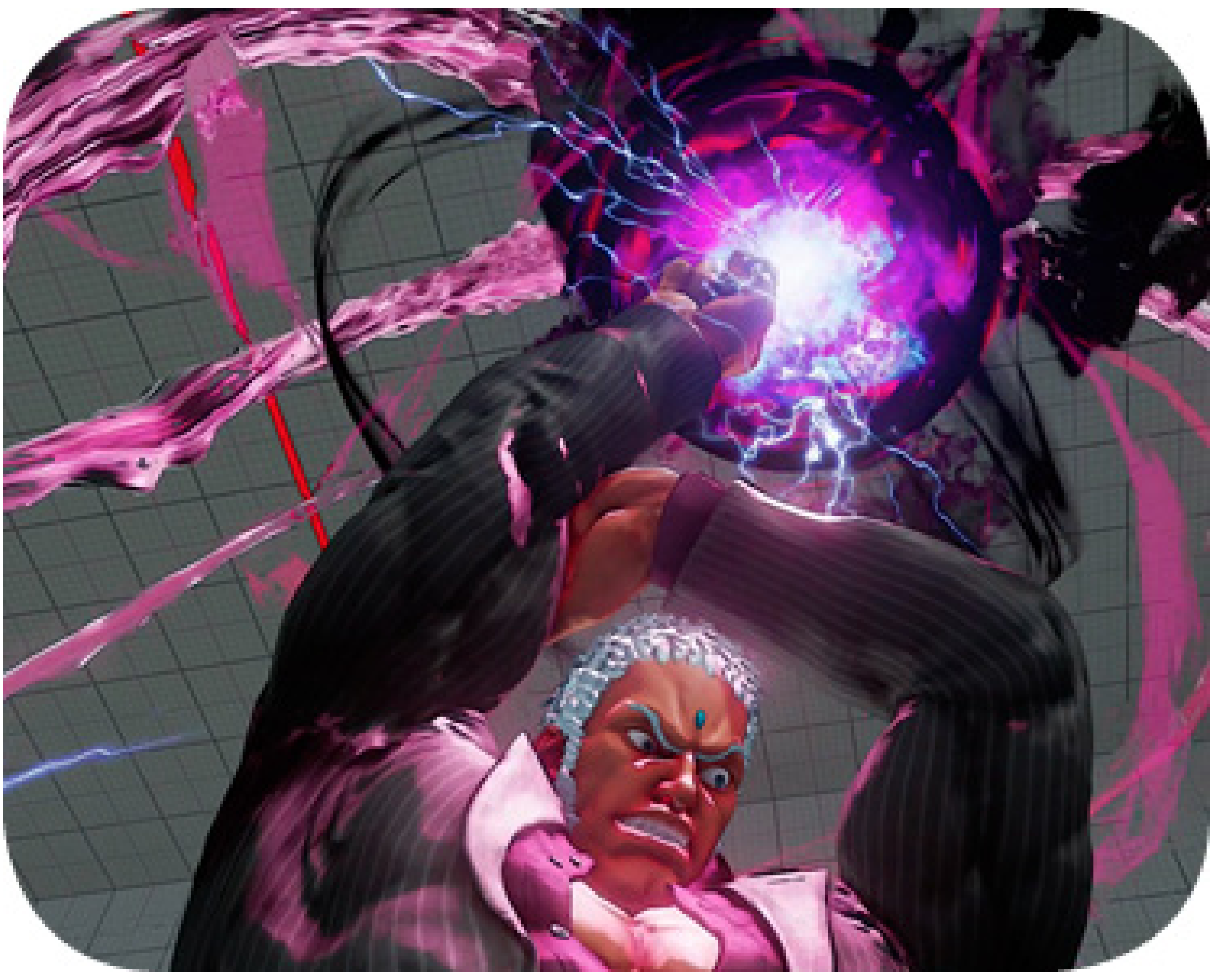


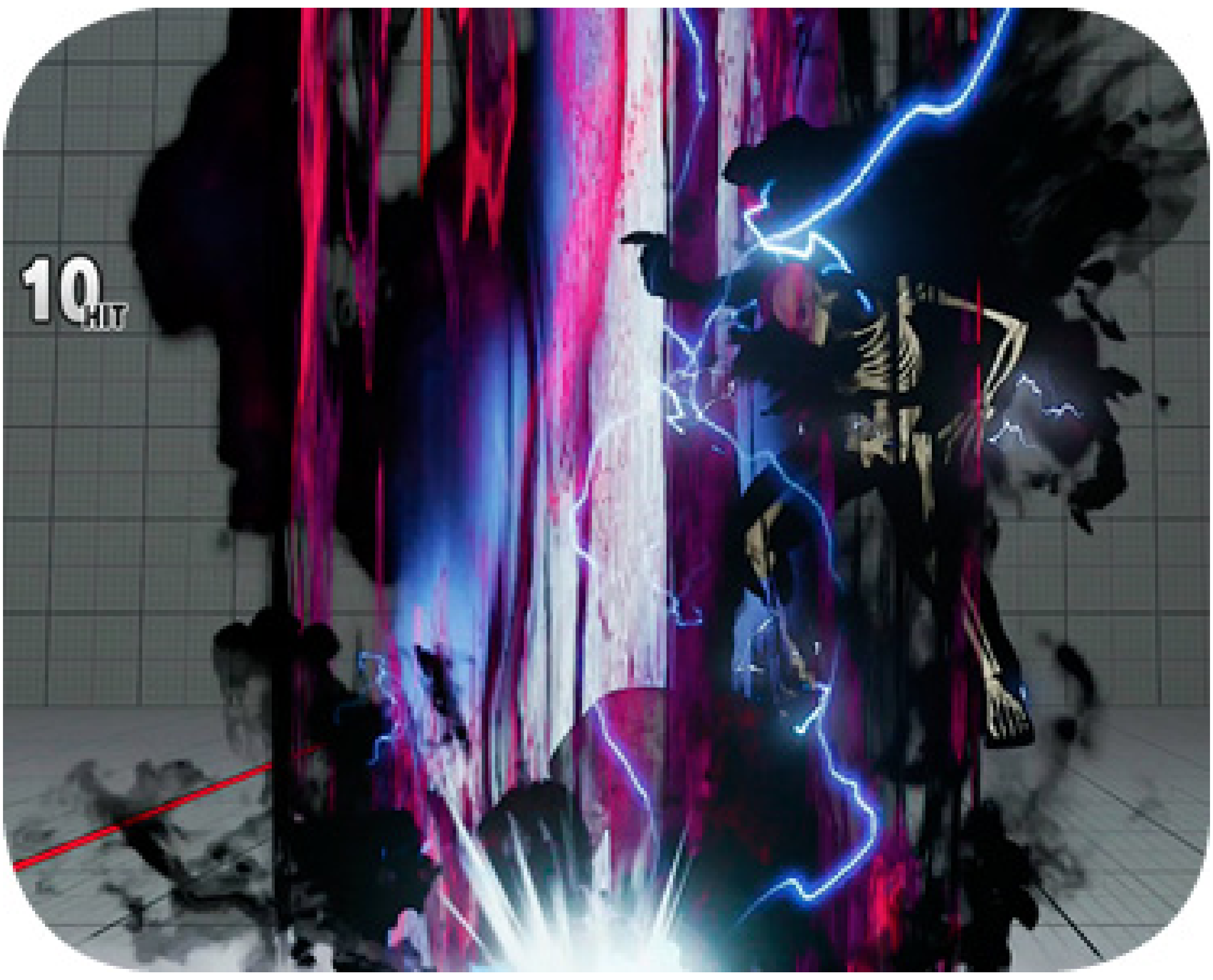


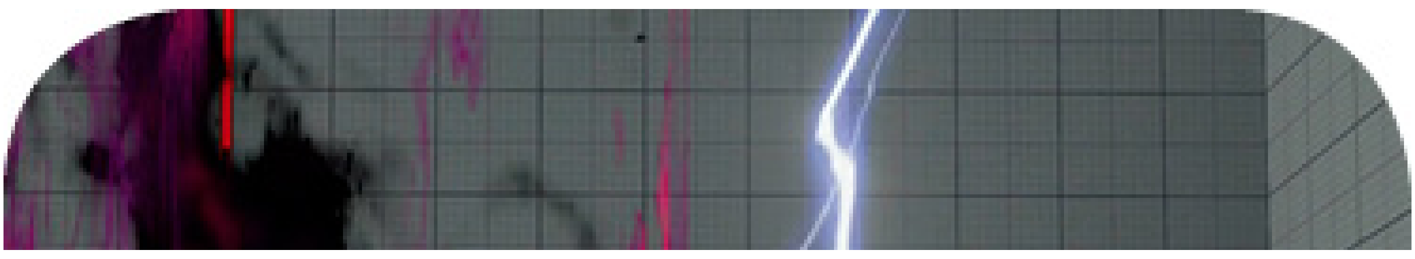
STARTUP	[illegible]
ACTIVE	–
RECOVERY	[illegible]
HIT LEVEL	HL
ON HIT	[illegible]
ON GUARD	[illegible]
B-VTX ON HIT	[illegible]
B-VTX ON GUARD	[illegible]
F-VTX ON HIT	[illegible]
F-VTX ON GUARD	[illegible]
D-VTX ON HIT	[illegible]
D-VTX ON GUARD	[illegible]
CANCEL	[illegible]
DAMAGE	[illegible]
STUN	[illegible]

DOMINATE CRUSH ↻ ↻ + Ⓟ



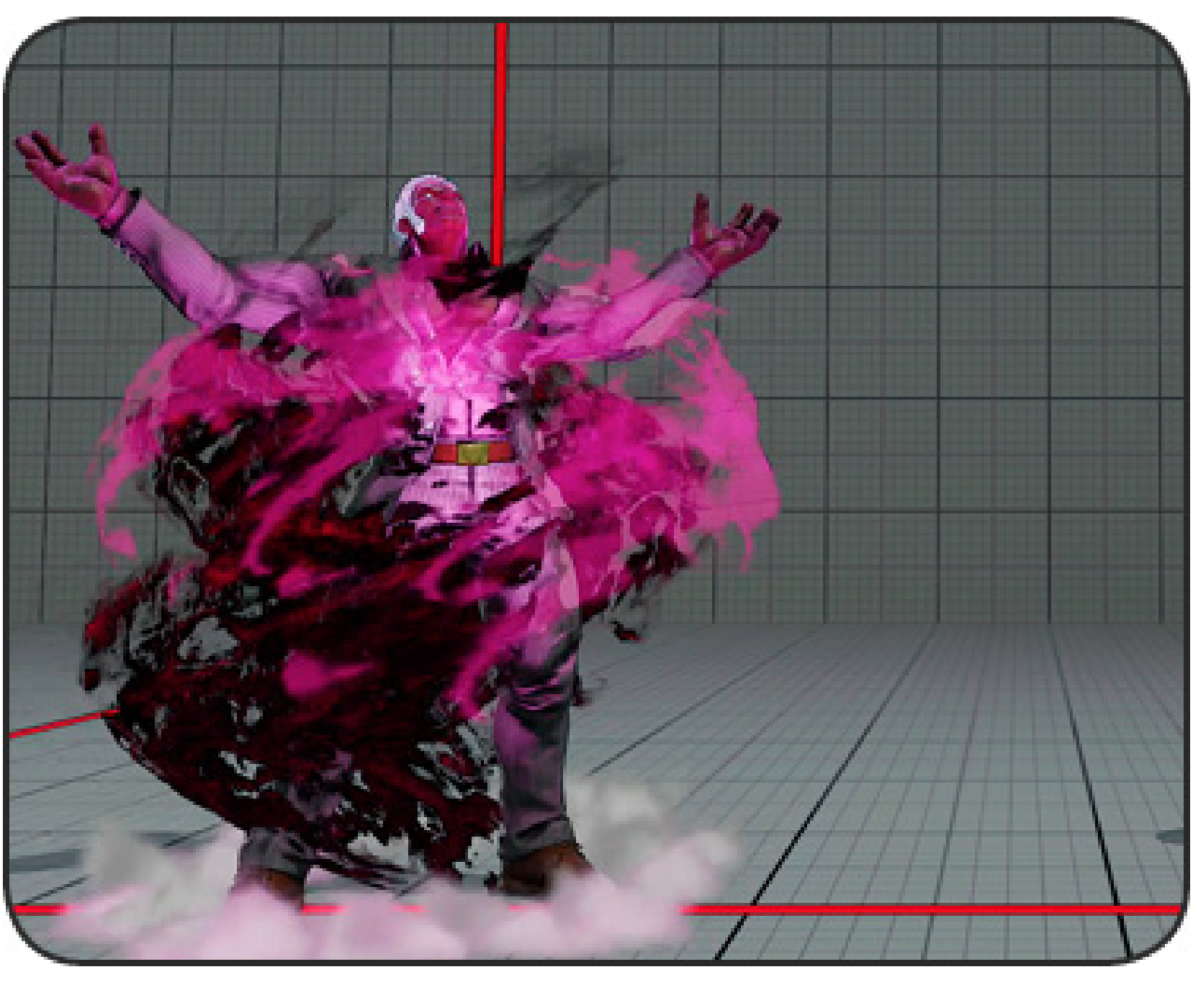






V-SKILL

METALLIC AURA MP + MK



STARTUP	–
ACTIVE	–
RECOVERY	55
HIT LEVEL	–
ON HIT	–
ON GUARD	–
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	–
STUN	–
METER GAIN	–

NOTES

Adds one hit of armor absorption to the next use of Chariot Tackle, Violence Knee Drop, or Dangerous Headbutt; for all V-Skill-buffed specials, armored period begins on frame 3 of startup and lasts till frame 3 of the active period

Metallic Aura: Urien gathers energy around himself for just under one second with what initially looks like a taunt. What's actually happening is that Urien is buffing up the next forward-moving special move used. At will, by applying MP + MK (like applying Hakan's oil in SFIV, or Alex's V-Skill counter-hit buff in SFV), the next use of Dangerous Headbutt, Violence Knee Drop, or Chariot Tackle gains one hit of armor absorption potential.

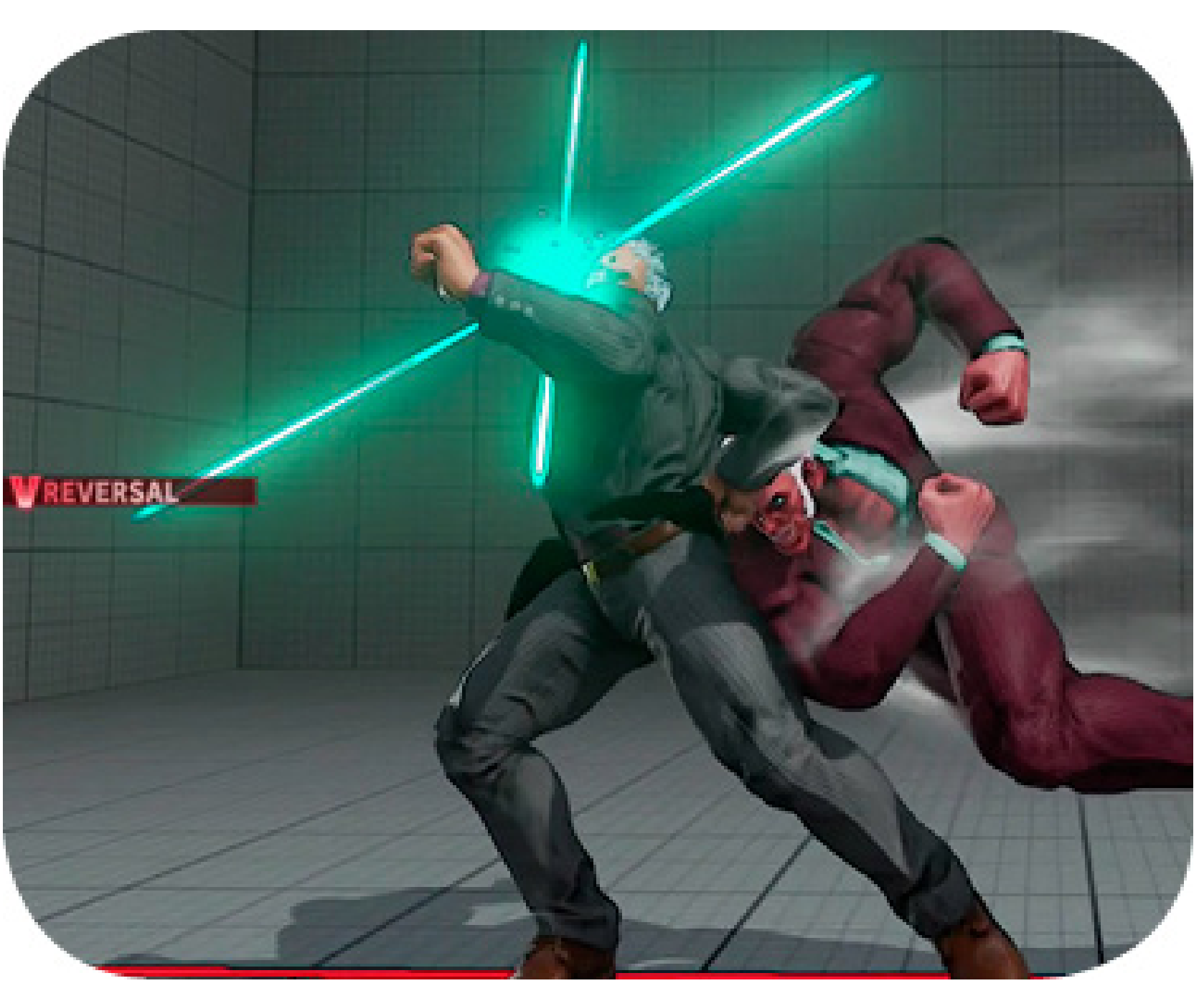
The armored period is the same for all relevant special moves: the armor begins on the third frame of startup and ends on the third active frame. So this doesn't magically create any new reversals for Urien, since meaty attacks will still cleanly interrupt his armored specials, but at least they have insurance into the hitting period. This is a little deceptive for Violence Knee Drop, though–this divekick-like special move becomes active so high, the three active armored frames are used up well before it descends enough to hit grounded targets. But this is great news when poking aggressively with well-spaced Chariot Tackles, or hopping in to start close-range offense with Dangerous Headbutt.

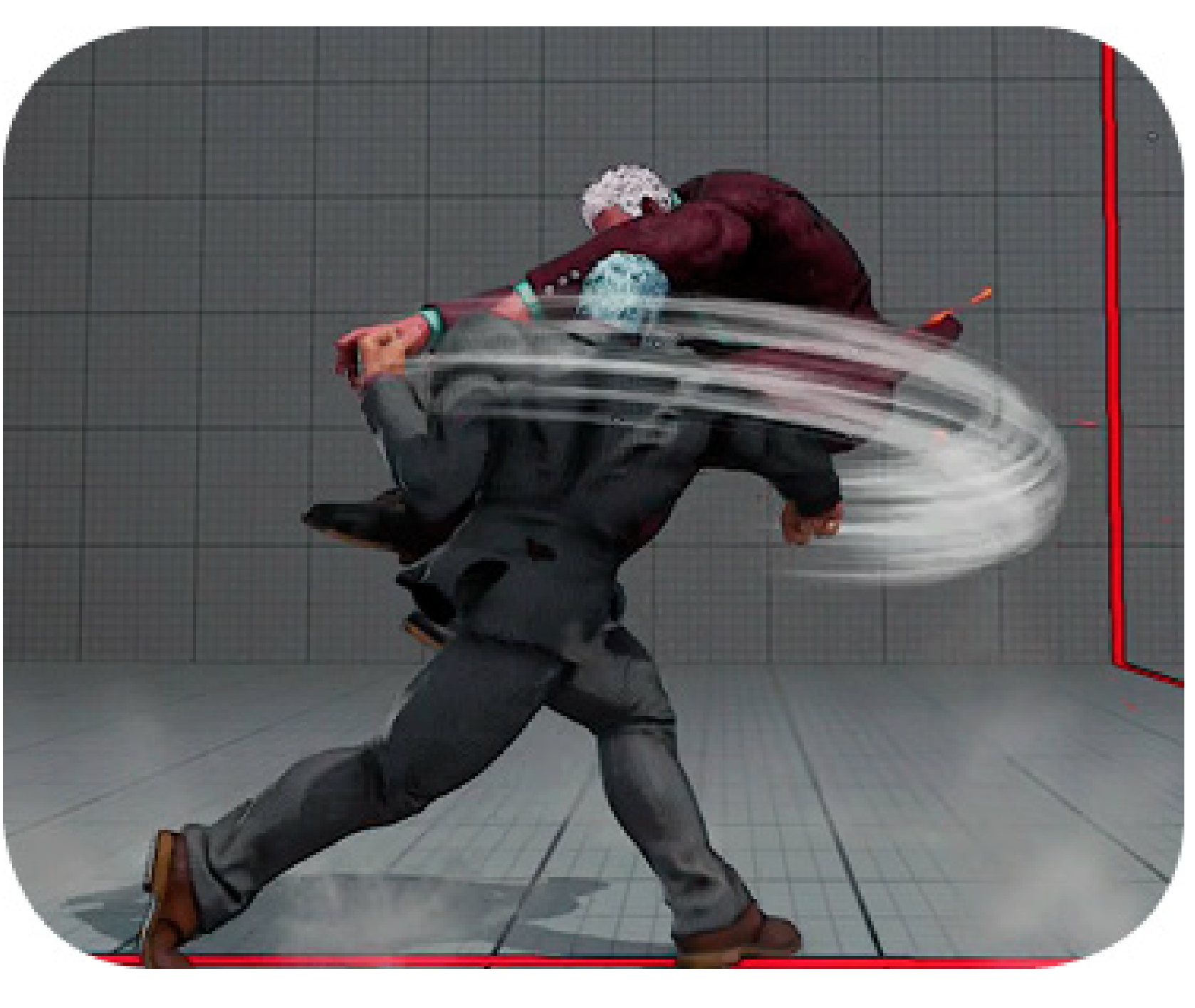
Absorbing pokes with Metallic Aura armor builds valuable V-Gauge. This can help supplement counter-hit fishing with standing HP and Quarrel Kick, and the natural V-Gauge building that occurs by getting knocked around (about one V-Gauge stock per quarter of stamina lost).

Using Metallic Sphere, or any other moves that aren't listed here, doesn't affect the Metallic Aura buff, after it's applied. It won't go away till the next forward-moving special is used. After that, using V-Skill again will re-apply the buff. The Metallic Aura buff doesn't carry over between rounds.

V-REVERSAL

ANGER SNAP FIST ← + P P P DURING BLOCKSTUN





STARTUP	15
ACTIVE	2
RECOVERY	24
HIT LEVEL	HL
ON HIT	D
ON GUARD	-2
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	60
STUN	0
METER GAIN	V-Gauge -300

NOTES

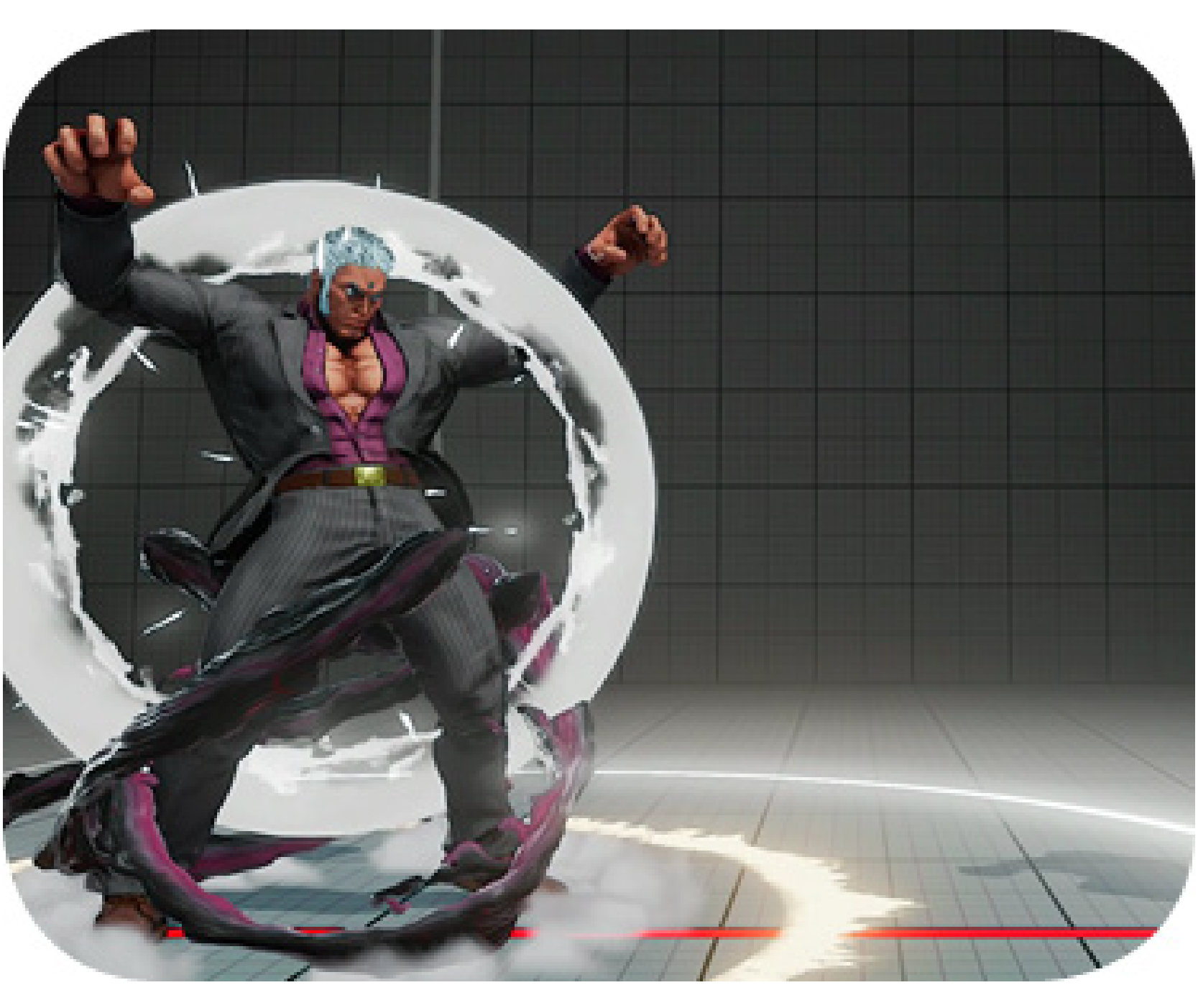
Frames 1-30 strike and projectile invincible; recovers 200 points of stun gauge upon activation

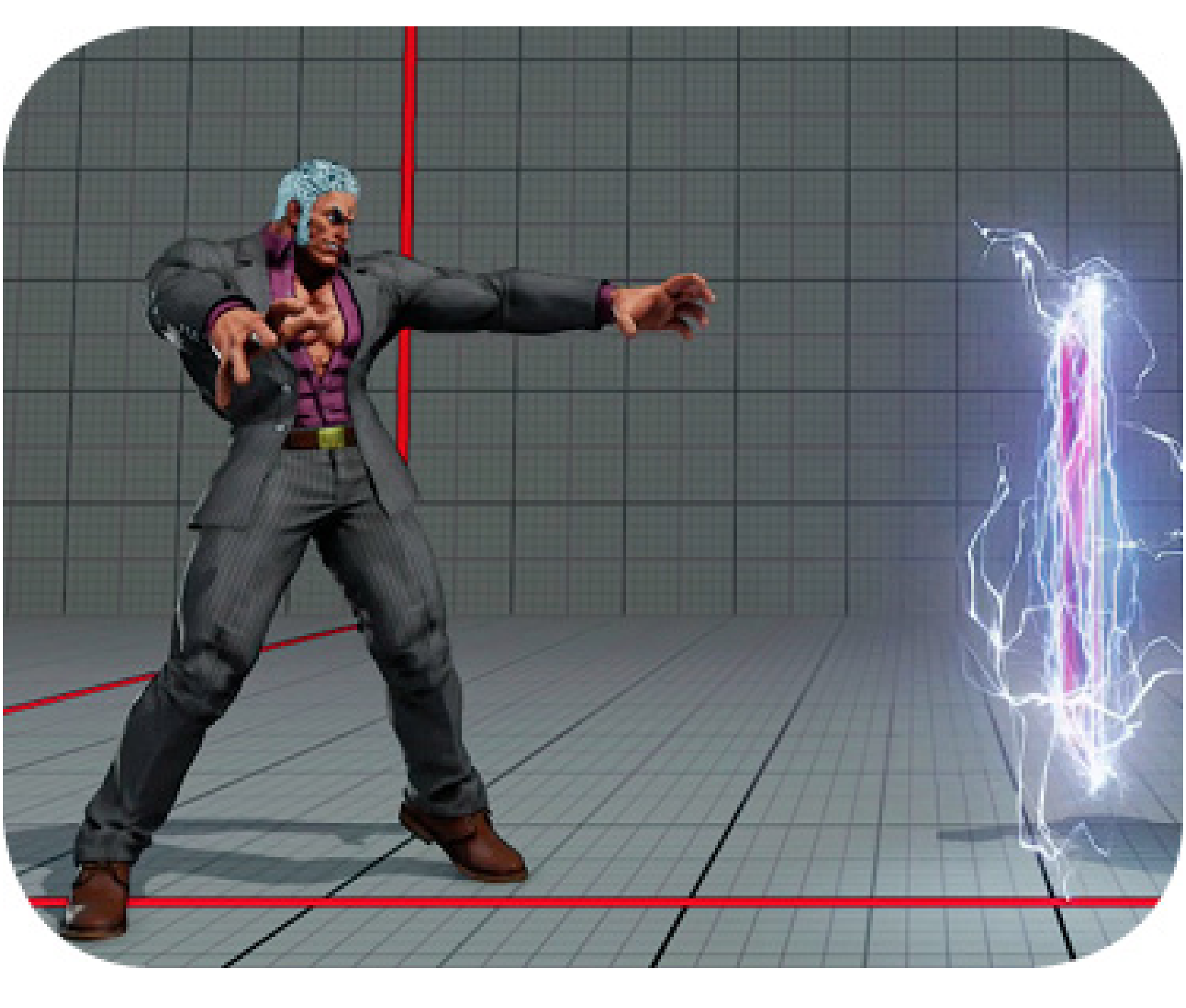
Anger Snap Fist: A decent enough V-Reversal in which Urien snaps out of blockstun by whirling with a knockdown punch. As with other V-Reversals, 200 points are removed from the stun gauge, potentially staving off dizzy disaster, and the damage that's dealt isn't permanent without doling out another clean hit. But sometimes a V-Reversal seems like the least-risky way to get breathing room against an aggressive player, especially in a game built around fishing for counter-hits.

Still, Urien's whole personality is bound up in Aegis Reflector, a game-changing, fun, and annoying V-Trigger. And it's costly, requiring three stocks of V-Gauge. So any V-Reversal used is putting off access to Urien's best tool. If possible, with good reactions, just try to block and tech throws late and look for convenient gaps, or go a little nuts with EX Dangerous Headbutt, or even non-EX Headbutt, just to hop and make things messy. But try not to spend V-Gauge on this, basically, unless pinned in a corner, almost dizzy, without EX Gauge, at low stamina.

V-TRIGGER

CLOSE AEGIS REFLECTOR (FIRST) ← + HP + HK



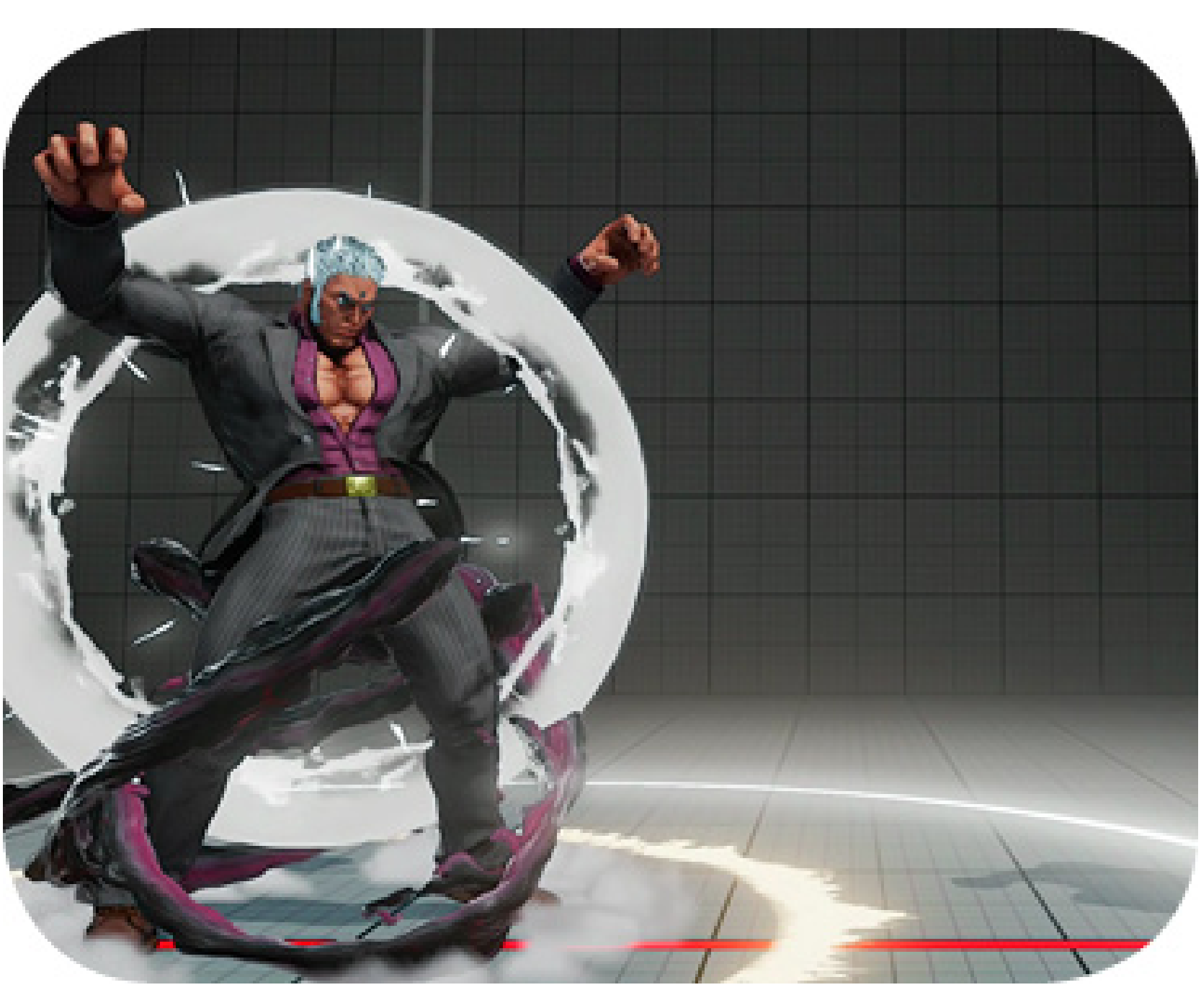


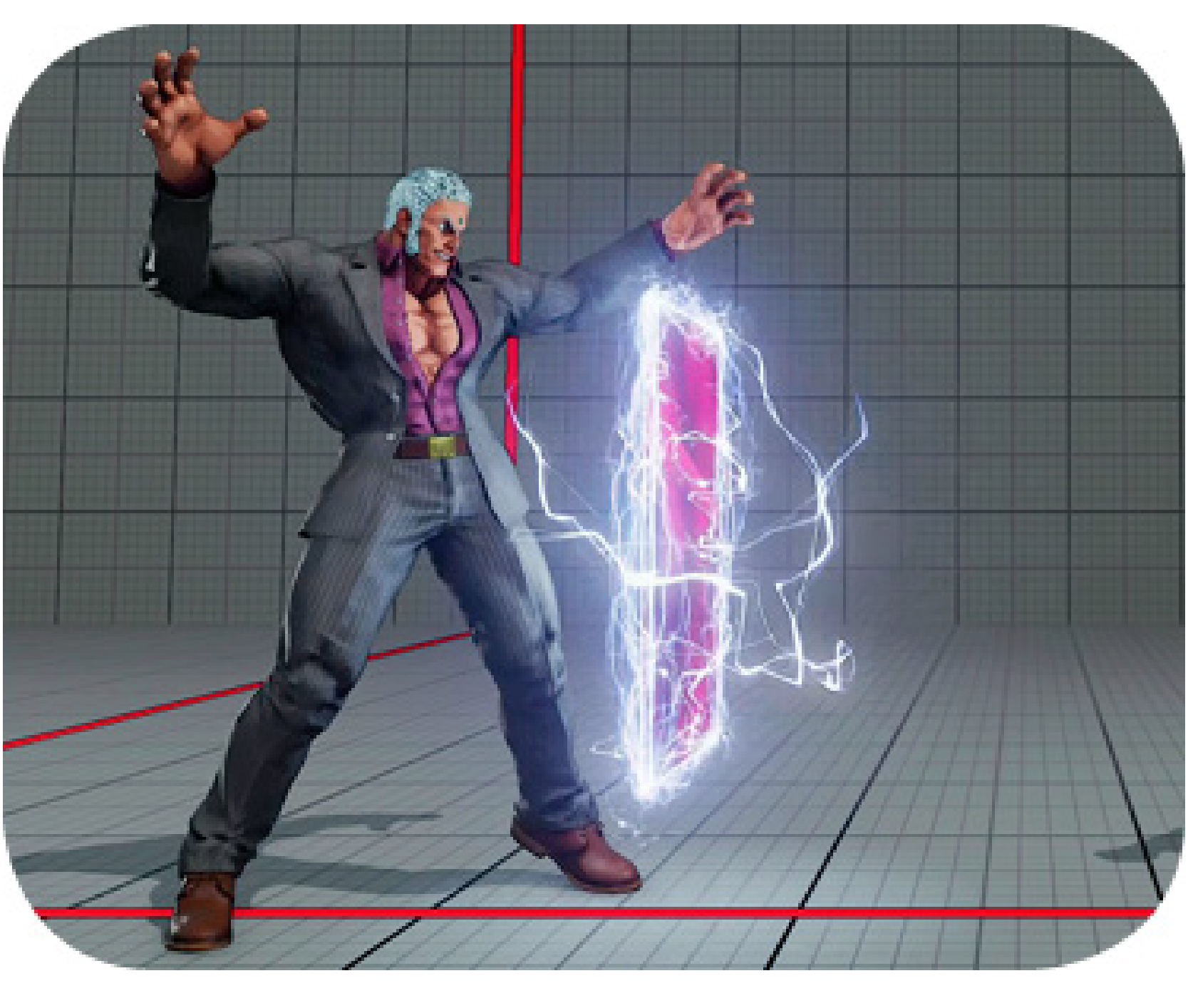
STARTUP	10
ACTIVE	Notes
RECOVERY	10
HIT LEVEL	HL
ON HIT	22
ON GUARD	17
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	10
STUN	0
METER GAIN	V-Gauge -900

NOTES

Places close-range Aegis Reflector and starts 3000-frame V-Timer; reflector lasts 250 frames; reflector sends back incoming enemy projectiles; V-Timer ticks down until another reflector is placed

FAR AEGIS REFLECTOR (FIRST) HP + HK



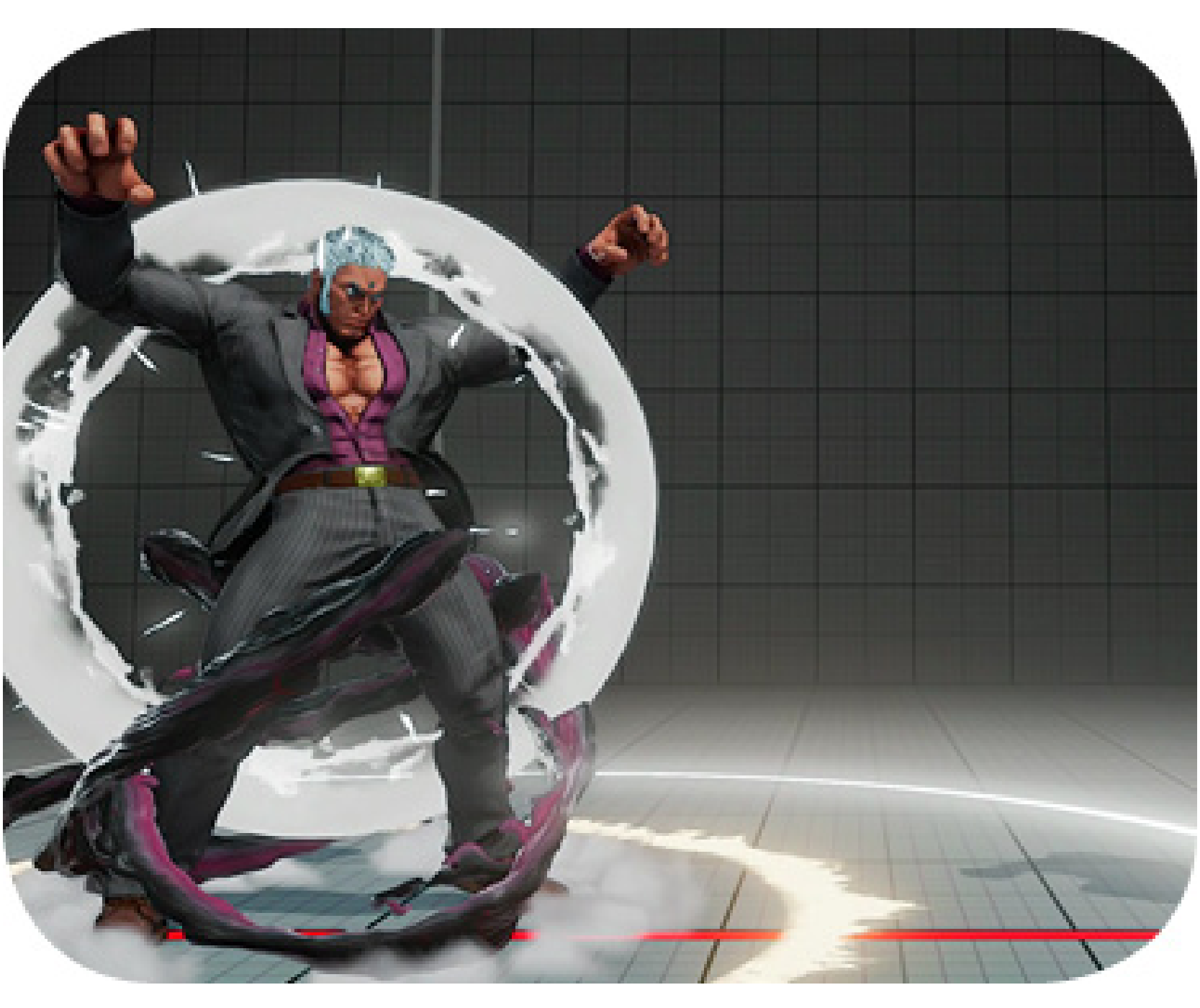


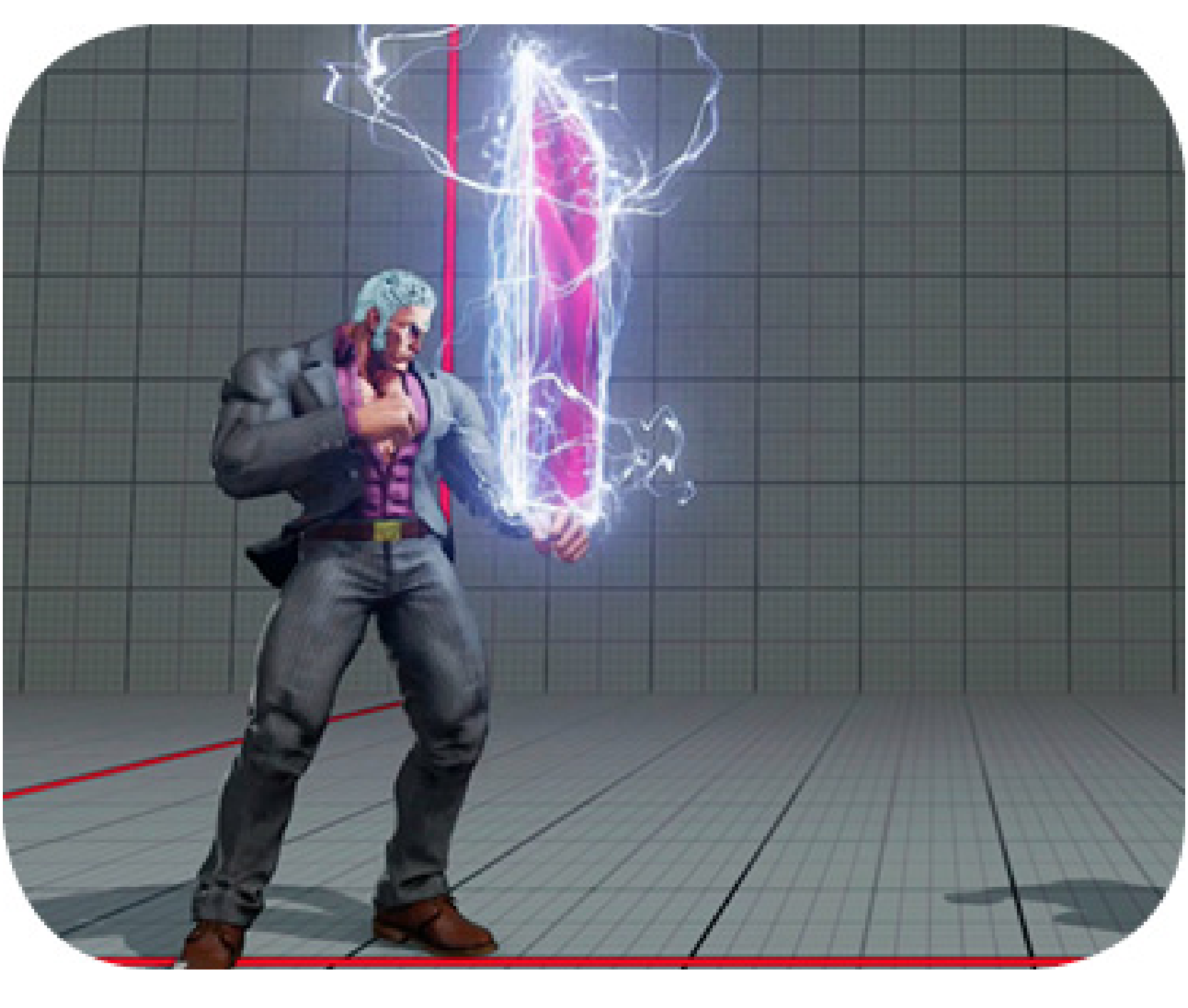
STARTUP	5
ACTIVE	Notes
RECOVERY	8
HIT LEVEL	HL
ON HIT	22
ON GUARD	17
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	10
STUN	0
METER GAIN	V-Gauge -900

NOTES

Places mid-range Aegis Reflector and starts 3000-frame V-Timer; reflector lasts 210 frames; reflector sends back incoming enemy projectiles; V-Timer ticks down until another reflector is placed

UPWARD AEGIS REFLECTOR (FIRST) ↑ + HP + HK



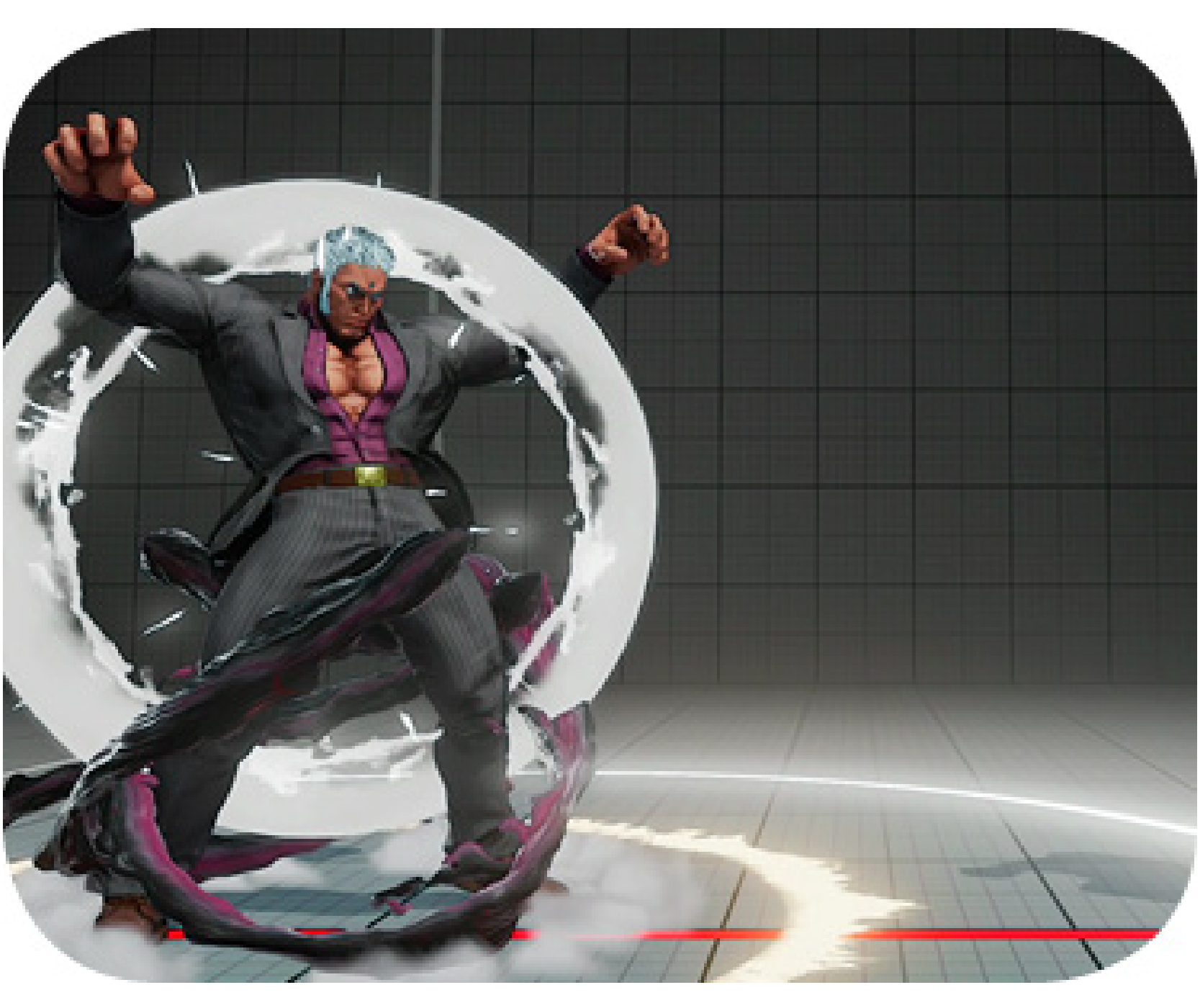


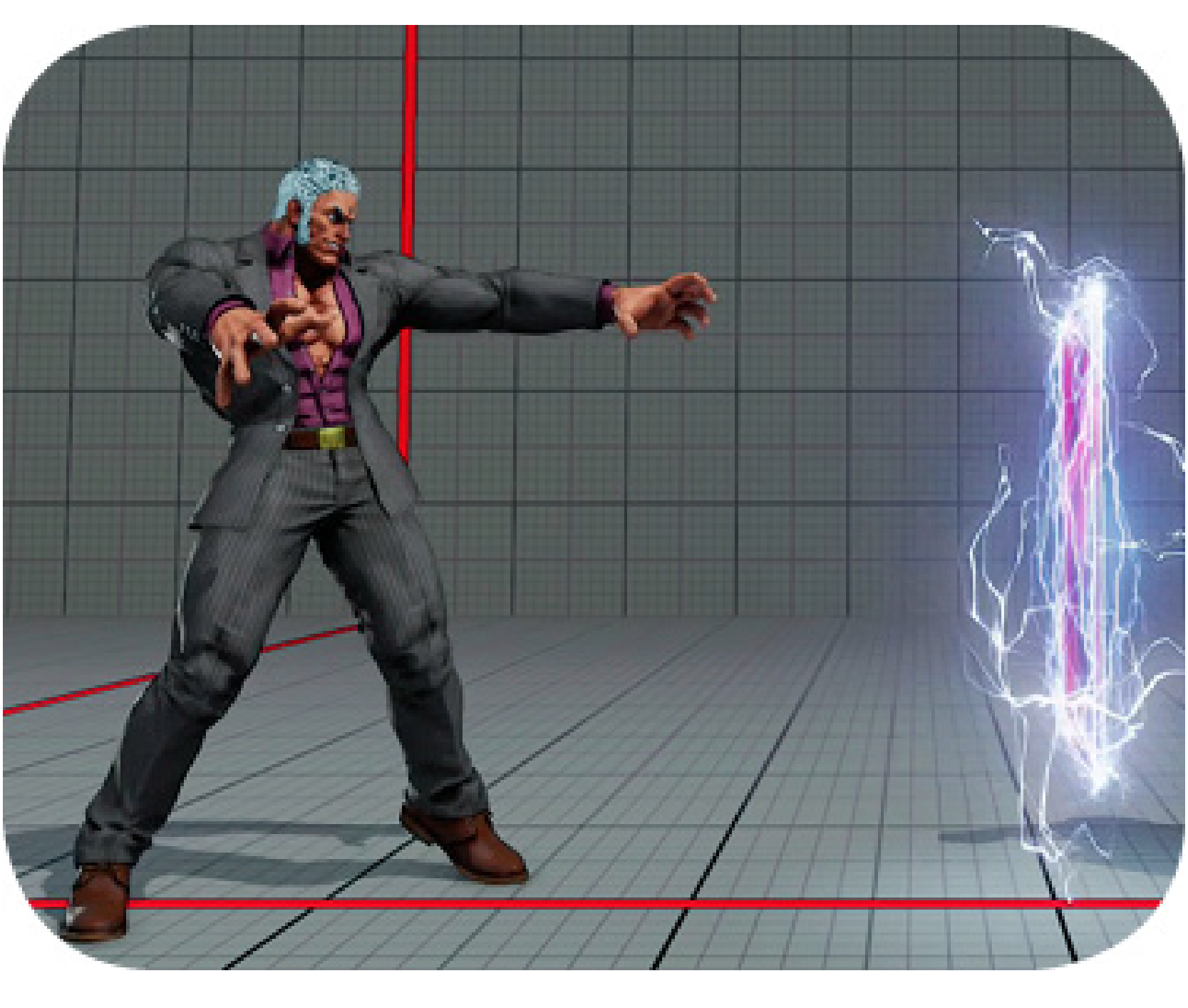
STARTUP	15
ACTIVE	Notes
RECOVERY	17
HIT LEVEL	HL
ON HIT	22
ON GUARD	17
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	10
STUN	0
METER GAIN	V-Gauge -900

NOTES

Places jump-height, close-range Aegis Reflector and starts 3000-frame V-Timer; reflector lasts 250 frames; reflector sends back incoming enemy projectiles; V-Timer ticks down until another reflector is placed

CLOSE AEGIS REFLECTOR (LAST) ← + HP + HK AFTER INITIAL ACTIVATION





STARTUP	14
ACTIVE	Notes
RECOVERY	16
HIT LEVEL	HL
ON HIT	22
ON GUARD	17
B-VTX ON HIT	–
B-VTX ON GUARD	–
F-VTX ON HIT	–
F-VTX ON GUARD	–
D-VTX ON HIT	–
D-VTX ON GUARD	–
CANCEL	–
DAMAGE	10
STUN	0
METER GAIN	V-Timer ends

NOTES

Places close-range Aegis Reflector; reflector lasts 250 frames; reflector sends back incoming enemy projectiles; upon placing second reflector, V-Timer is expended

FAR AEGIS REFLECTOR (LAST) HP + HK AFTER INITIAL ACTIVATION

Urien

Combos

Every effort is made to record combo damage accurately, but not quite as accurately as with frame data. Over time, as moves are tweaked here and there, exact combo damage may be off in places. (The print guide's combo damage errors where they exist, for example, are mostly because heavy-strength normals received a tiny, uniform buff on day one.) However, combo damage values are still useful to show general combo damage relative to other options. Writing damage values down in the first place is just there to help decision-making, so you have an idea of your preferred situational combos before a match ever starts. Not many people are thinking "I should use the 346 option over the 320 option" during actual matches.

LOW HIT-CHECKS

COMBO 1

WHILE CHARGING ↙, CROUCHING LK ▷ CROUCHING LP XX → + LK (XX ↗ ↗ + P)

103 damage, 253 stun (341 damage with Critical Art)

WHILE CHARGING ↙, CROUCHING LK ▷ CROUCHING LP XX → + K K]

167 damage, 293 stun (requires one stock of EX Gauge)

WHILE CHARGING ↙, CROUCHING LK ▷ CROUCHING LP XX ↘ + P P (KEEP CHARGING ←), JUGGLE → + LK

160 damage, 302 stun (requires one stock of EX Gauge)

WHILE CHARGING ↙, CROUCHING LK ▷ CROUCHING LP XX ↘ + P P (KEEP CHARGING ←), JUGGLE → + K K

216 damage, 337 stun (requires one stock of EX Gauge)

Crouching LK is a four-frame, low-hitting light attack that leaves Urien at +4 on hit, and +1 when blocked. Getting decent damage off of it will go a long way toward making other mix-ups threatening too.

Variants of these same combos work off of two linked crouching jabs, which actually does 10 more damage, but that doesn't begin with a low attack.

The variant ending in EX Chariot Tackle can transition into a grounded Aegis Reflector combo when V-Gauge is filled. V-Trigger-cancel the first hit of EX Chariot Tackle into far Aegis Reflector and they'll be bounced back toward Urien, in position for much more punishment. See V-Trigger combo examples toward the end of this section.

GROUNDED HIT-CHECKS

COMBO 2

WHILE CHARGING ←, STANDING MP XX → + LK (XX ↗ ↗ + P)

123 damage, 235 stun (395 damage with Critical Art)

WHILE CHARGING ←, STANDING MP XX → + K K

195 damage, 280 stun (requires one stock of EX Gauge)

STANDING MP XX ↗ + MP

114 damage, 190 stun

Standing MP is one of Urien's most reliable normal moves. It's great whether used point-blank or from the edge of its range. In close to mid range footsies, there will be many chances to speculatively buffer a standing strong poke into LK Chariot Tackle, or to whiff-punish their vulnerable pokes. In simple, close range ground combos, finish with LK Chariot Tackle rather than MK Chariot Tackle. It's only a tiny bit less damage, and the frame situation afterward is in Urien's favor with the lighter version.

When standing MP is blocked, canceling to any version of Chariot Tackle is a bad idea. That's why it's recommended to use this only in well-spaced counter-poke battles, or after something else that allows for more time to hit-check, like jump-in HP into standing MP while charging back. Standing MP into Tackle is a modular piece that works well elsewhere when Urien is at +6~7, like after the following normals on counter-hit: crouching LK, standing/crouching LP, standing/crouching MP, and standing HK.

Standing MP can also combo into Dangerous Headbutt. To pull this off, build up a down charge somehow (either masking it during a forward dash or jump, or during other pokes, or while blocking), then return the lever or pad to neutral for a split second, just long enough to tap MP to register standing strong, before going to ↑ + P, completing the cancel of a standing normal into a down-charge special.

COMBO 3

(WHILE CHARGING ↙) CROUCHING MP ▷ CROUCHING LP XX → + LK (XX ↗ ↗ + P)

143 damage, 283 stun (381 damage with Critical Art)

(WHILE CHARGING ↙) CROUCHING MP ▷ CROUCHING LP XX ↘ + P P (KEEP CHARGING ←), JUGGLE → + LK

200 damage, 332 stun (requires one stock of EX Gauge)

CROUCHING MP XX ↗ + MP

114 damage, 190 stun

Crouching MP is similar to Urien's old crouching strong, except now it's cancelable. With forward movement built in, a somewhat low profile, and a good hitbox that leaves Urien at +5 on hit and even frames when guarded, there's not much to complain about with this poke.

COMBO 4

(WHILE CHARGING ↙) LK/MK CHARIOT TACKLE (AS MEATY/WELL-SPACED AS POSSIBLE) ▷ CROUCHING LP XX → + LK (XX ↗ ↗ + P)

153/163 damage, 333 stun (391/401 damage with Critical Art)

(WHILE CHARGING ↙) LK/MK CHARIOT TACKLE (AS MEATY/WELL-SPACED AS POSSIBLE) ▷ CROUCHING LP XX ↘ + P P (KEEP CHARGING ←), JUGGLE → + K K

266/276 damage, 417 stun (requires two stocks of EX Gauge)

The LK and MK versions of Chariot Tackle don't knock down, and hitting very late/meaty with their active frames can produce enough advantage to allow for link combos immediately afterward. For this to be possible, start charging ↙ immediately after starting the Chariot Tackle starter. There's extra leeway on the link if Chariot Tackle counter-hits, the odds of which can be enhanced by buffing Chariot Tackle with Metallic Aura beforehand.

For extra time to confirm whether it's safe to cancel to a special move, it's also possible to link Target Combo 1 after the first Tackle. For an idea of the distances: the correct distance for well-spaced MK Chariot Tackle into a combo is the same distance at which the combatants begin the round, and the correct distance for LK Chariot Tackle is achieved after jumping backward from point-blank range.

COMBO 5

(WHILE CHARGING ←) STANDING HK ▷ CROUCHING LP XX → + LK (XX ↗ ↗ + P)

173 damage, 333 stun (411 damage with Critical Art)

STANDING HK (START CHARGING ↙) ▷ CROUCHING LP XX ↘ + P P (KEEP CHARGING ←), JUGGLE → + K K

286 damage, 417 stun (requires two stocks of EX Gauge)

As detailed in the unique attack section's descriptions, standing HK allows for links afterward in any situation. Simple standing HK can link, on normal hit, into standing/crouching LP, space depending.

COMBO 6

CHARGED STANDING HK ▷ CROUCHING HP XX ↗ + HP (START CHARGING ←), JUGGLE → + HK (XX ↗ ↗ + P)

292 damage, 471 stun (494 damage with Critical Art)

CHARGED STANDING HK ▷ CROUCHING HP XX ↗ + HP (START CHARGING ←), JUGGLE → + K K

334 damage, 506 stun (requires one stock of EX Gauge)

CHARGED STANDING HK ▷ → + MP XX → + HP

211 damage, 360 stun

Charged standing HK gives tons of frame advantage even on normal hit, allowing crouching HP launcher to link. Of course, faster stuff also works too, and might be necessary if charged standing HK hits outside point-blank range. Standing and crouching MP link here too, and can be canceled into specials as desired.

The last variant listed shows that charged HK can link into Quarrel Punch and Target Combo 2. This is most useful when V-Trigger is available, since Target Combo 2 is a reliable Aegis Reflector setup. The sequence has two overheads just within the three-hit verification string at the beginning, so this checks the opponent's guard and incentivizes them to stand, making them more susceptible to crouching shorts and sweeps later.

GROUNDED COUNTER-HITS

COMBO 7

(WHILE CHARGING ←) COUNTER-HIT STANDING LP ▷ STANDING MP XX → + LK (XX ↗ ↗ + P)

146 damage, 294 stun (384 damage with Critical Art)

(WHILE CHARGING ←) COUNTER-HIT STANDING LP ▷ STANDING MP XX → + K K)

210 damage, 334 stun (requires one stock of EX Gauge)

COUNTER-HIT STANDING LP ▷ STANDING MP XX ↗ + MP

138 damage, 254 stun

Combos that begin with a counter-hit standing jab. These combos will also work after counter-hit crouching LK and LP. Standing LK doesn't work because it only grants an advantage of +5 on counter-hit, not enough to link medium-strength moves or better.

COMBO 8

(WHILE CHARGING ←) COUNTER-HIT STANDING MP ▷ STANDING MP XX → + LK (XX ↗ ↗ + P)

330 damage, 182 stun (420 damage with Critical Art)

(WHILE CHARGING ←) COUNTER-HIT STANDING MP ▷ STANDING MP XX → + K K)

246 damage, 370 stun

COUNTER-HIT STANDING MP ▷ STANDING MP XX ↗ + MP

174 damage, 290 stun

Standing MP produces +6 advantage on counter-hit, so it can link into itself. This is a beefier version of linking after counter-hit light attacks, which has the advantage of starting with a higher-priority, farther-reaching poke.

COMBO 9

COUNTER-HIT STANDING HP (OR CHARGED STANDING HP), IMMEDIATE DASH, LP + LK (SPARTAN BOMB)

225/237 damage, 360 stun

COUNTER-HIT STANDING HP (OR CHARGED STANDING HP), IMMEDIATE DASH, CROUCHING HP XX ↗ + HP (START CHARGING ←), JUGGLE → + HK (XX ↗ ↗ + P)

300/312 damage, 501 stun (502/513 damage with Critical Art)

COUNTER-HIT STANDING HP (OR CHARGED STANDING HP), IMMEDIATE DASH, CROUCHING HP XX ↗ + HP (START CHARGING ↙), JUGGLE ↘ + P P, JUGGLE → + MP

302/314 damage, 540 stun (requires one stock of EX Gauge)

WHILE CHARGING ←, COUNTER-HIT STANDING HP ▷ → + LK (START CHARGING ←) ▷ STANDING LP XX STANDING MP XX → + HK (XX ↗ ↗ + P)

284 damage, 517 stun (454 with Critical Art)

Both standing HP and charged HP cause a spinning Crush Counter state on counter-hit, leading to very strong combos. These attacks can also function as V-Trigger openers if standing HP is simply canceled into Aegis; the Crush Counter reel will send them toward the reflector.

The backward spin that counter-hit standing fierce sends the opponent on can also set up a late Chariot Tackle hit, enabling link combos afterward. After having point-blank standing MP blocked, an immediate follow-up HP that counter-hits puts Urien in position for meaty LK Chariot Tackle into their spinning hitstun. To set up counter-hit HP into MK Chariot Tackle, the tip of standing HP has to connect.

COMBO 10

COUNTER-HIT ← + HK XX + HK (AEGIS BOUNCE), JUGGLE ↗ + HP (AEGIS BOUNCE), SLIGHT PAUSE, JUGGLE ↗ + HP (AEGIS BOUNCE), JUGGLE ← + HK

252 damage, 385 stun (requires full V-Gauge)

COUNTER-HIT ← + HK XX HP + HK (START CHARGING ↓, AEGIS BOUNCE), JUGGLE ↑ + LK (START CHARGING ←, AEGIS BOUNCE), JUGGLE → + LK (AEGIS BOUNCE), JUGGLE → + MP

276 damage, 460 stun (requires full V-Gauge)

Quarrel Kick knocks the enemy off the ground on counter-hit, but doesn't normally allow for juggles without V-Trigger. Canceling Quarrel Kick into far Aegis Reflector kicks the enemy away before the mirror bounces them right back. Going for this kind of juggle with Urien is as much about setting up a post-juggle throw or mix-up as much as piling on juggle damage (unless there's enough EX Gauge to juggle with Critical Art, of course).

ANTI-AIR COMBOS

COMBO 11

CROUCHING HP (SECOND HIT ONLY) XX ↗ + HP (BRIEF HP CHARGE; START CHARGING ←), JUGGLE → + HK (XX ↗ ↗ + P)

166 damage, 285 stun (404 damage with Critical Art)

CROUCHING HP (SECOND HIT ONLY) XX ↗ + HP (BRIEF HP CHARGE; START CHARGING ←), JUGGLE → + K K

(data coming soon)

Urien doesn't have catchall anti-air buttons like crouching MP for Birdie and R. Mika. He also doesn't have fast anti-air attacks. → + MP hits in seven frames, standing HK hits an anti-air arc from frames seven through nine, and HP Metallic Sphere launches in 13 frames. Crouching HP is in between. It doesn't hit with decent anti-air priority till the tenth frame, but if it does, it'll launch the leaping enemy into a jugglable state. For crouching HP to launch jumping foes, it must be only the second active period that hits, the upward-jutting launcher elbow. Charge HP Metallic Sphere in this juggle just a moment, not to actually register a powered-up special fireball, but to allow the victim to fall just a bit toward the ground. Begin charging back for the finishing Chariot Tackle juggle just after releasing the upward Metallic Sphere, there's plenty of time to build backward charge.

V-TRIGGER

COMBO 12

CHARGED STANDING HK ▷ → + MP XX → + HP XX HP + HK ▷ → + MP (AEGIS BOUNCE) XX → + HP (AEGIS BOUNCE) ▷ STANDING MP (AEGIS BOUNCE) ▷ CROUCHING HP XX ↗ + HP (START CHARGING ←), JUGGLE → + HK (XX ↗ ↗ + P)

340 damage, 565 stun (requires full V-Gauge, 507 damage with Critical Art)

COMBO 13

CHARGED STANDING HK ▷ CROUCHING MP XX ↗ + LP + MP XX HP + HK (AEGIS BOUNCE) ▷ CHARGED STANDING HK (AEGIS BOUNCE) ▷ CROUCHING MP (AEGIS BOUNCE) ▷ (WHILE CHARGING ←) STANDING LP XX STANDING MP XX → + K K (ONE HIT) XX HP + HK (AEGIS BOUNCE X2) ▷ STANDING HP (AEGIS BOUNCE) ▷ CROUCHING HP XX ↗ + HP (START CHARGING ←), JUGGLE → + K K

380 damage, 551 stun (requires full V-Gauge, full EX Gauge

There are seemingly infinite ways to string combos together using Aegis Reflector. Instead of listing out tons of combos that differ in the particulars but not in the approach, this section will explain common modular pieces of larger Aegis combos.

STANDING/CROUCHING MK XX HP + HK ▷ → + MP (AEGIS BOUNCE), ETC.

(data coming soon)

This is a cold opener with good range, used in the manner of many character's blind V-Trigger checks, like the tip of Laura's standing HK canceled to V-Trigger. Hit or block, this puts the opponent into the ringer if they don't reverse the MK poke to begin with. One nice thing about this is that it makes crouching MK into a potential low-hitting combo starter.

WHILE CHARGING ↙, CROUCHING LK ▷ CROUCHING LP XX → + K K (ONE HIT) XX HP + HK (AEGIS BOUNCE), ETC.

(data coming soon)

A confirmable hit-check into Aegis Reflector from crouching LK, which checks the opponent's crouching guard. This requires one stock of EX Gauge for EX Chariot Tackle, and EX Tackle must be V-Trigger-canceled from the first hit, so the opponent isn't floored before the Reflector can bounce them back to Urien. This kind of threat is good to instill in opponent's minds, because that'll improve the success of charged standing HK and → + HP as counterpoints to this low-hitting option.

CHARGED STANDING HK ▷ CROUCHING MP XX ↗ + LP + MP XX HP + HK (AEGIS BOUNCE), ETC.

(data coming soon)

A hit-check that begins with Urien's charged roundhouse overhead. The link into crouching MP is then canceled to EX Metallic Sphere, then into Aegis. This can be used to check the opponent's standing guard, or to eek out extra damage against a dizzied enemy. Don't follow through with spending meter if the initial overhead is guarded.

CHARGED STANDING HK ▷ → + MP XX → + HP XX HP + HK, ETC.

(data coming soon)

If there's time to squeeze off the initial overhead, this is a terrific multilayered Aegis setup, with many places to change it up.

COUNTER-HIT CROUCHING MP ▷ → + MP XX → + HP XX HP + HK, ETC.

(data coming soon)

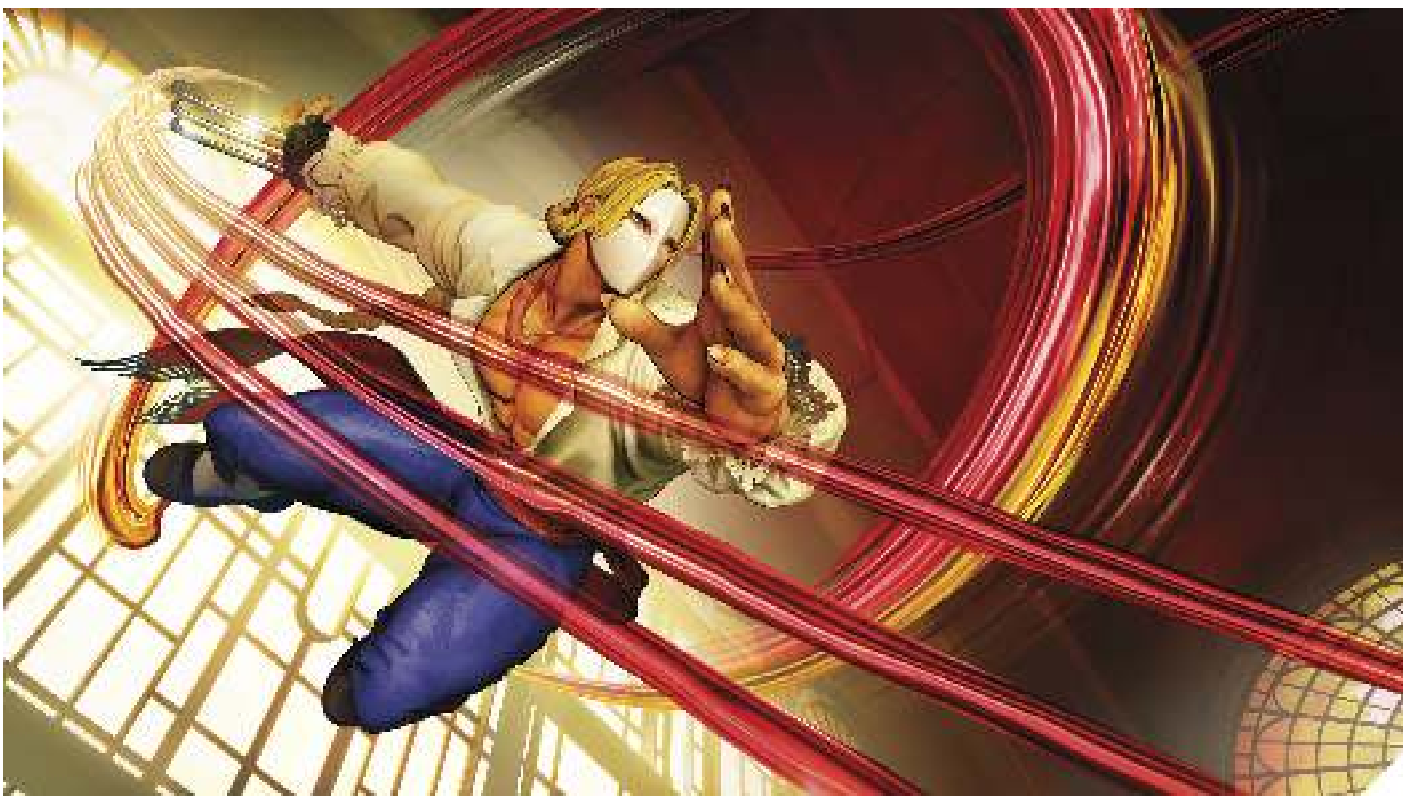
Like the previous sequence, but starting with crouching strong. It requires a counter-hit to combo, and leaves only a two-frame gap if crouching MP hits normally, not enough for them to escape without something invincible. Crouching MP is a great poke that moves Urien forward and hits relatively quickly in six frames, so it's good for counter-hit fishing from situations about +4ish, like after a stray standing LP connects without special move charge ready to go. If crouching MP is blocked, the gap till immediate follow-up Quarrel Punch is active is seven frames.

STREET FIGHTER V

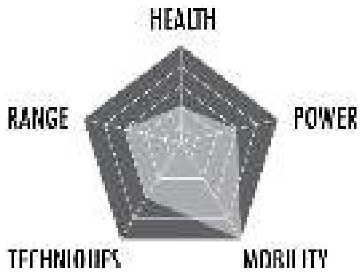
Vega

Bio

THE SWEET WHISPER OF DEATH

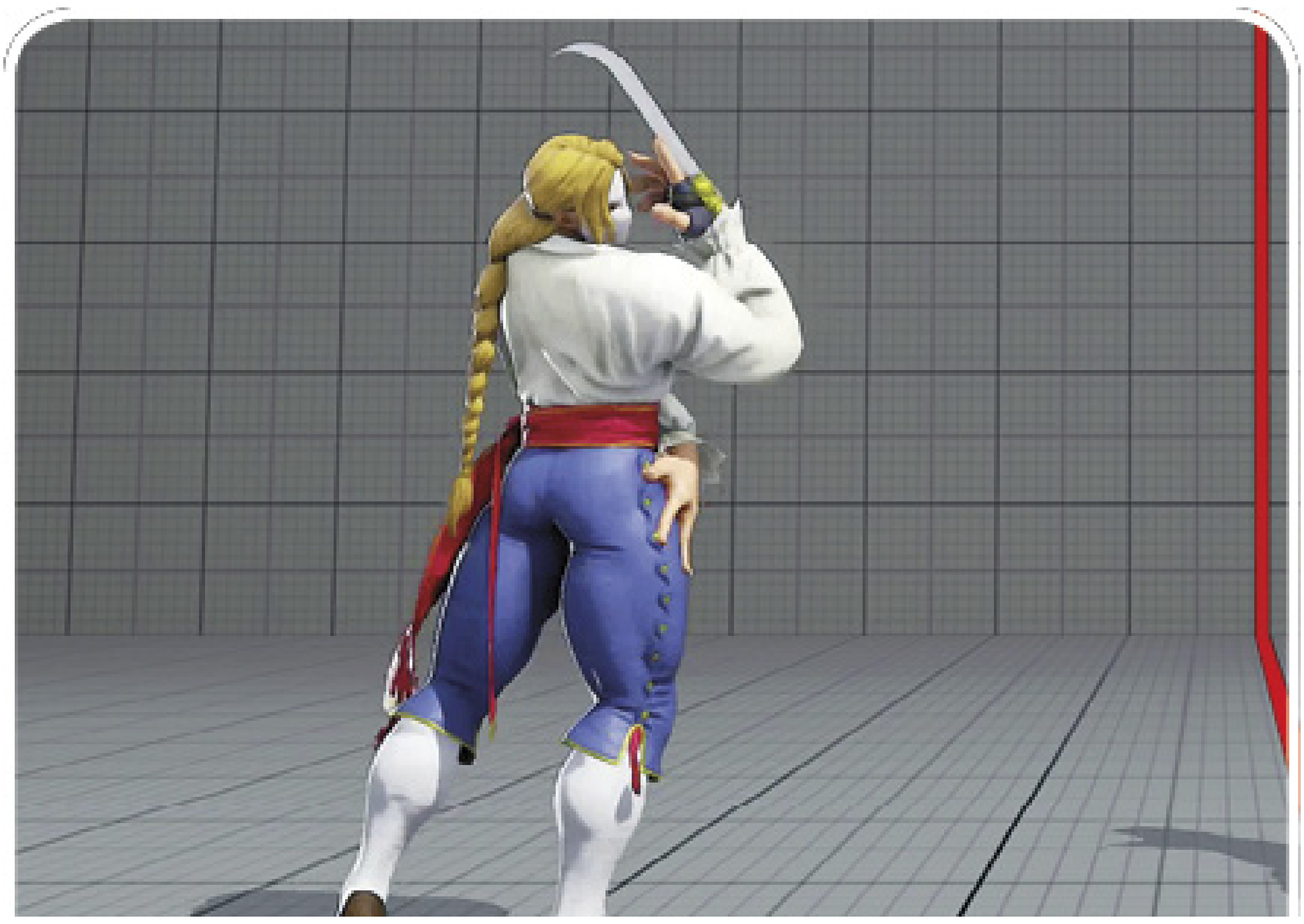


CHARACTER ATTRIBUTES

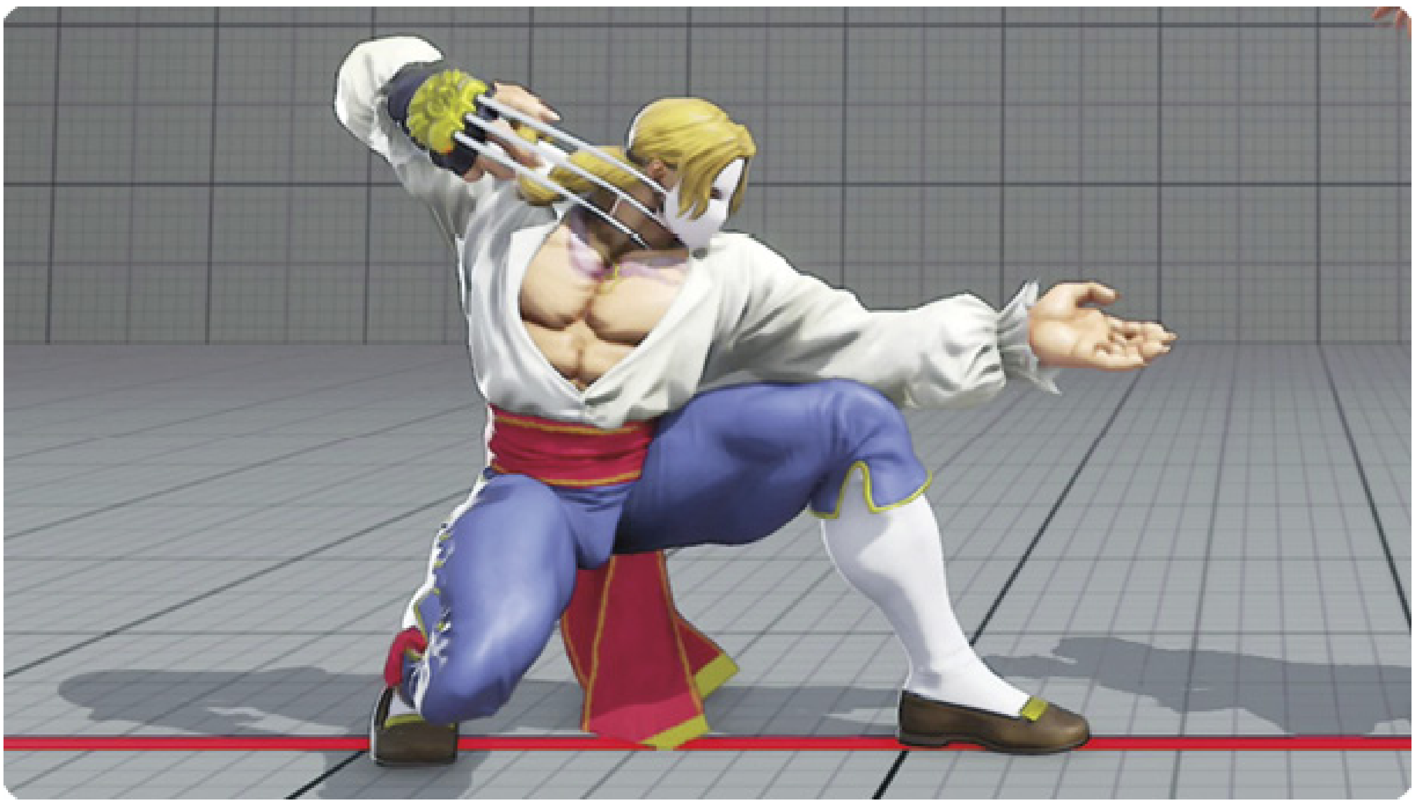


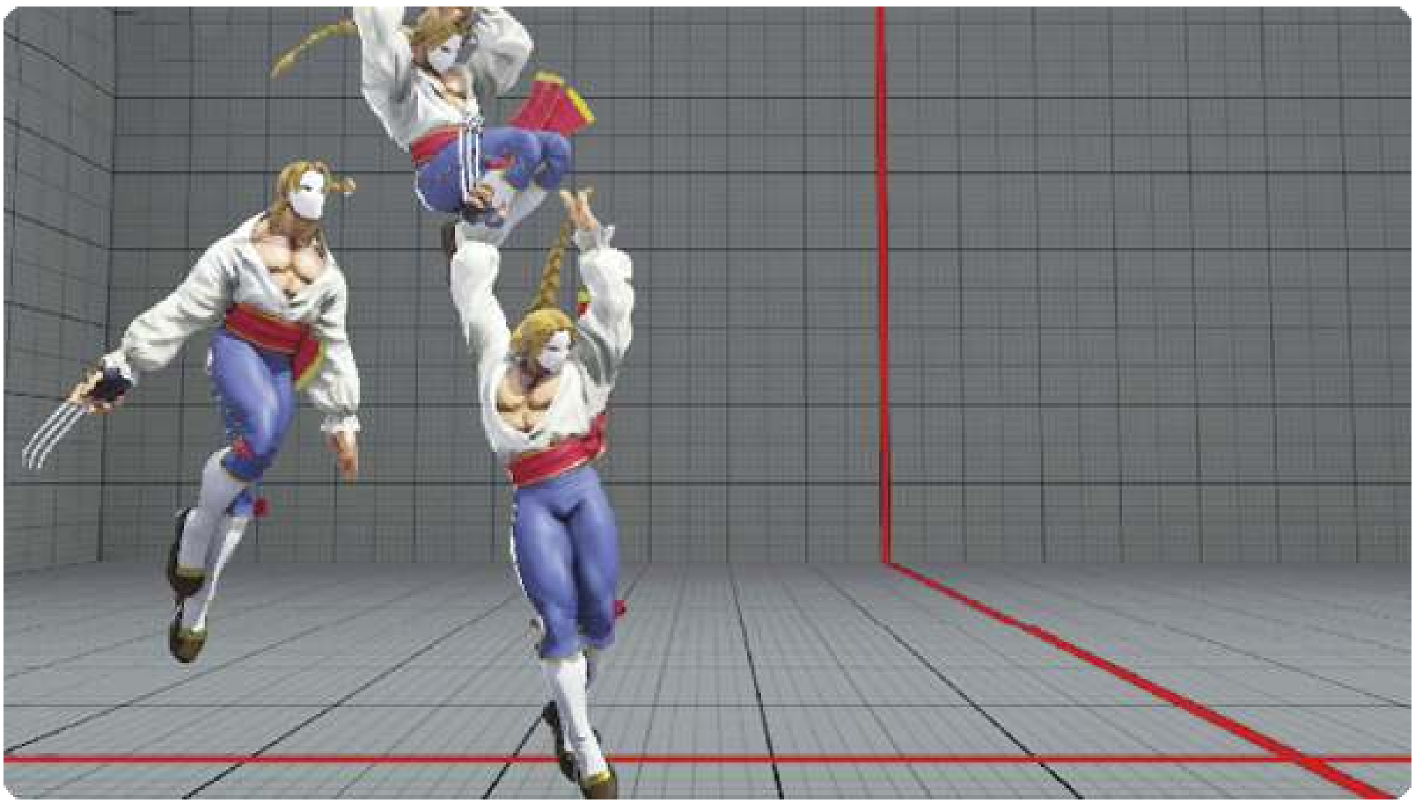
APPEARANCES
Street Fighter II (1991)
Street Fighter: The Movie (1995)
Street Fighter Alpha 3 (1998)
Street Fighter EX2 (1998)
Capcom vs. SNK: Millennium Fight 2000 (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
SNK vs. Capcom: SVC Chaos (2003)
Street Fighter IV (2008)
Street Fighter X Tekken (2012)
Street Fighter V (2016)

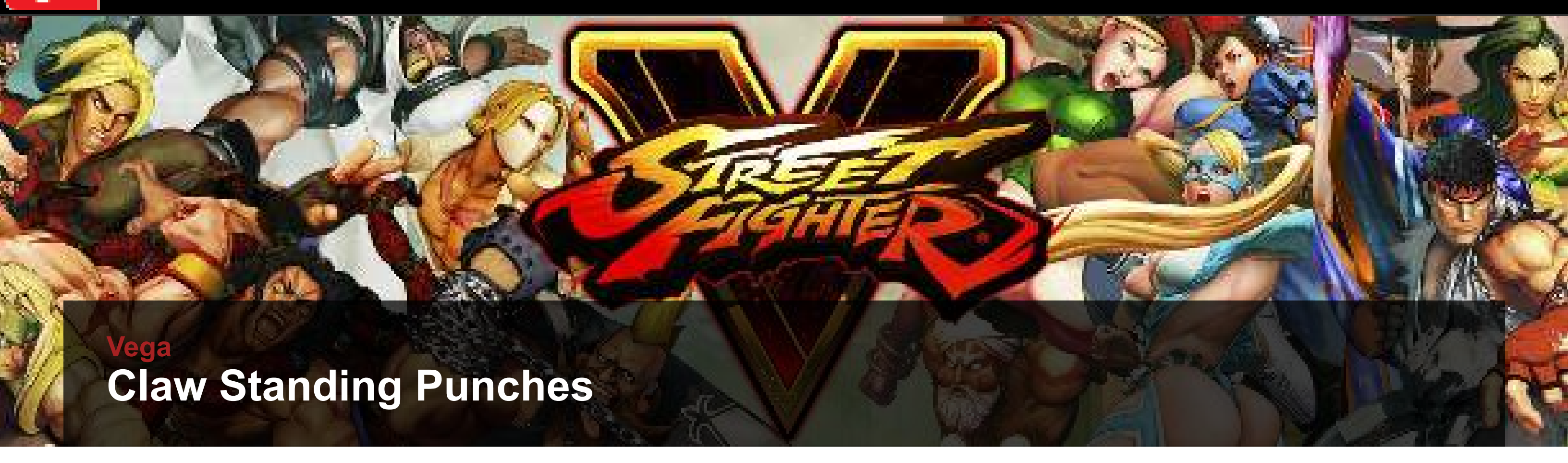
COSTUMES



STREET FIGHTER V



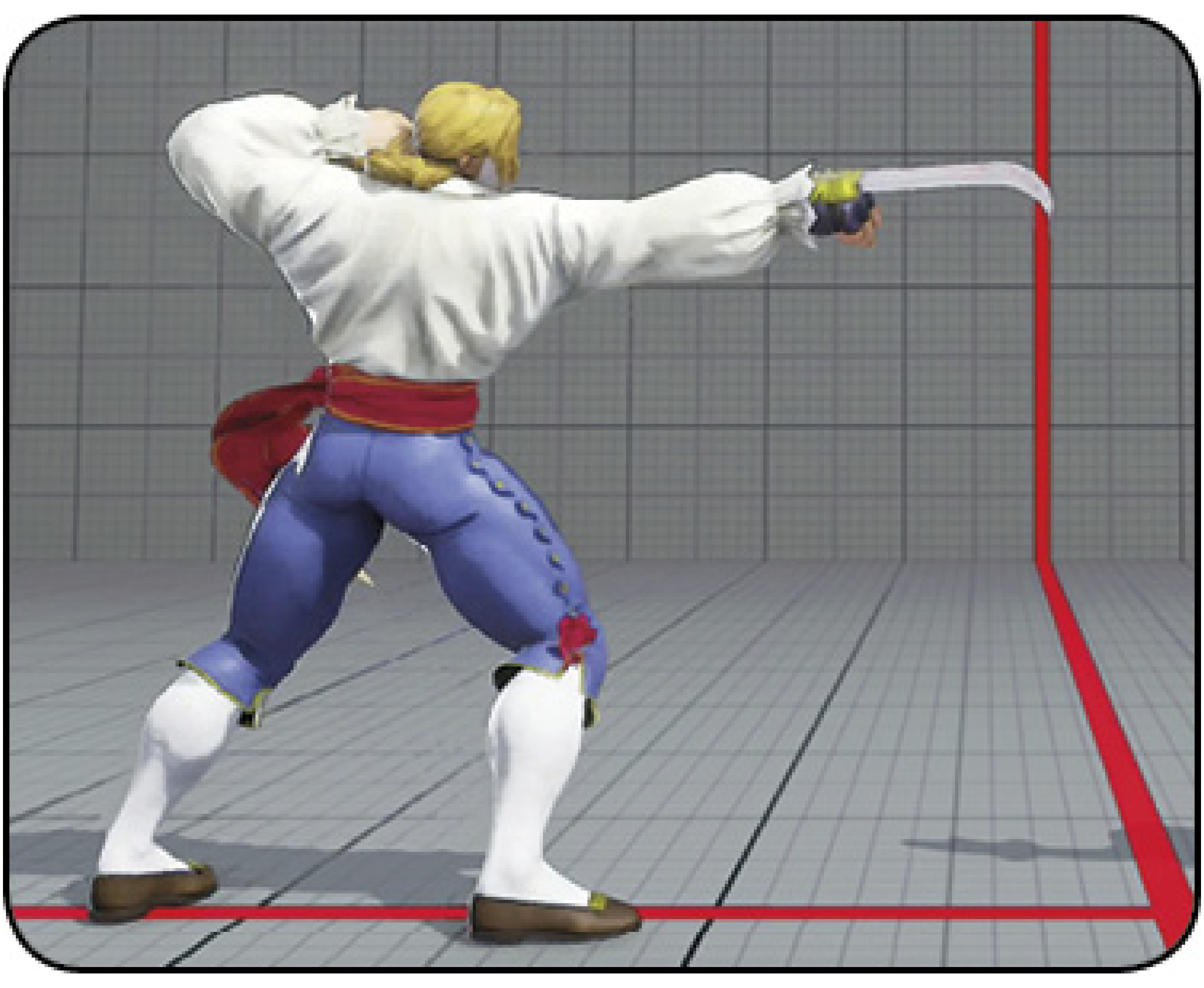




Vega

Claw Standing Punches

STANDING JAB LP

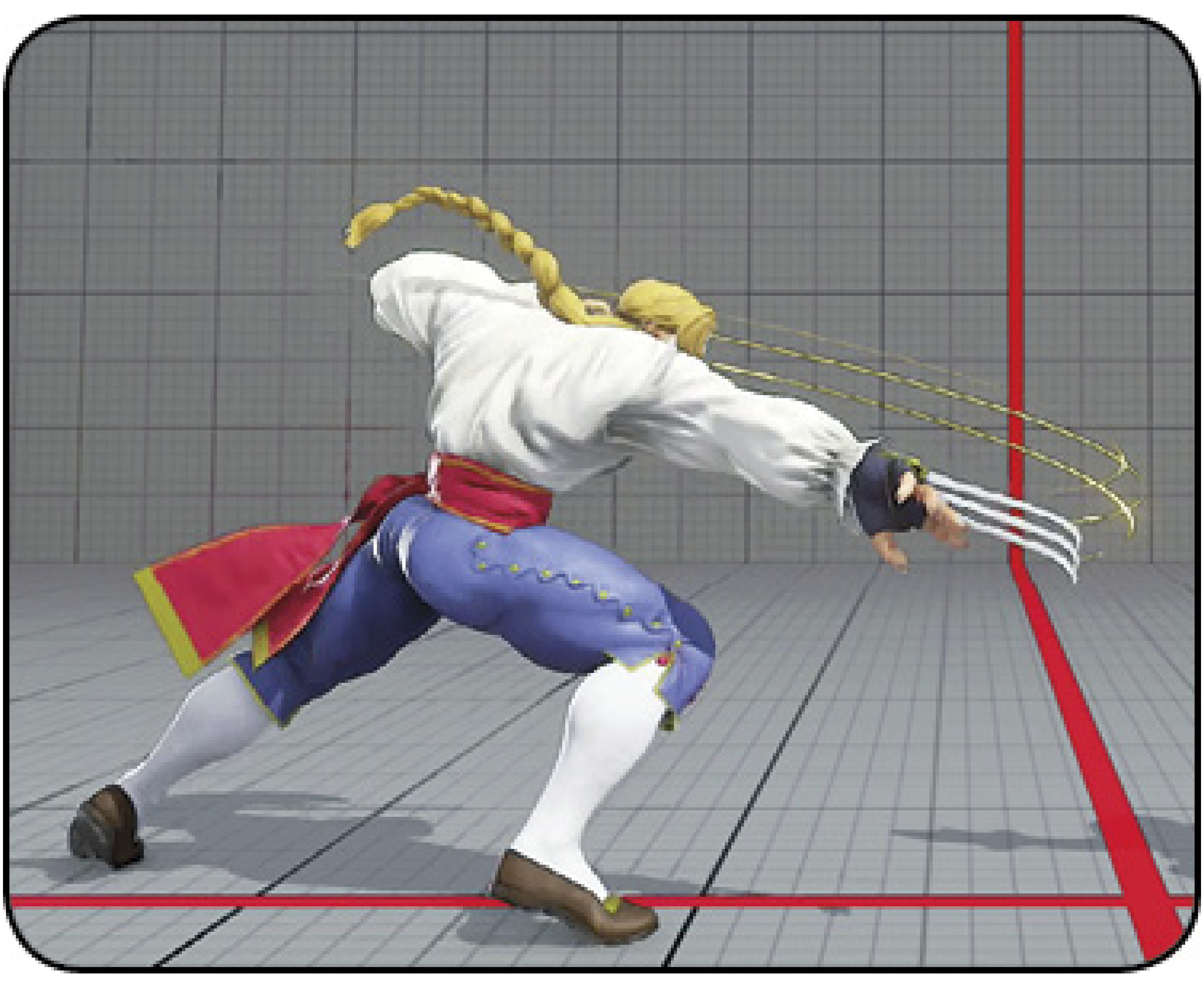


STARTUP	5
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	5
ON GUARD	1
STNC HIT	-7
STNC GUARD	-11
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

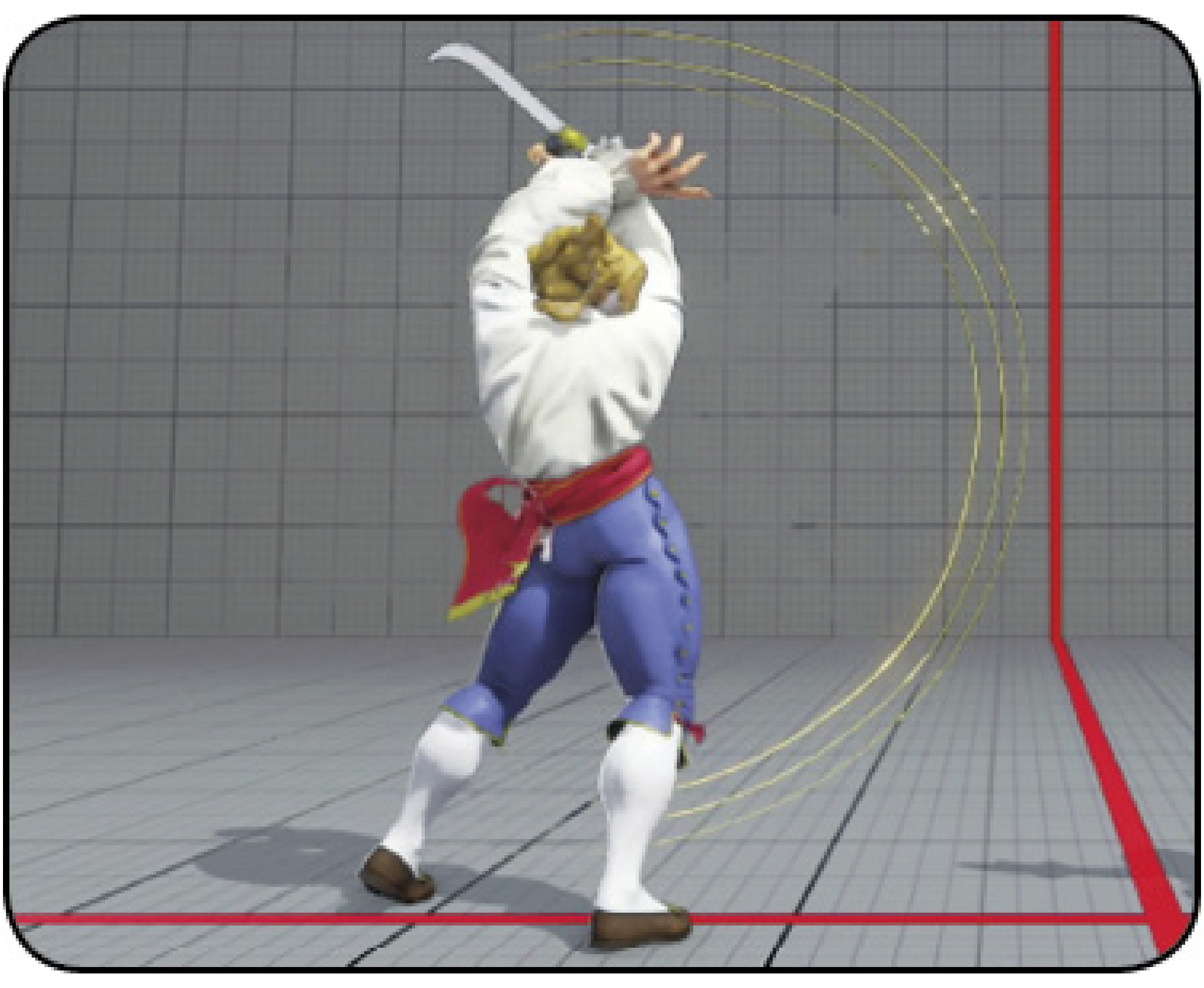
Does not hit crouching opponents

STANDING STRONG MP



STARTUP	8
ACTIVE	2
RECOVERY	14
GUARD LEVEL	HL
ON HIT	6
ON GUARD	1
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

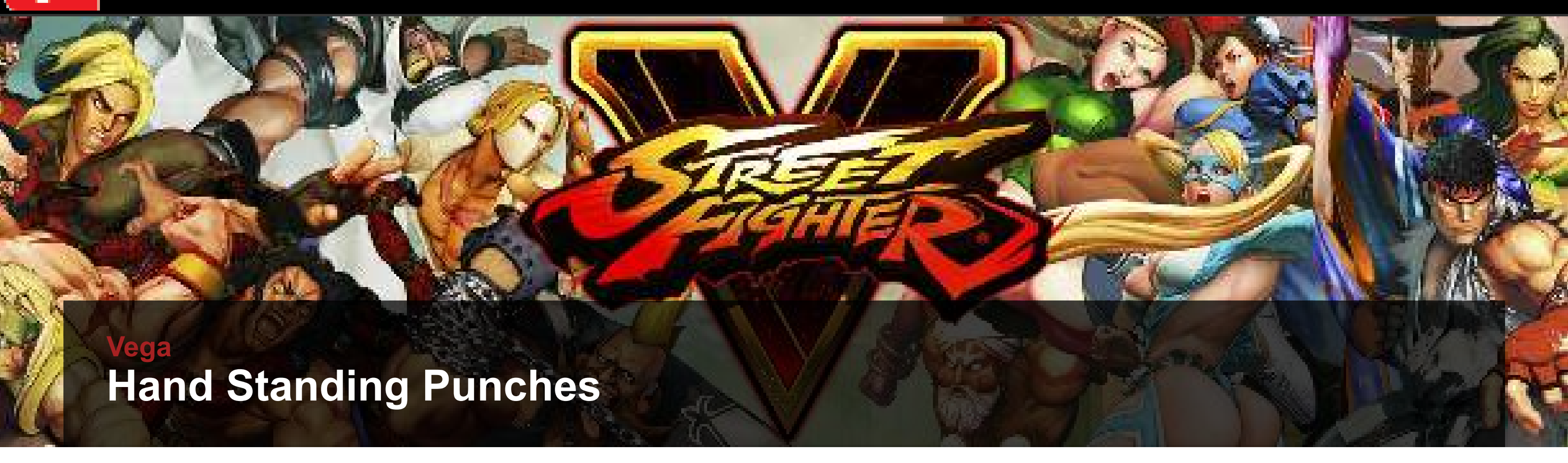
STANDING FIERCE HP



STARTUP	8
ACTIVE	2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	5
ON GUARD	-3
STNC HIT	5
STNC GUARD	-2
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

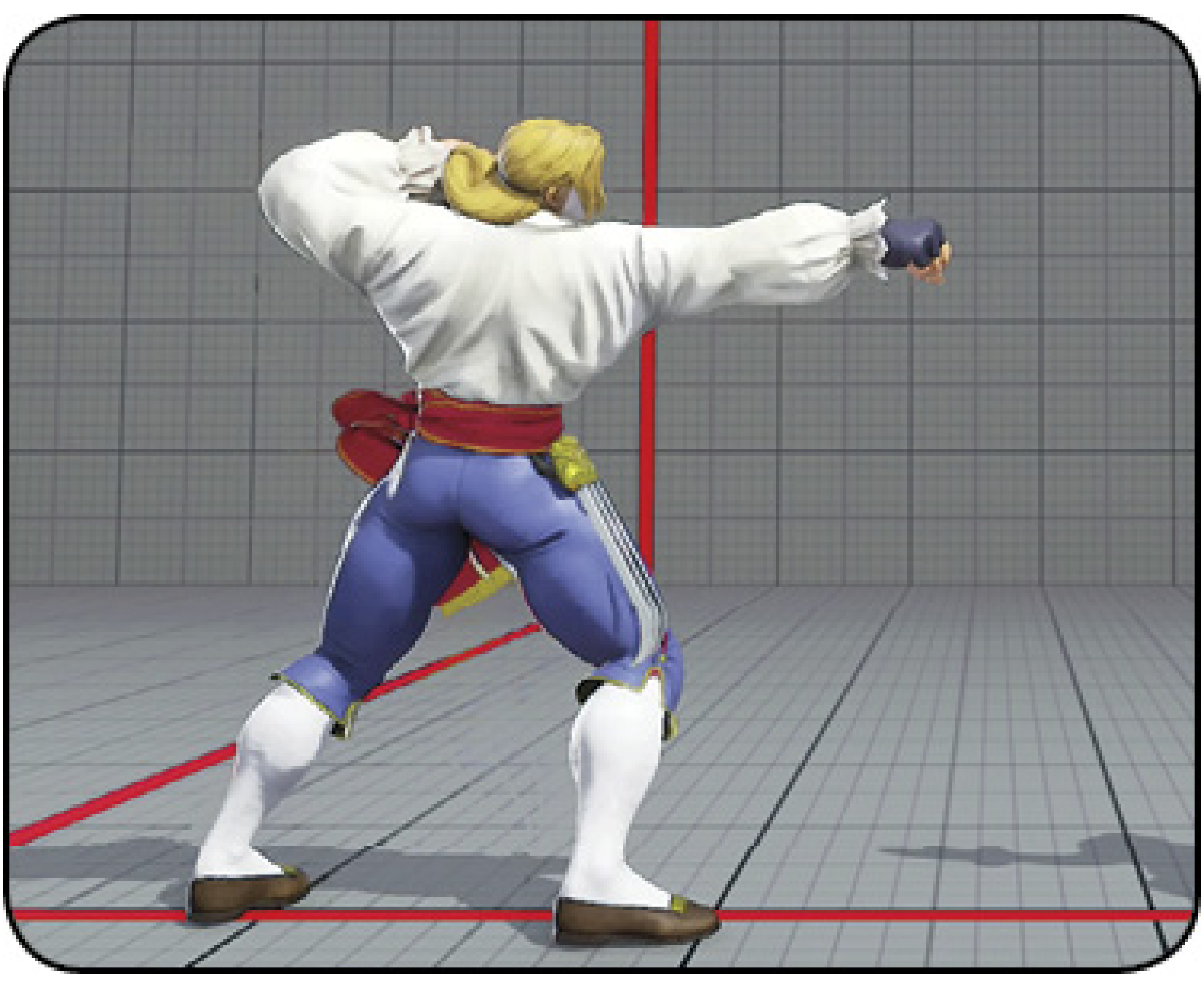
Forces standing



Vega

Hand Standing Punches

STANDING JAB LP

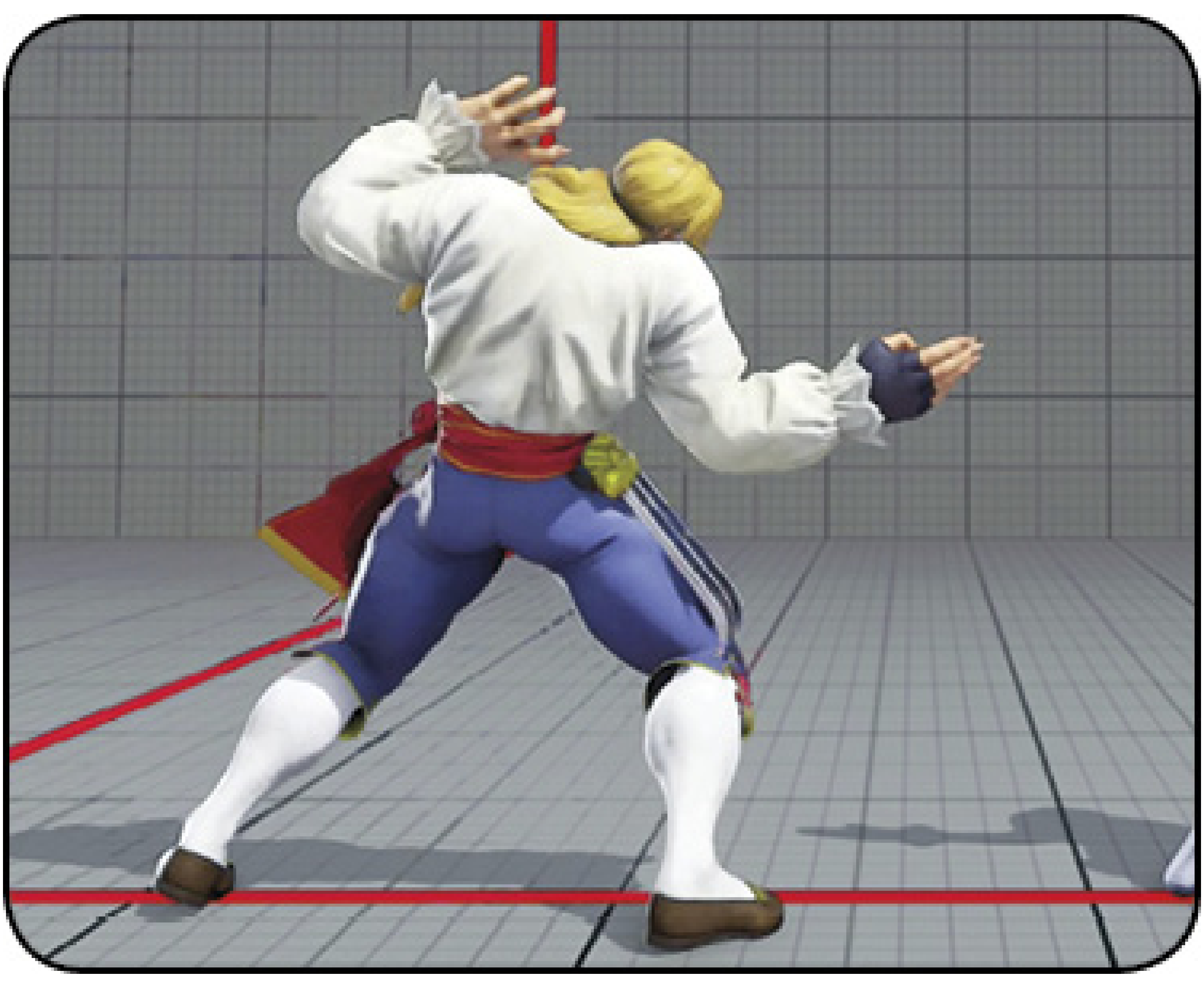


STARTUP	3
ACTIVE	2
RECOVERY	6
GUARD LEVEL	HL
ON HIT	5
ON GUARD	3
STNC HIT	-9
STNC GUARD	-11
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

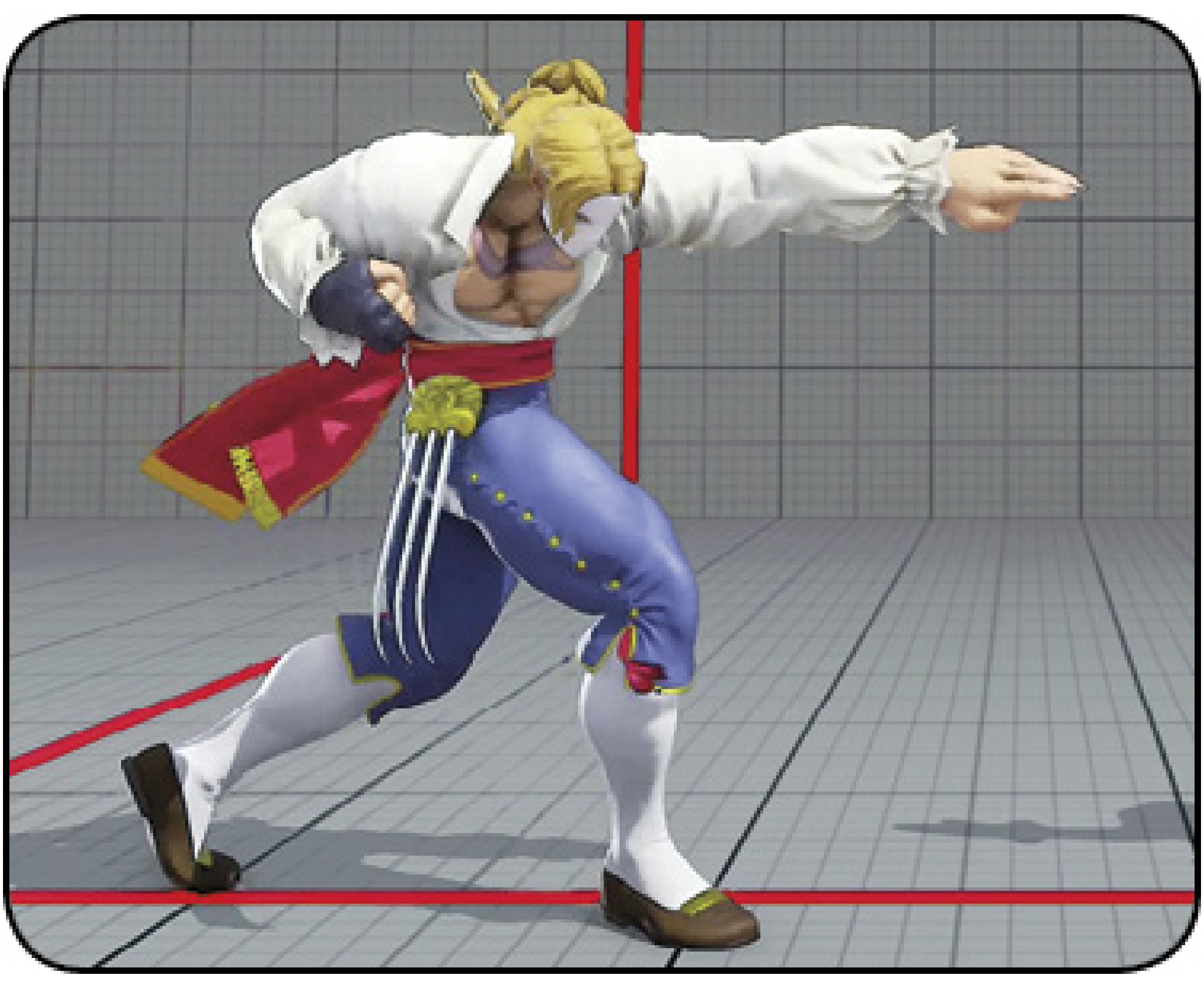
Does not hit crouching opponents

STANDING STRONG MP



STARTUP	6
ACTIVE	3
RECOVERY	13
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
STNC HIT	-2
STNC GUARD	-4
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING FIERCE HP

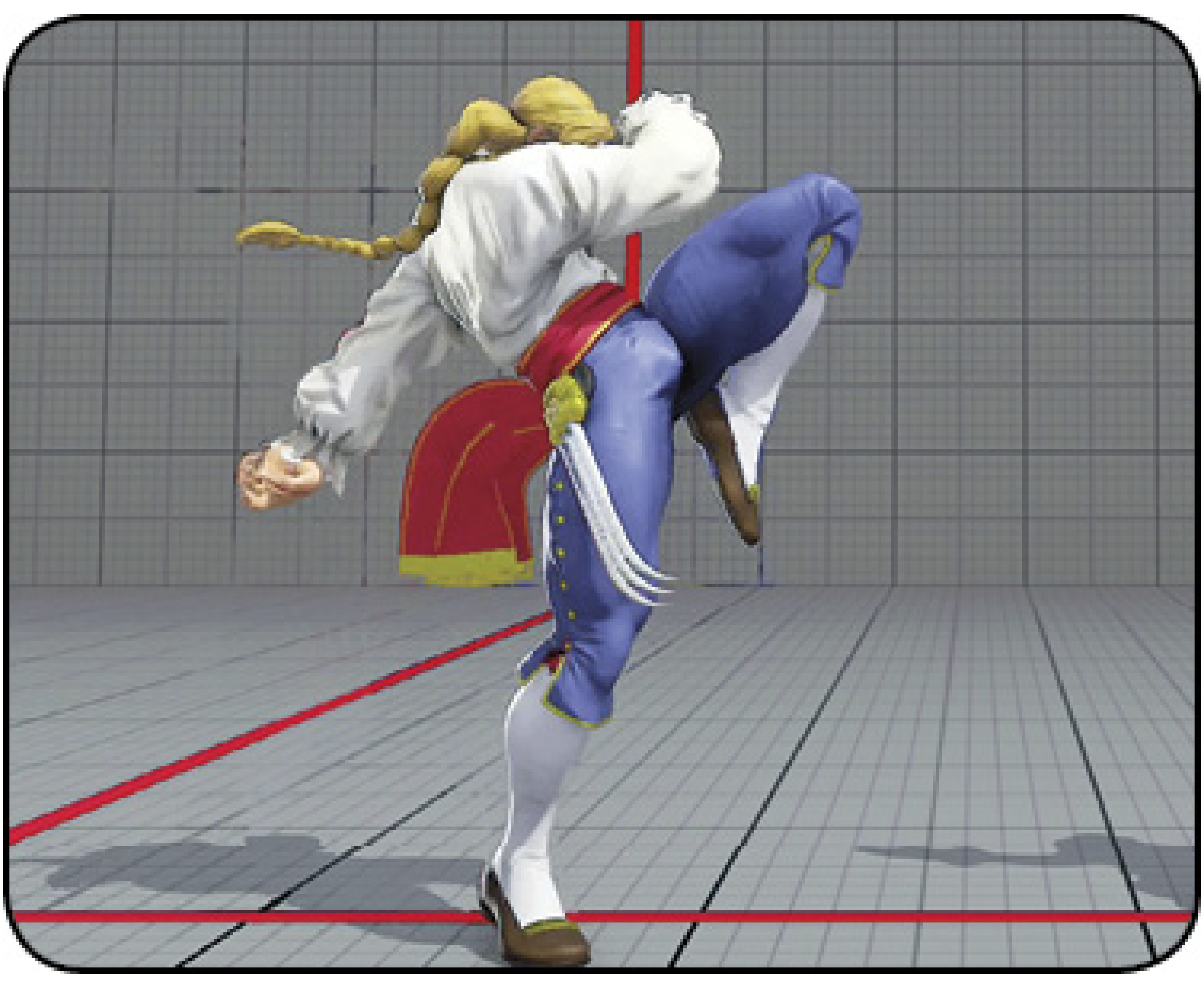


STARTUP	9
ACTIVE	2
RECOVERY	21
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-1
STNC HIT	6
STNC GUARD	1
CANCEL	SP, V
DAMAGE	90
STUN	150
METER GAIN	50/25

Vega

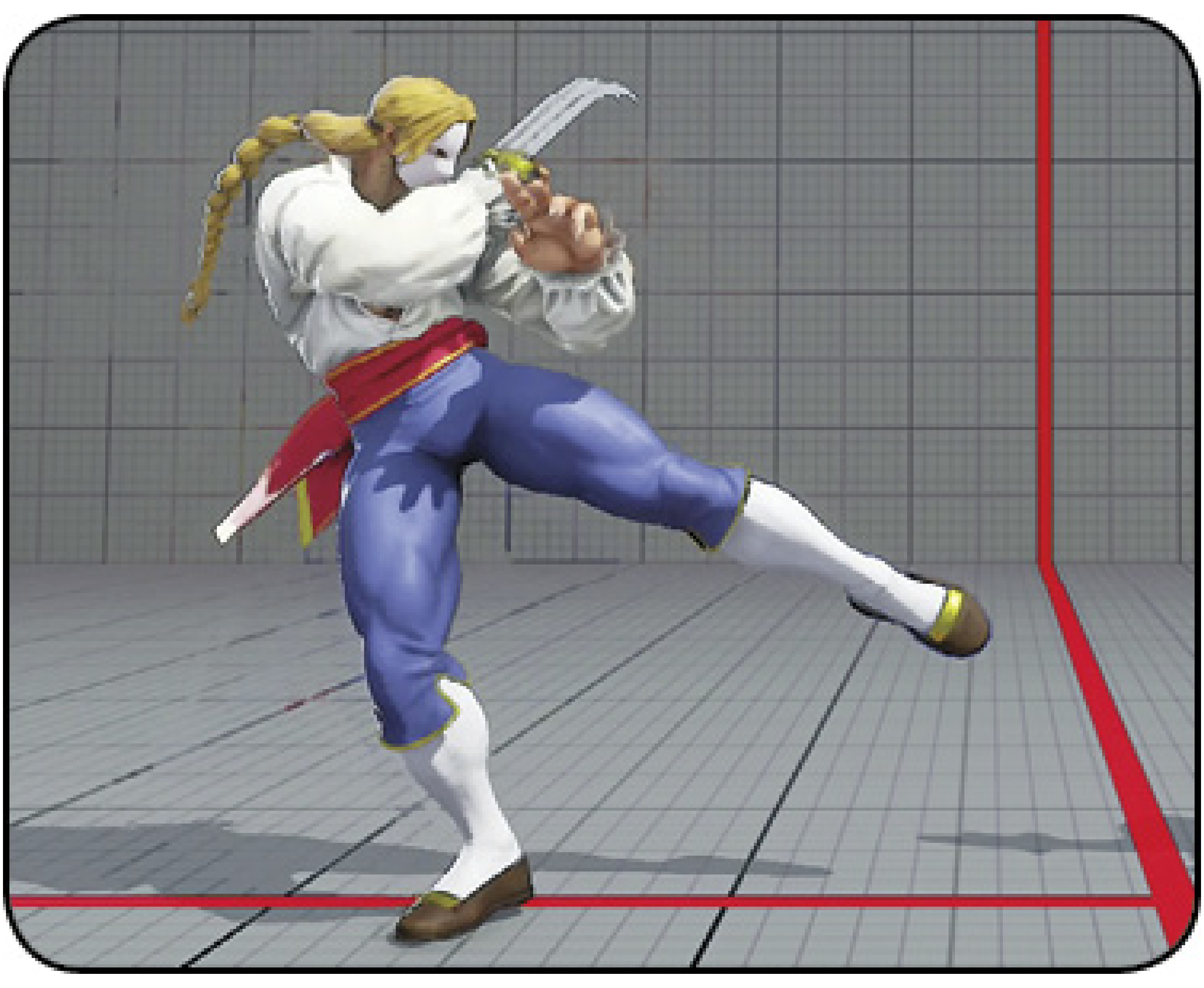
Standing Kicks

STANDING SHORT LK



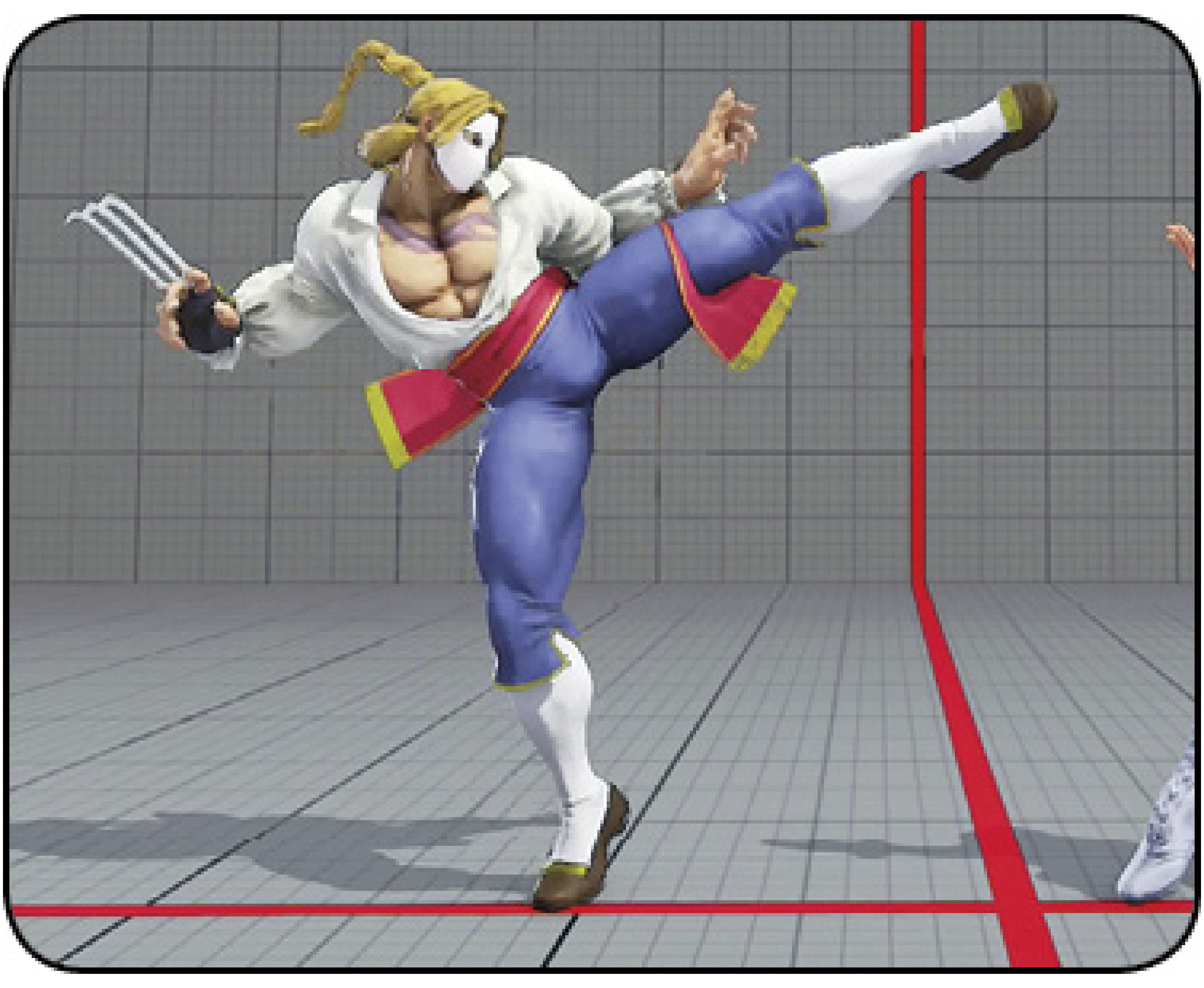
STARTUP	3
ACTIVE	2
RECOVERY	9
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	30
STUN	70
METER GAIN	20/10

STANDING FORWARD MK



STARTUP	7
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

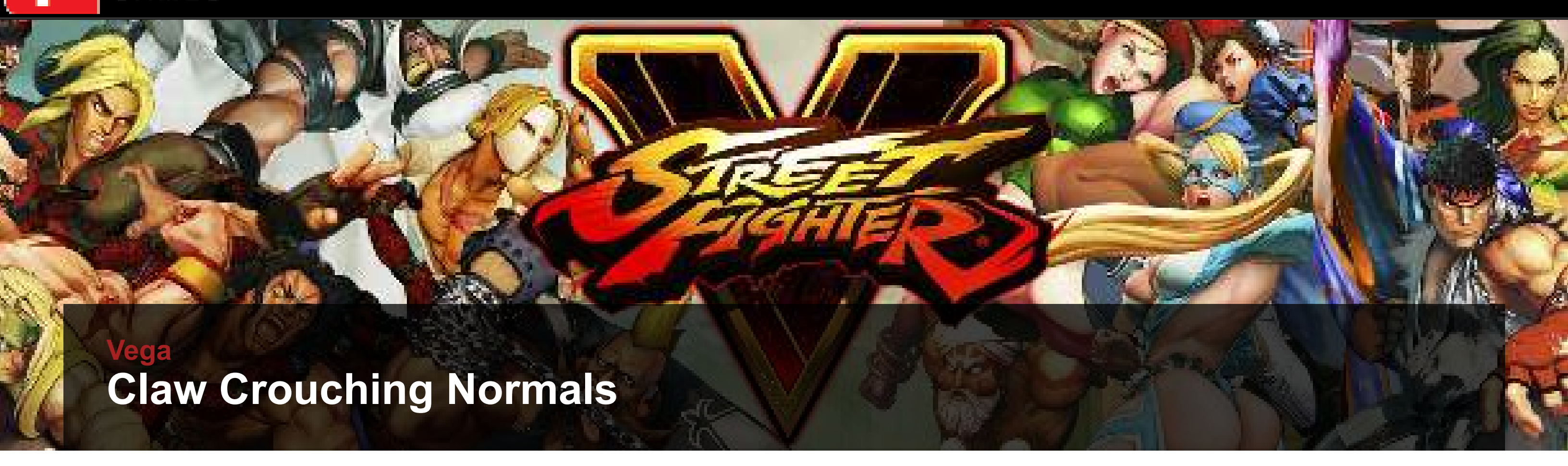
STANDING ROUNDHOUSE HK



STARTUP	11
ACTIVE	3
RECOVERY	17
GUARD LEVEL	HL
ON HIT	4
ON GUARD	-1
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

NOTES

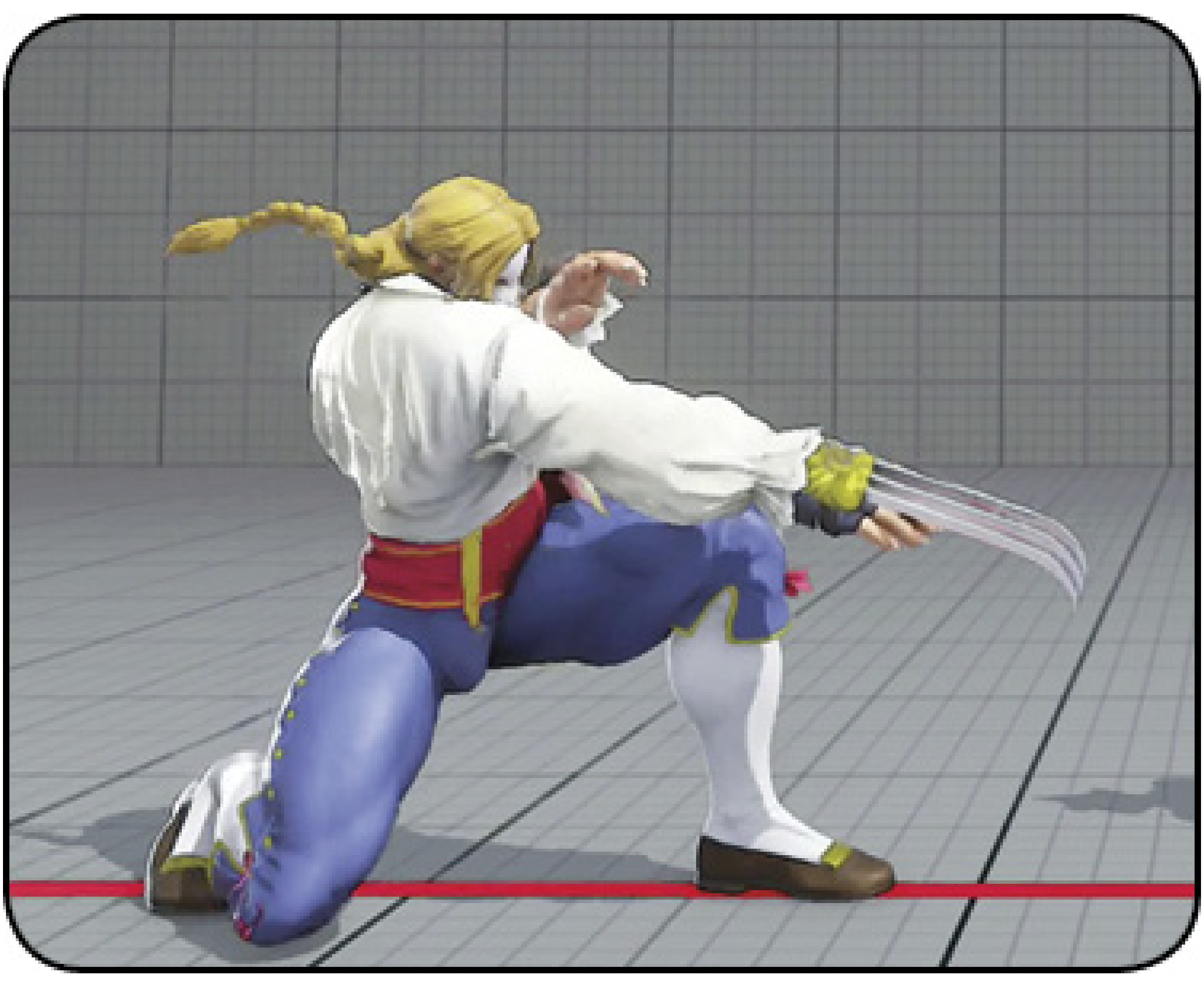
On counter-hit: Crush Counter (stagger), +18 frame advantage, +150 V-Gauge



Vega

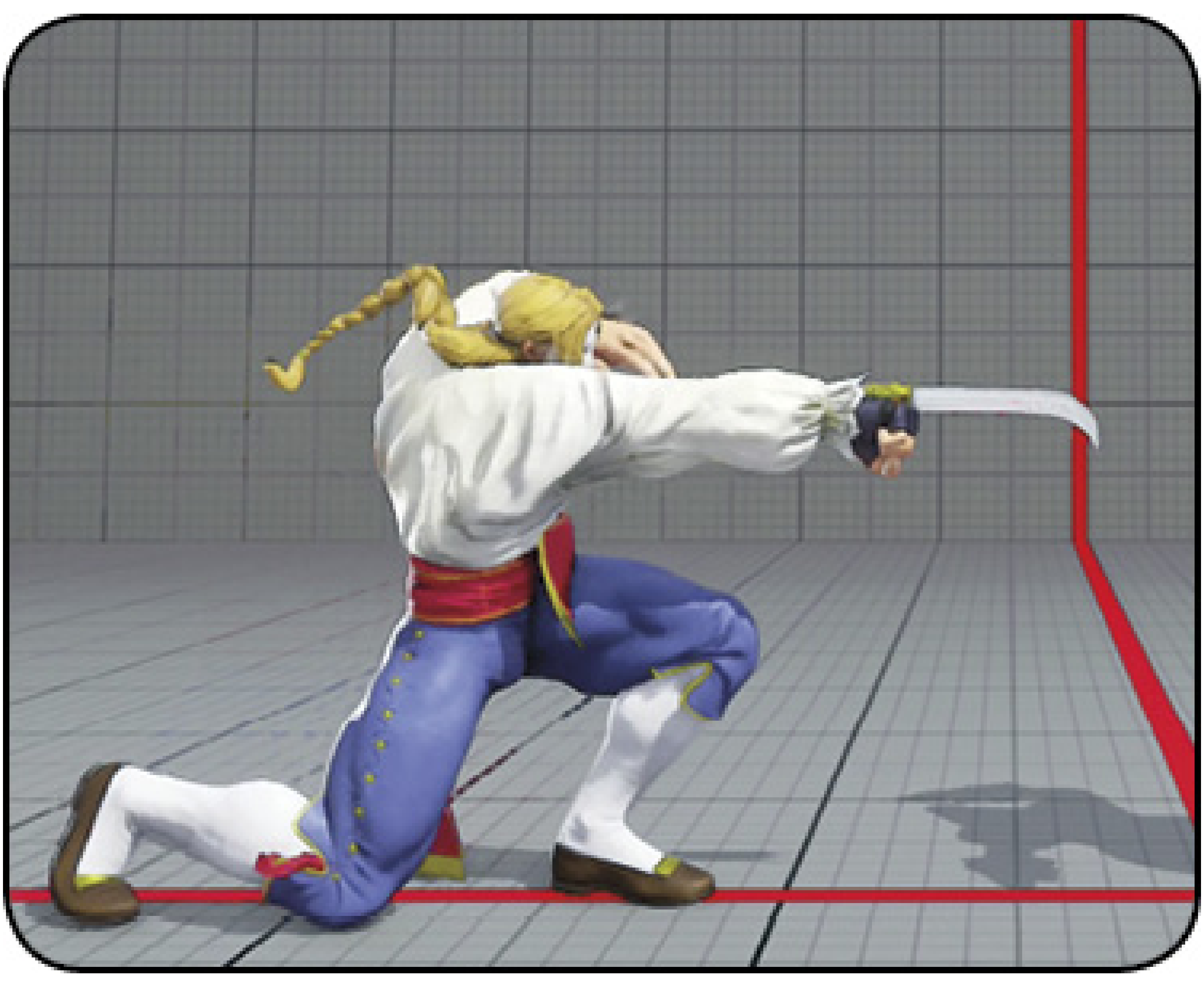
Claw Crouching Normals

CROUCHING JAB LP WHILE CROUCHING



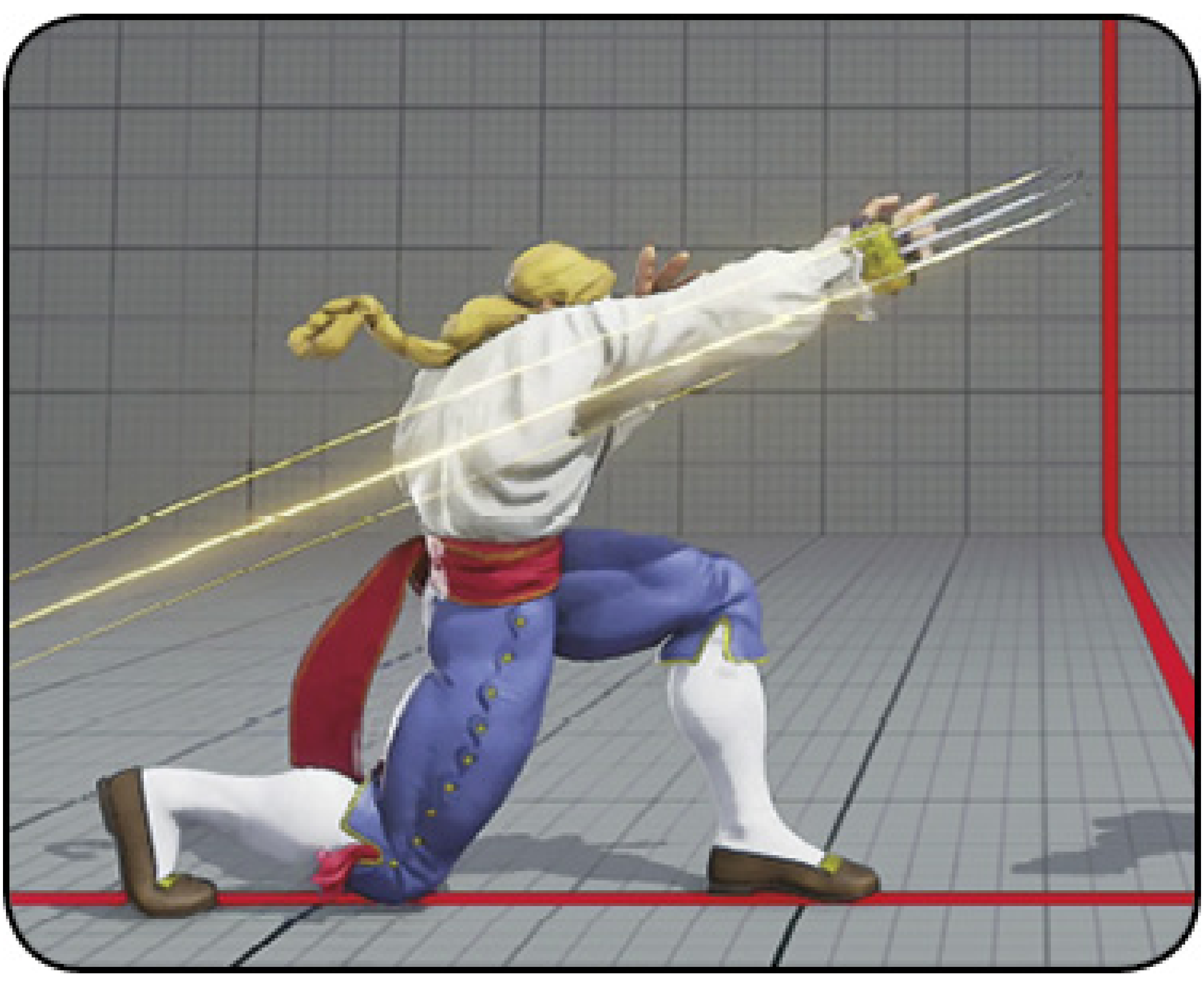
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	5
ON GUARD	2
STNC HIT	-9
STNC GUARD	-12
CANCEL	SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING

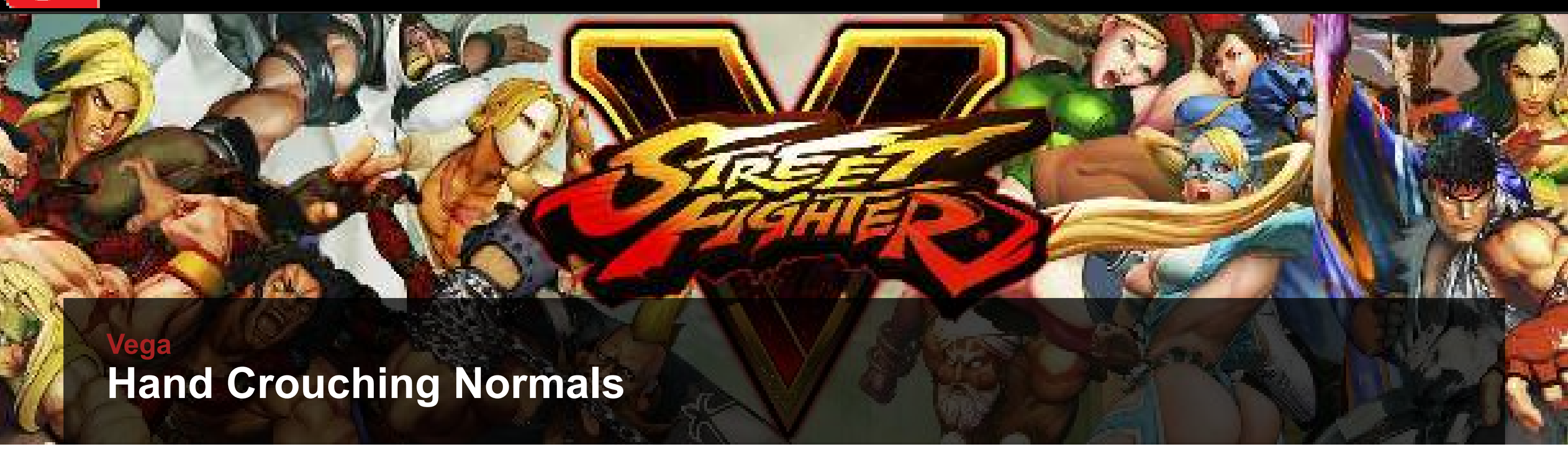


STARTUP	6
ACTIVE	2
RECOVERY	15
GUARD LEVEL	HL
ON HIT	3
ON GUARD	±0
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

CROUCHING FIERCE HP WHILE CROUCHING



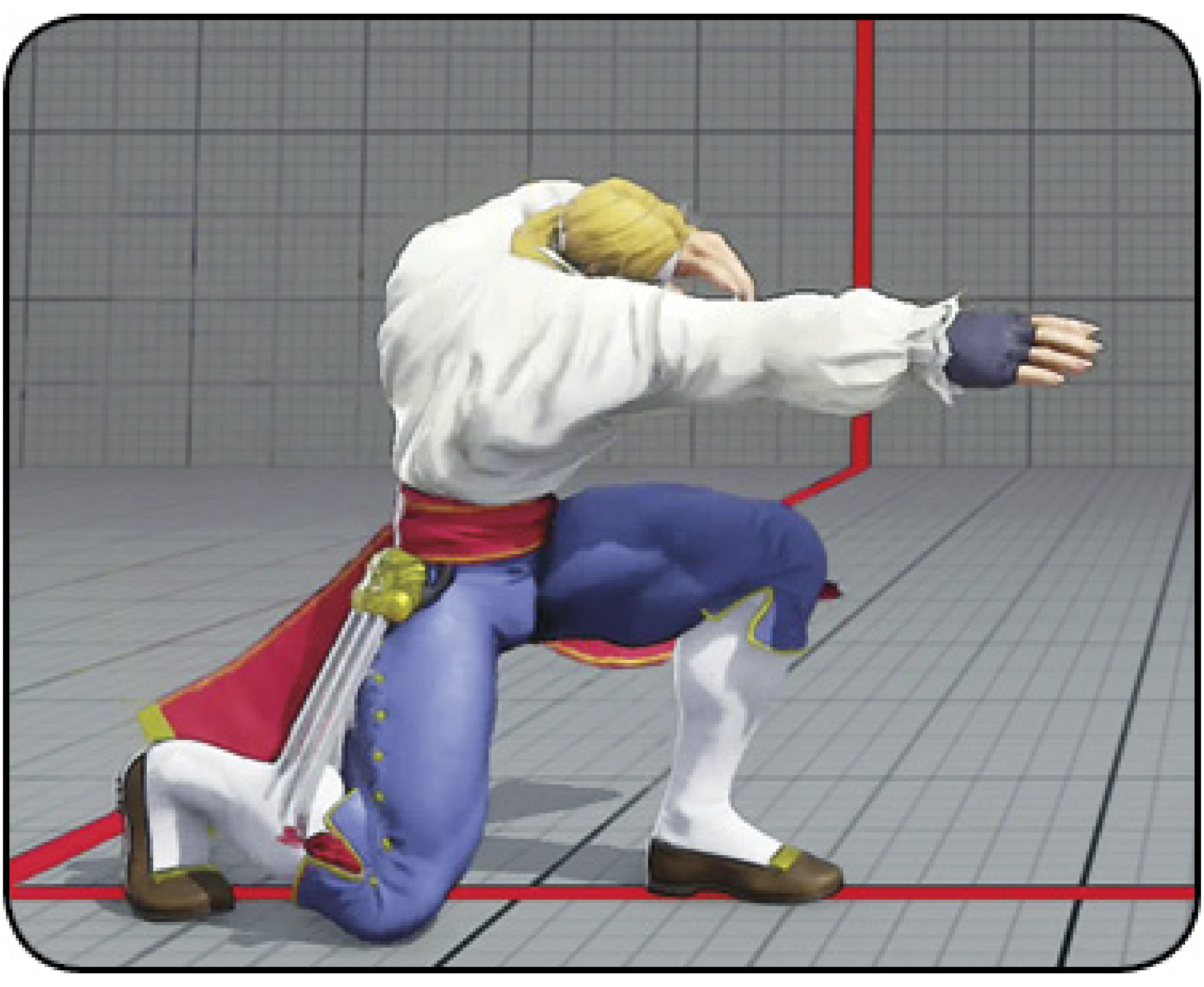
STARTUP	9
ACTIVE	2
RECOVERY	19
GUARD LEVEL	HL
ON HIT	-2
ON GUARD	-5
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25



Vega

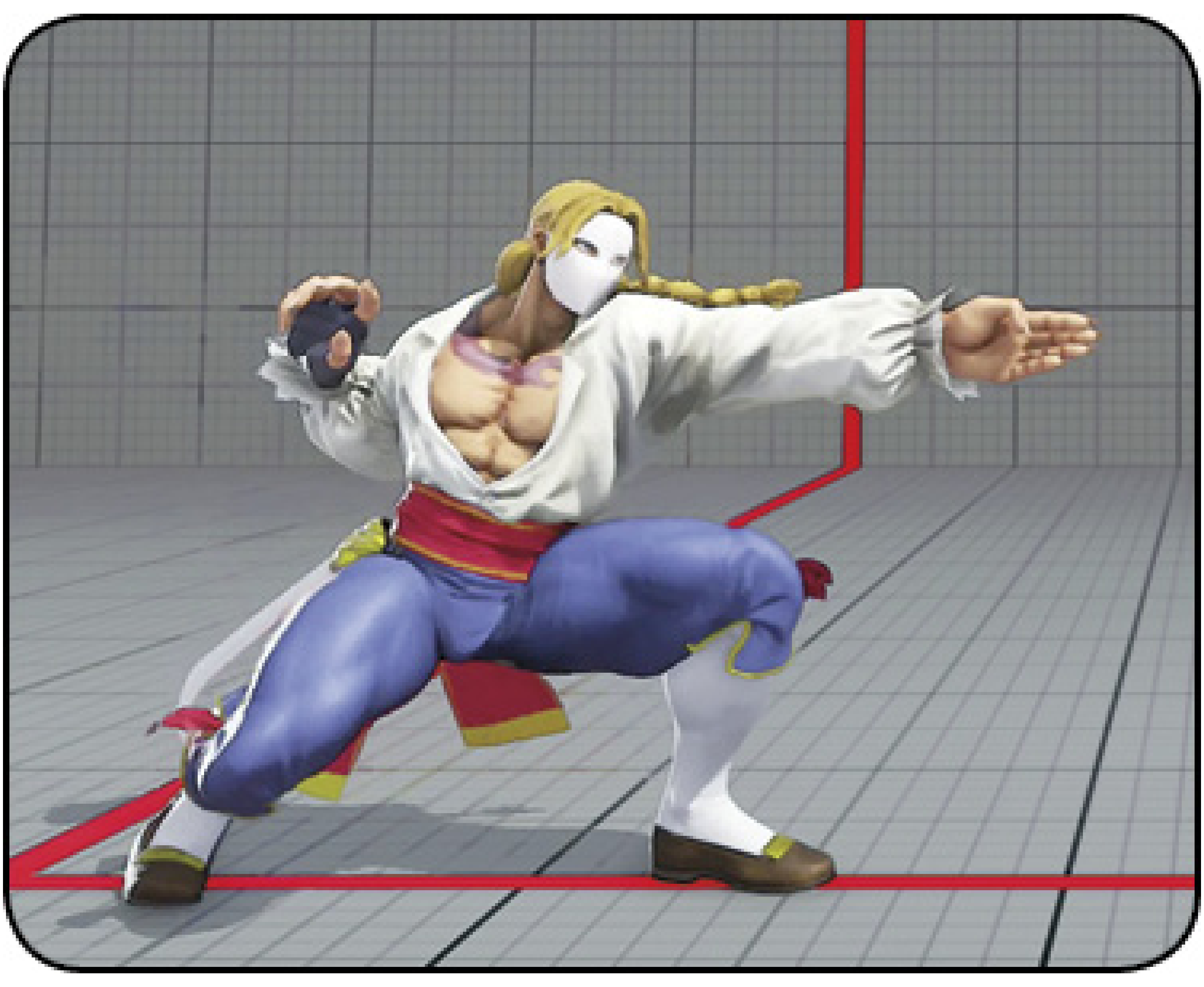
Hand Crouching Normals

CROUCHING JAB LP WHILE CROUCHING



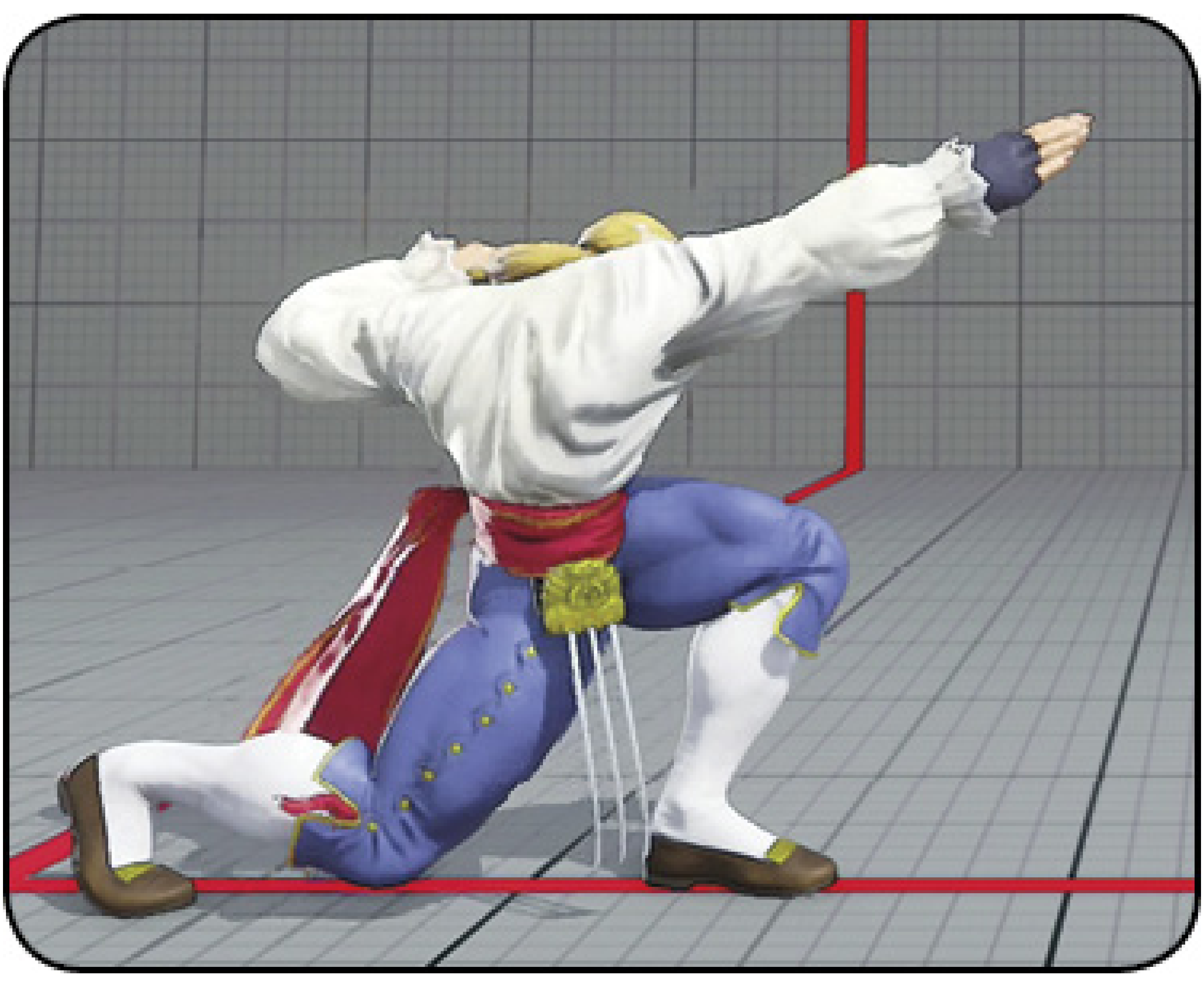
STARTUP	4
ACTIVE	2
RECOVERY	7
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
STNC HIT	-8
STNC GUARD	-10
CANCEL	CH, SP, V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	5
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	4
ON GUARD	2
STNC HIT	-2
STNC GUARD	-4
CANCEL	SP, V
DAMAGE	60
STUN	100
METER GAIN	30/15

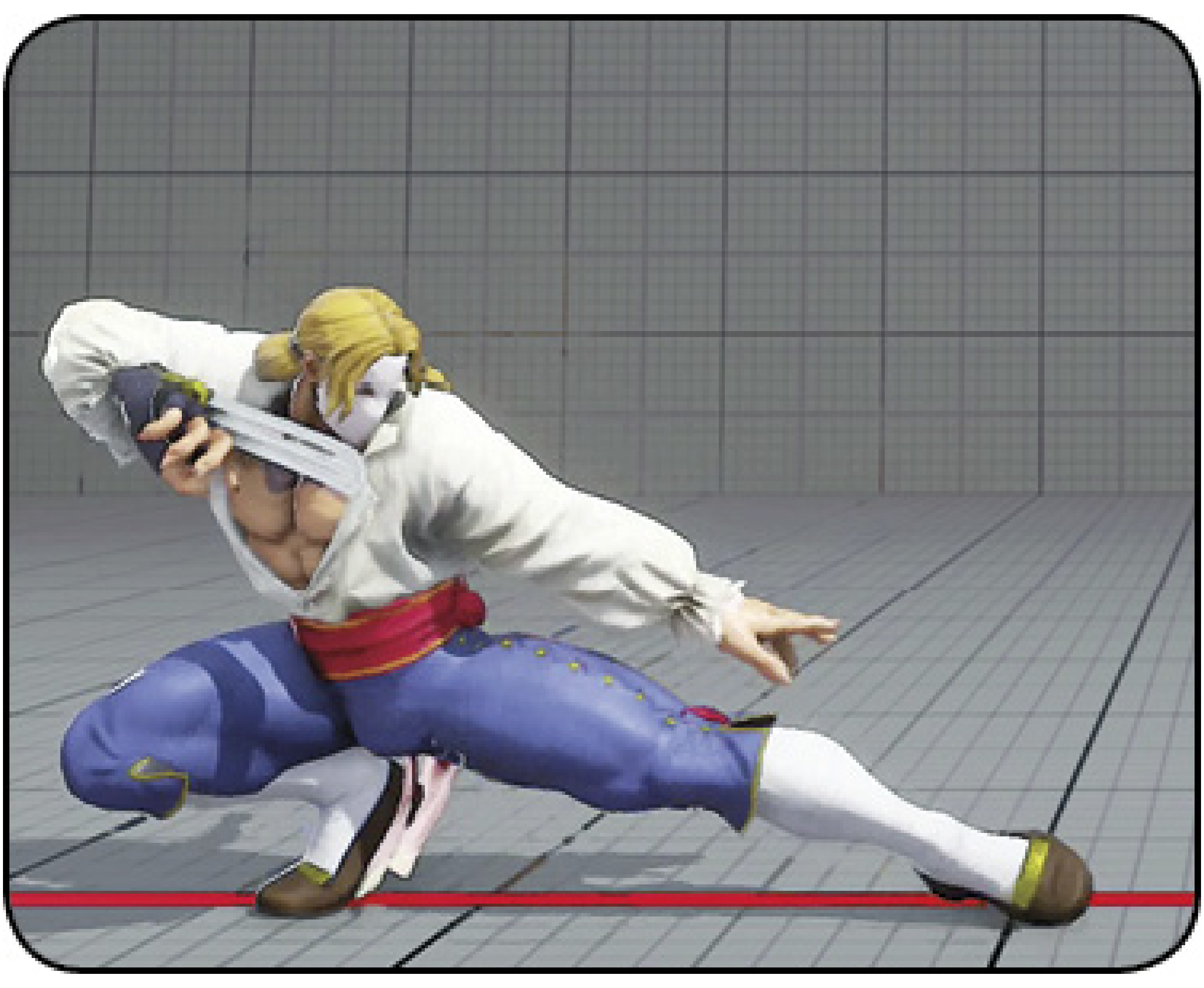
CROUCHING FIERCE HP WHILE CROUCHING



STARTUP	9
ACTIVE	4
RECOVERY	15
GUARD LEVEL	HL
ON HIT	±0
ON GUARD	-2
STNC HIT	—
STNC GUARD	—
CANCEL	SP, V
DAMAGE	80
STUN	150
METER GAIN	50/25

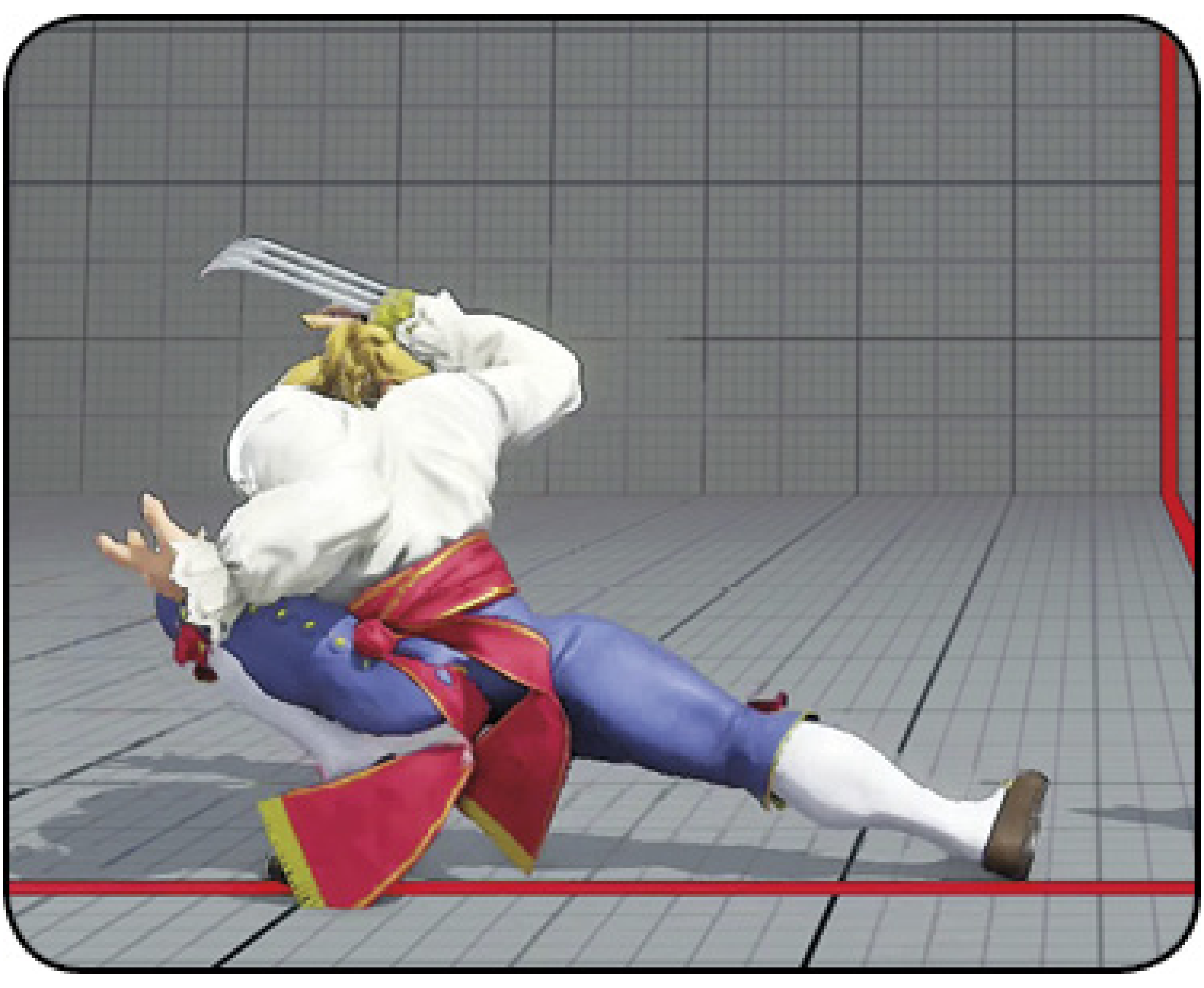
Crouching Kicks

CROUCHING SHORT LK WHILE CROUCHING



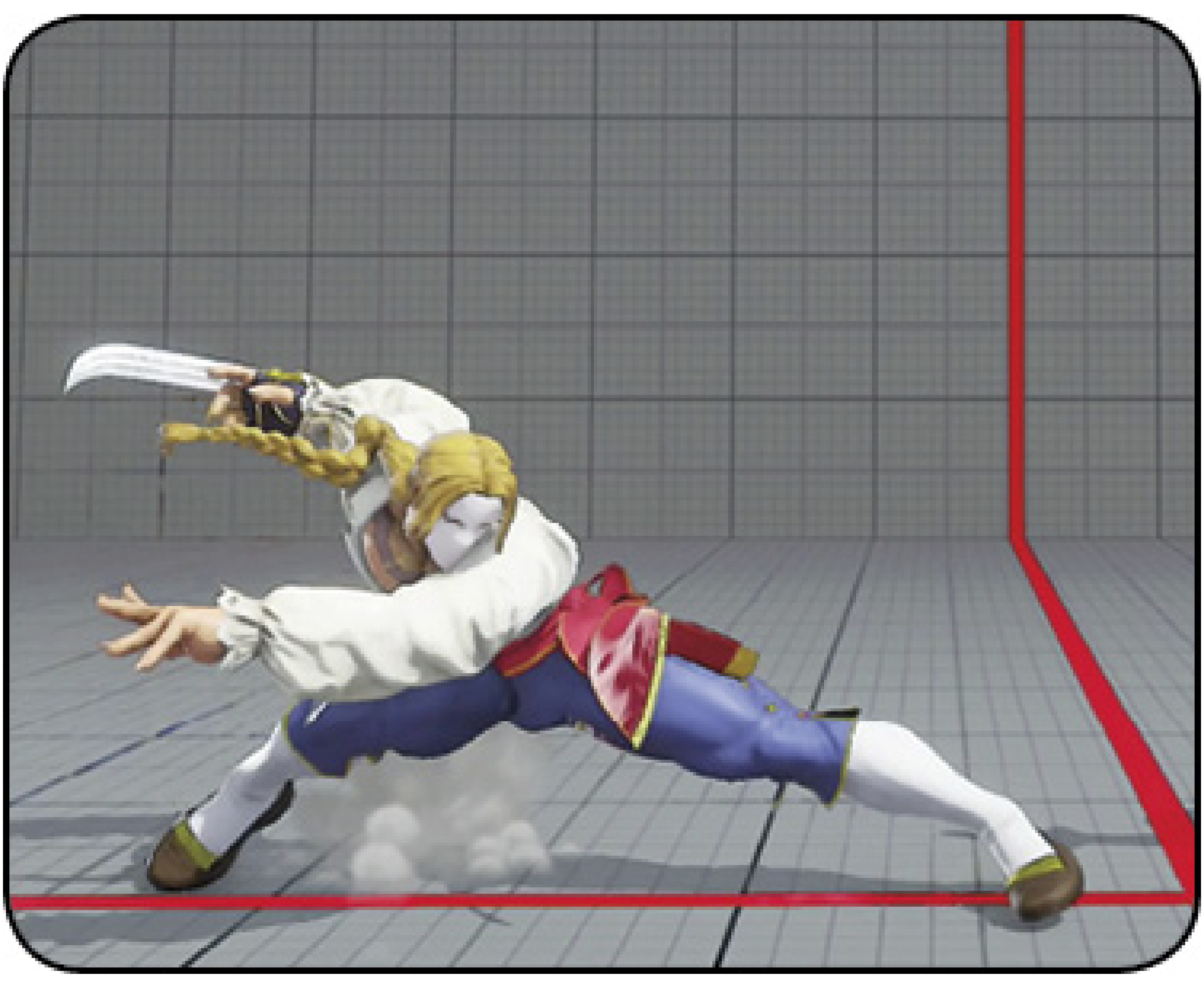
STARTUP	4
ACTIVE	2
RECOVERY	9
GUARD LEVEL	L
ON HIT	4
ON GUARD	±0
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	20
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	7
ACTIVE	2
RECOVERY	16
GUARD LEVEL	L
ON HIT	6
ON GUARD	2
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	50
STUN	100
METER GAIN	30/15

CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	9
ACTIVE	9
RECOVERY	15
GUARD LEVEL	L
ON HIT	D
ON GUARD	-13
STNC HIT	—
STNC GUARD	—
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

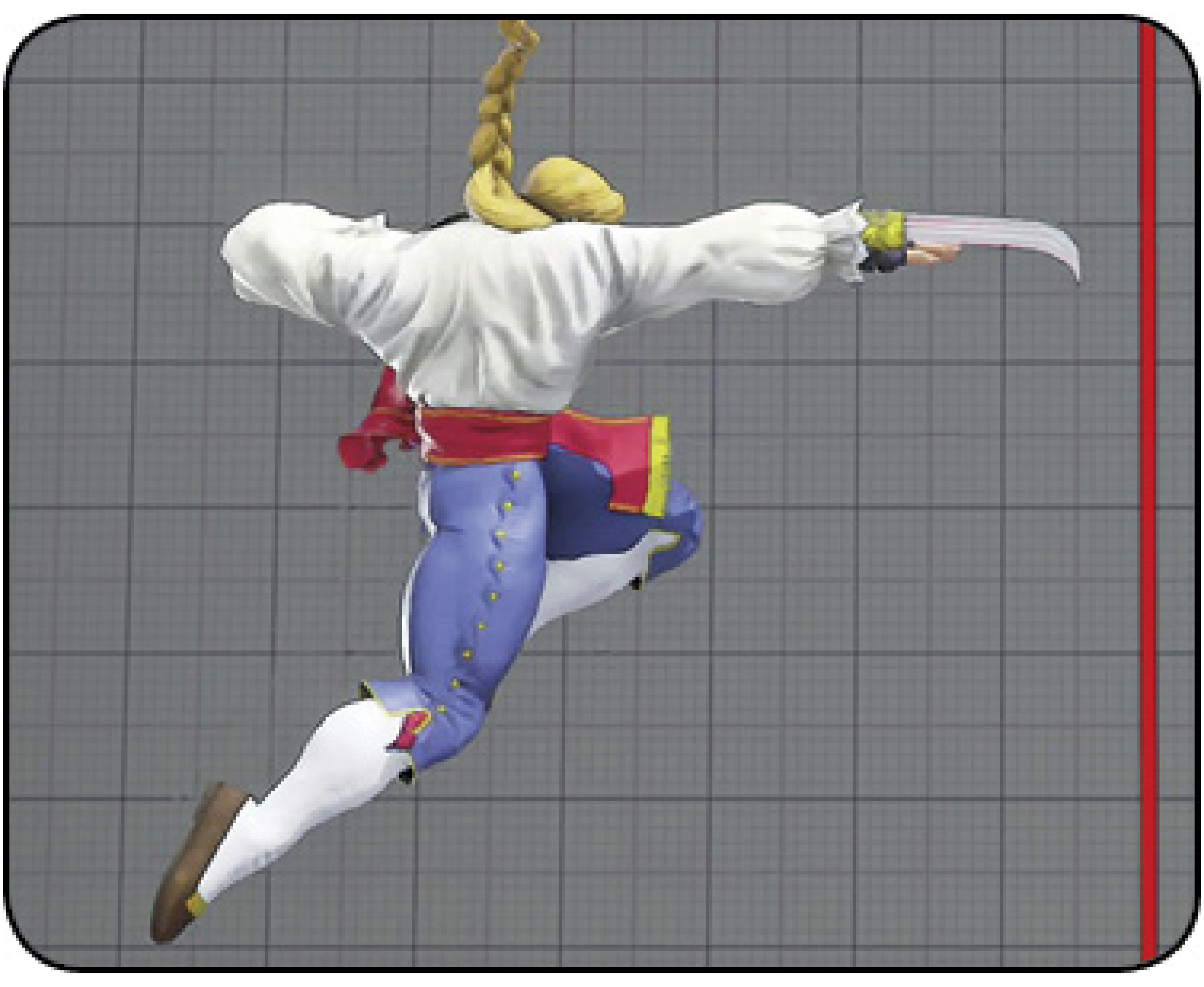
NOTES

On counter-hit: Crush Counter knockdown prevents quick recovery, +150 V-Gauge

Vega

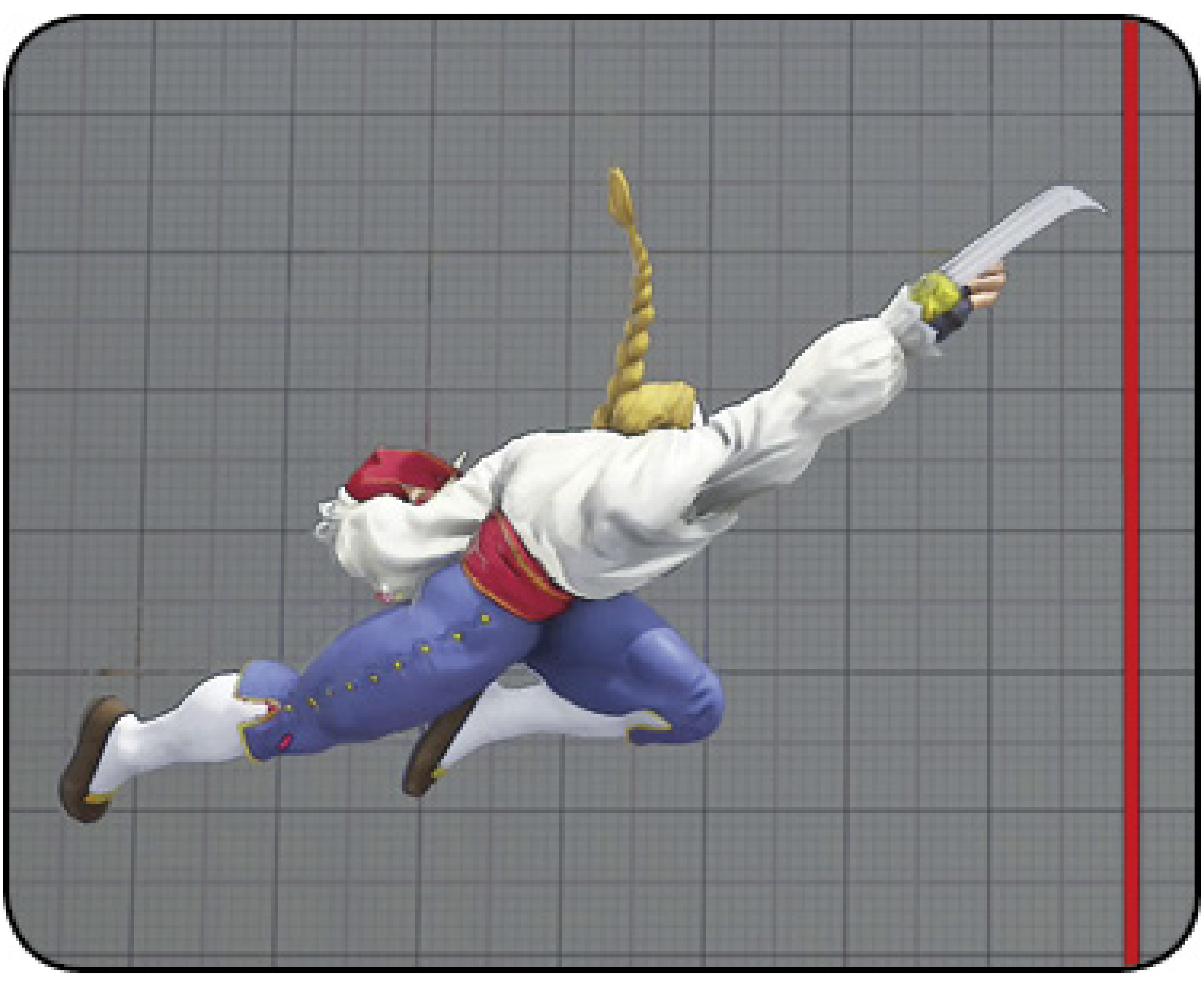
Claw Jumping Normals

JUMPING JAB LP WHILE JUMPING



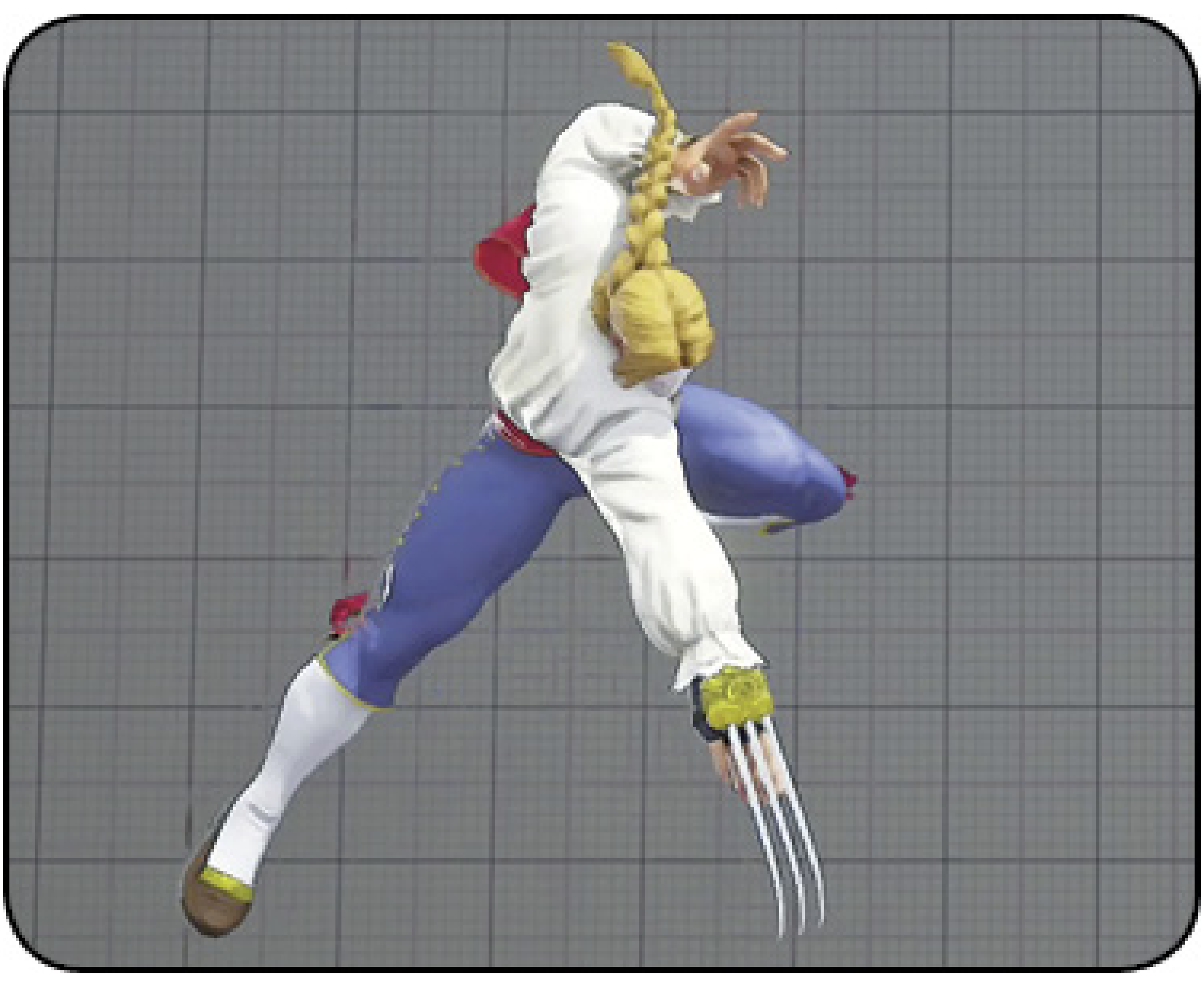
STARTUP	4
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING

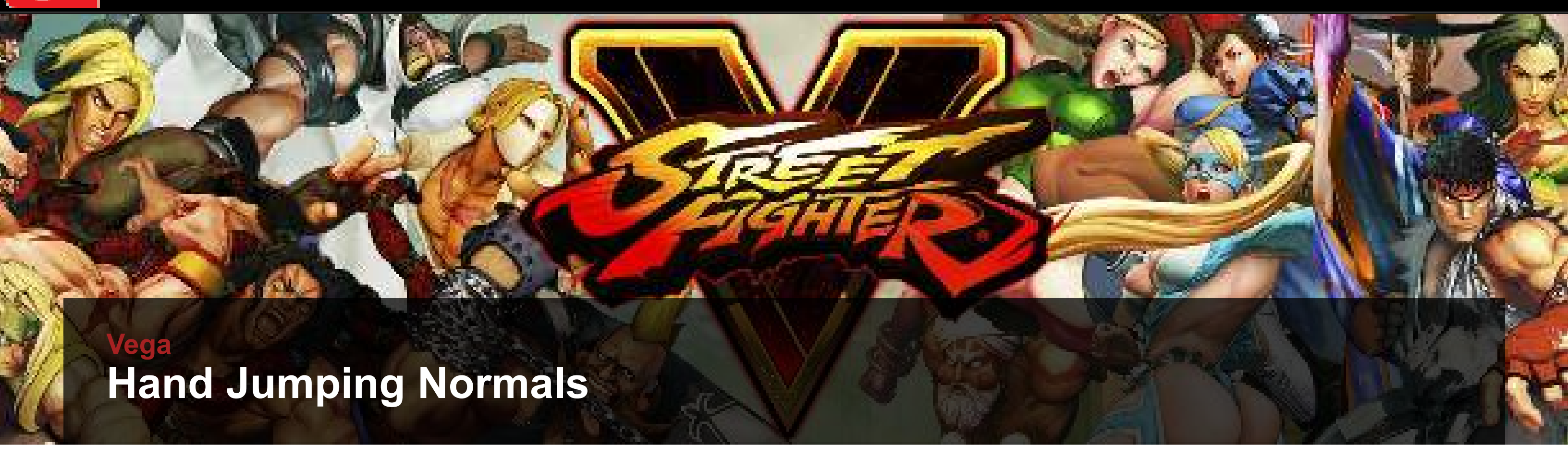


STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



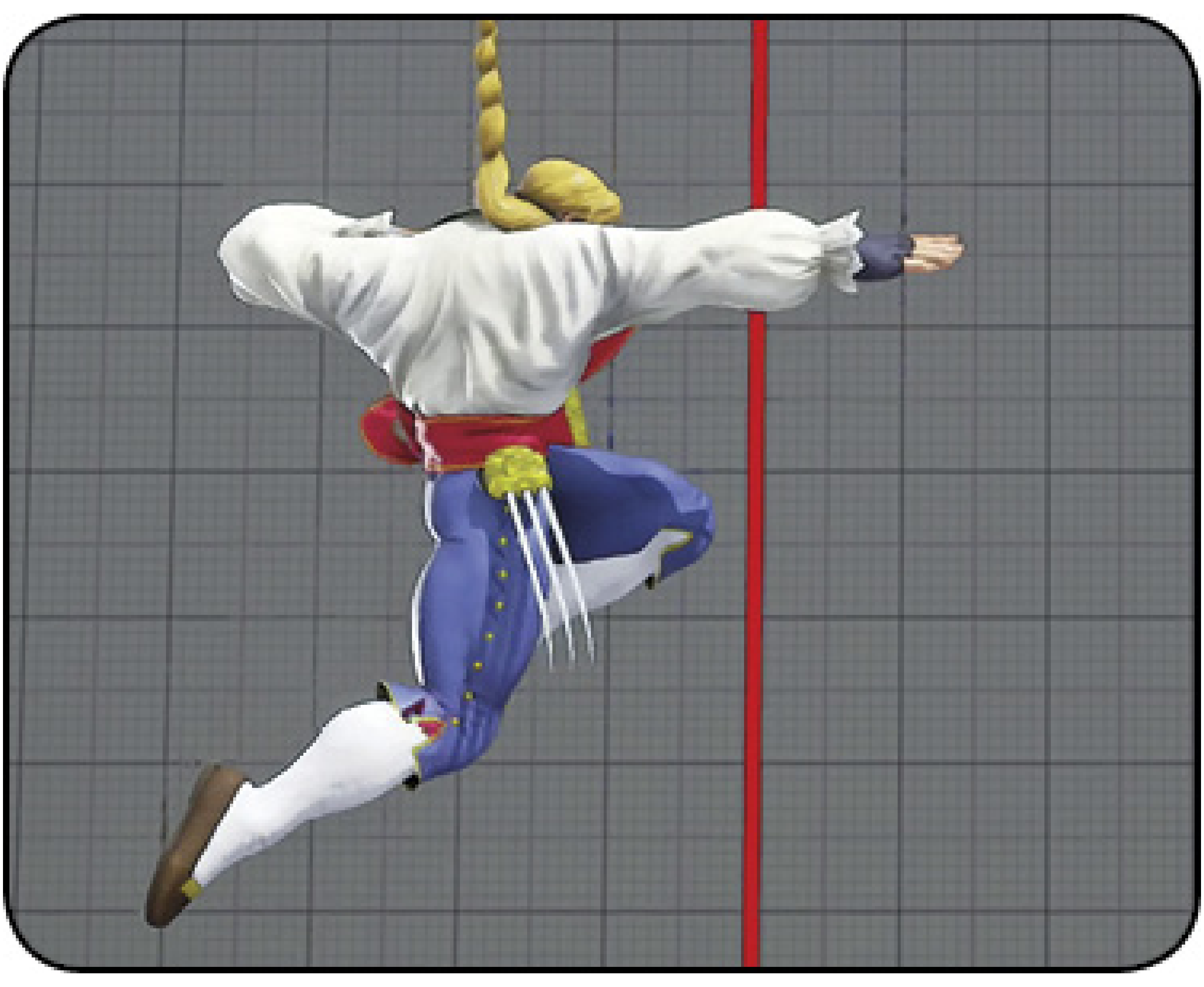
STARTUP	7
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25



Vega

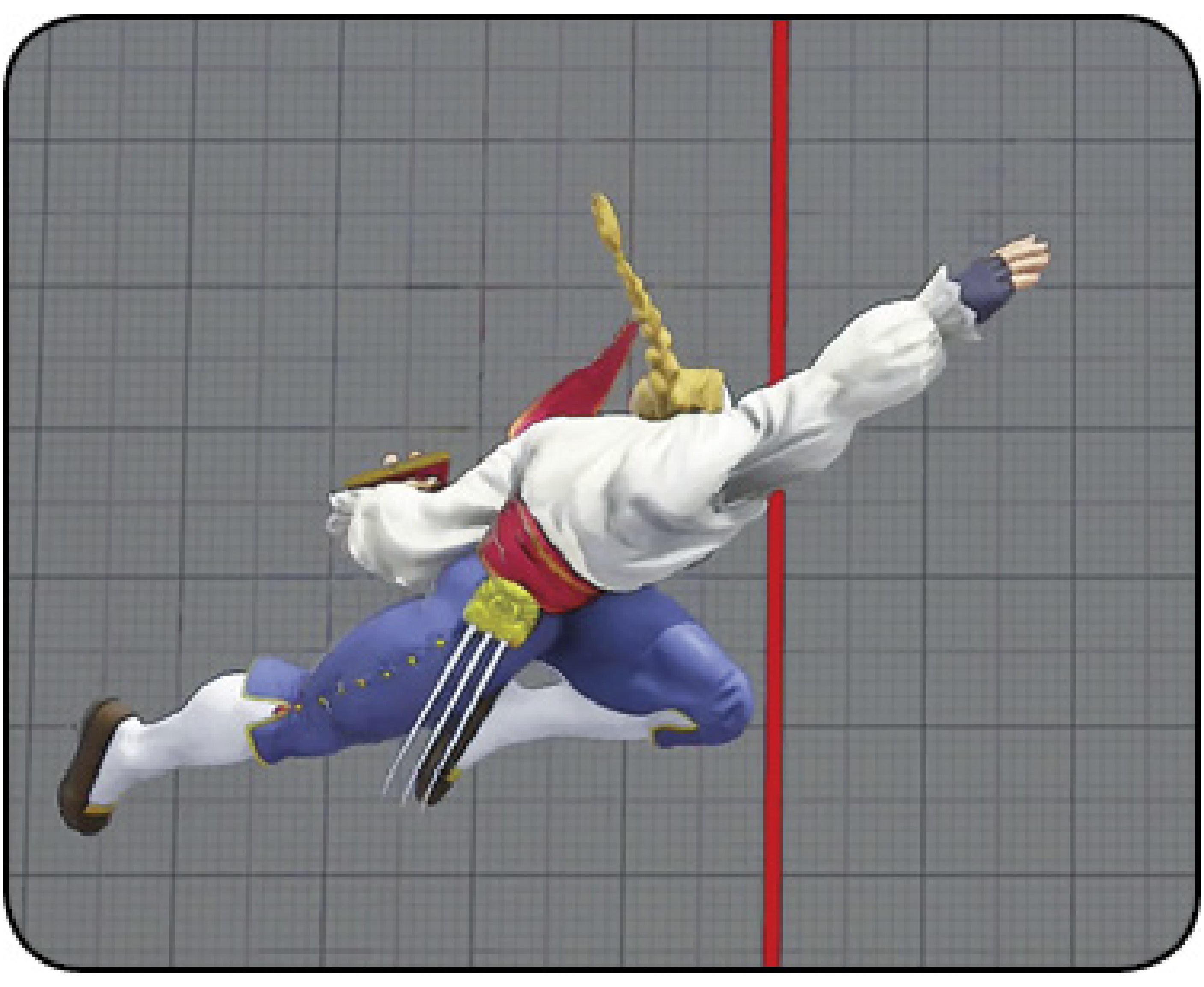
Hand Jumping Normals

JUMPING JAB LP WHILE JUMPING



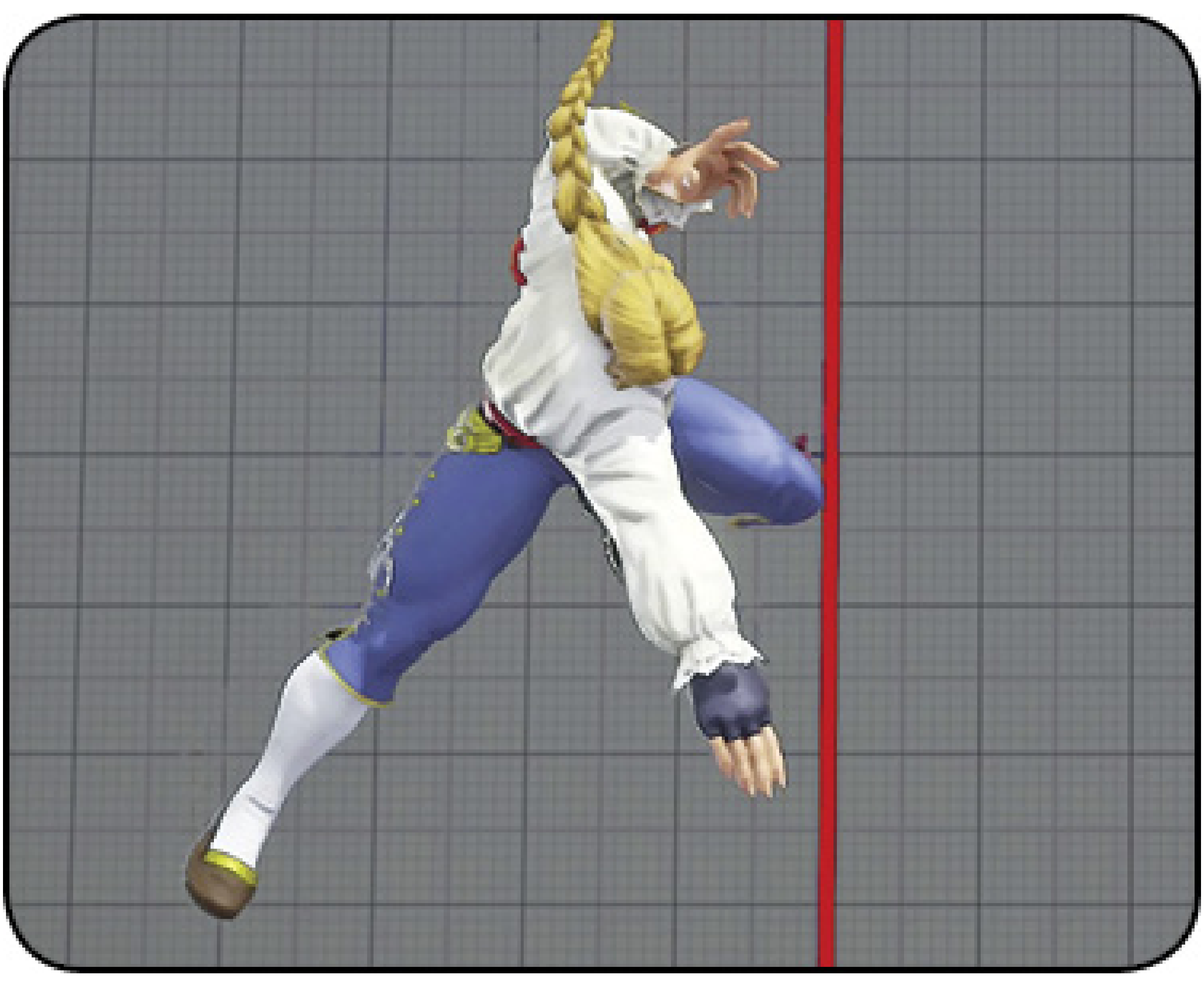
STARTUP	3
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



STARTUP	4
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING

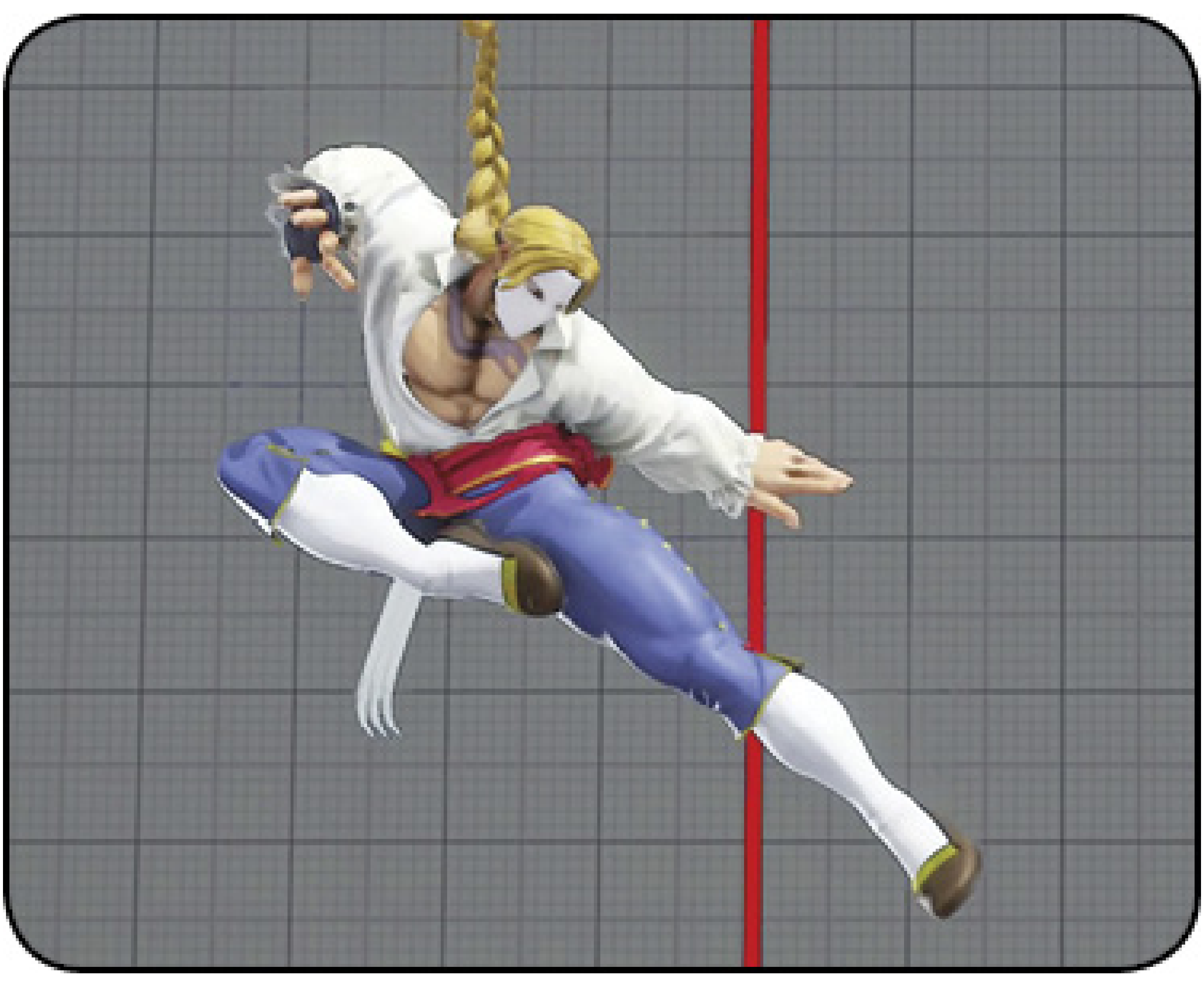


STARTUP	7
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

Vega

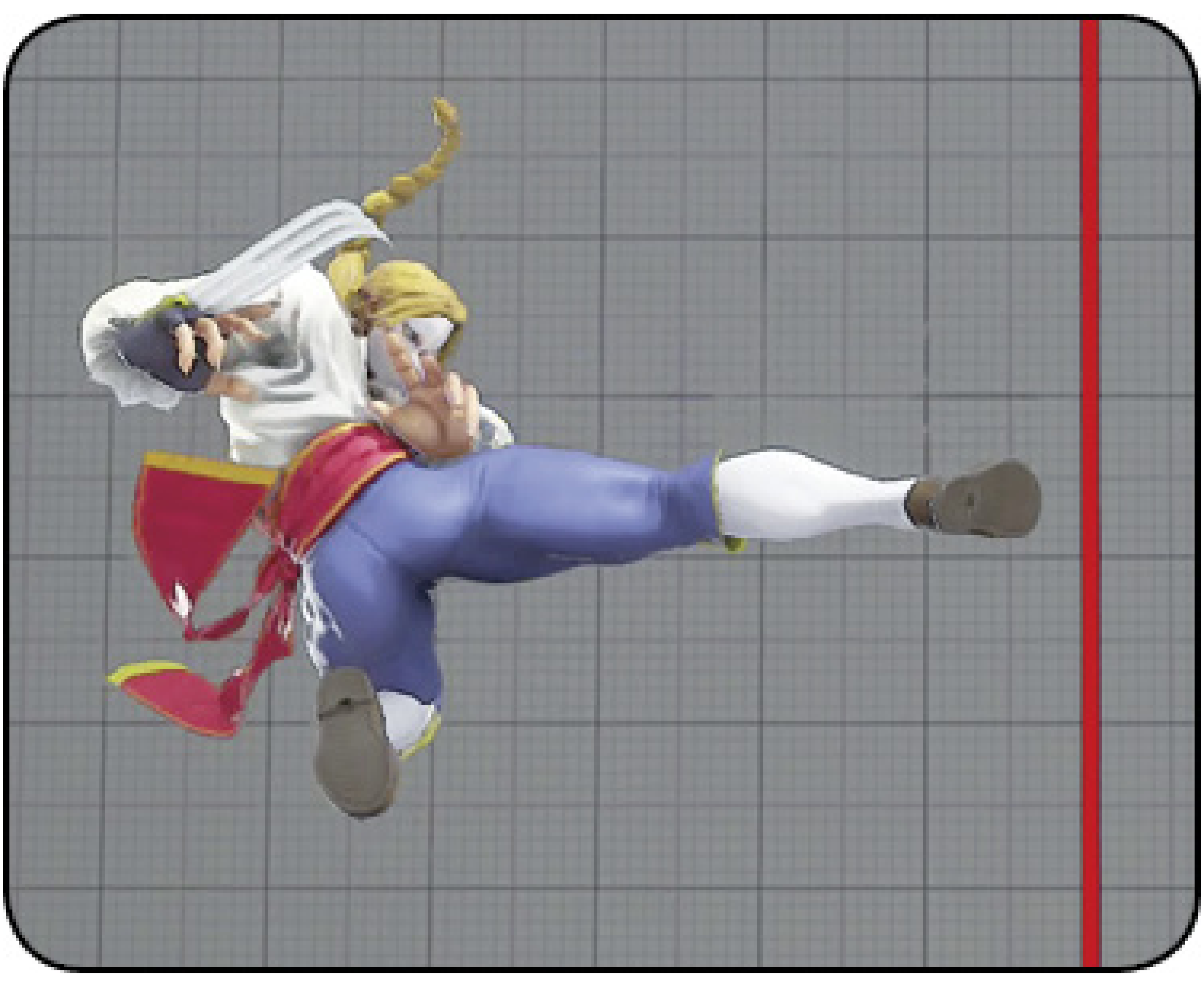
Jumping Kicks

JUMPING SHORT LK WHILE JUMPING



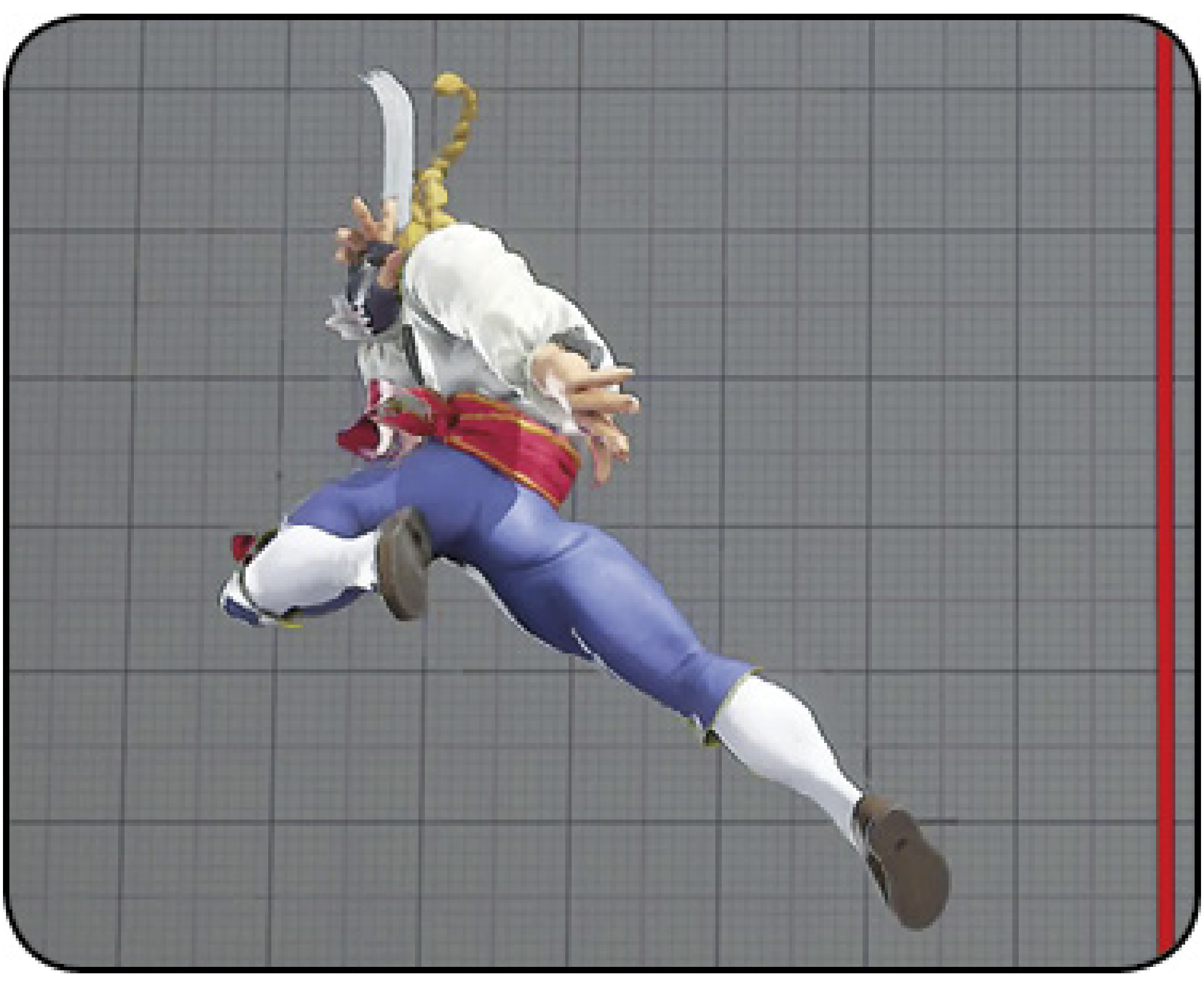
STARTUP	4
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	40
STUN	70
METER GAIN	20/10

JUMPING FORWARD MK WHILE JUMPING



STARTUP	5
ACTIVE	7
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING

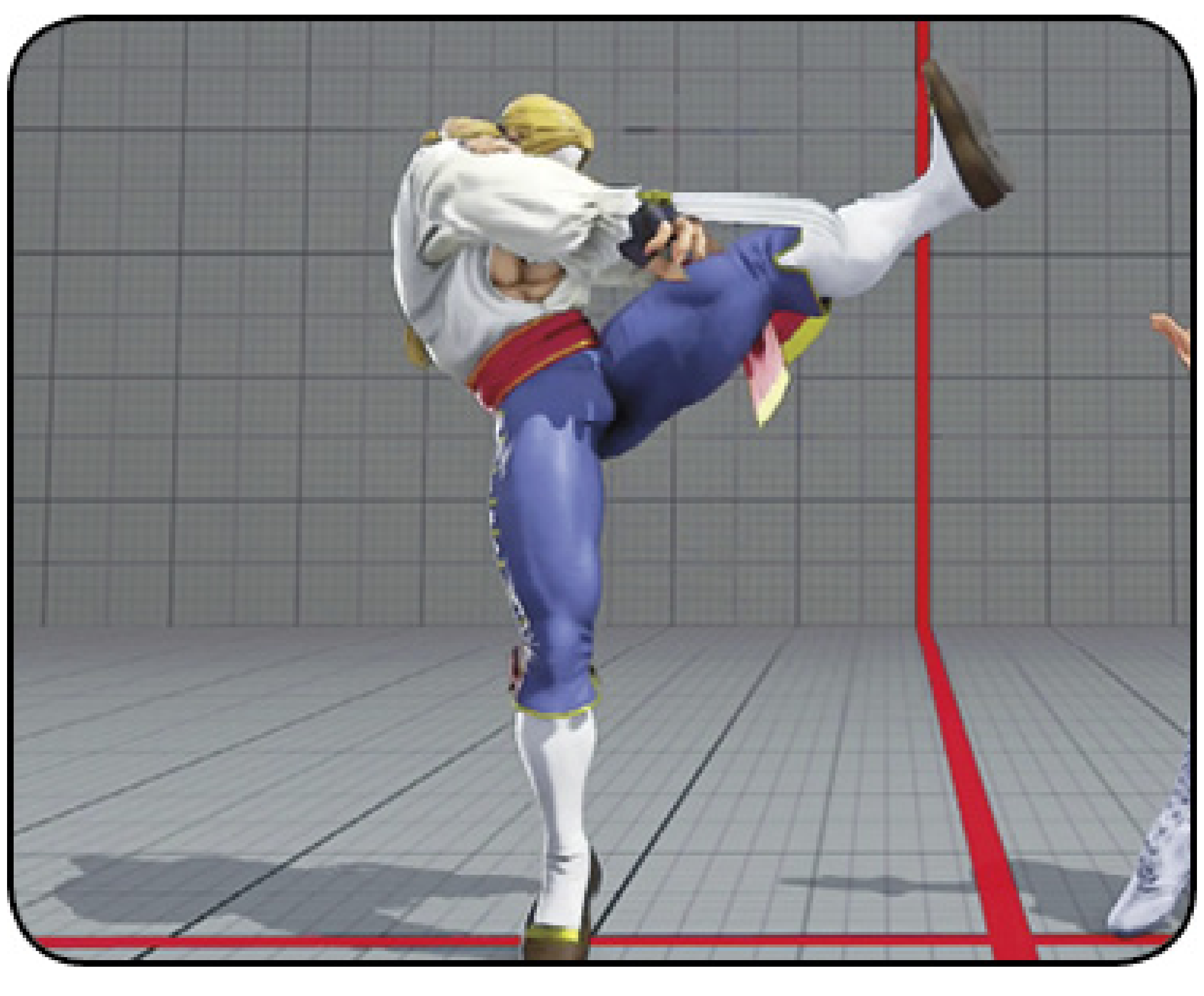


STARTUP	9
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	50/25

Vega

Claw Unique Attacks

MERCURY SHARD → + MK



STARTUP	22
ACTIVE	3
RECOVERY	13
GUARD LEVEL	H
ON HIT	±0
ON GUARD	-4
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

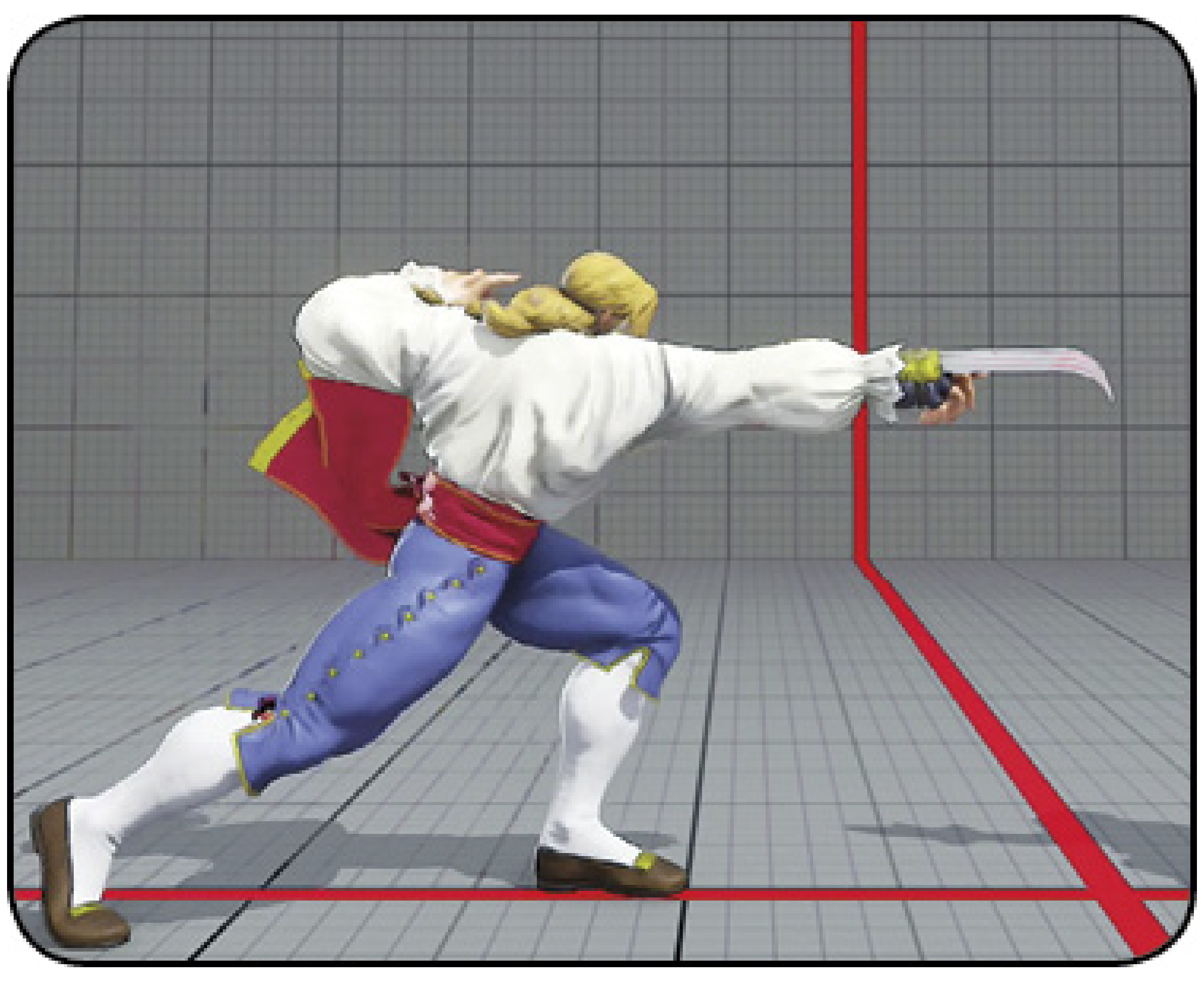
NOTES

Available in both stances

Mercury Shard: Vega performs a small hop, followed by a heel to the opponent's head. Mercury Shard is Vega's mid-range overhead attack. It must be blocked standing, and although it looks like Vega goes airborne before the actual strike, he's considered grounded for the entirety of the move. If he's interrupted, he'll go into a grounded hitstun instead of being knocked into air recovery. Mercury Shard shares similarities with most other overhead attacks in *SFV*: it starts up at 22 frames and is -4 on block (just like Nash's Chopping Assault and Rashid's Beak Assault). However, Vega has an easier time landing his overhead because of the threat of both his crouching MK and crouching HK in conjunction with his amazing walk speed.

It's entirely blockable on reaction, so you'll want to use Mercury Shard sparingly or if you feel like you've conditioned your opponent enough with your low-hitting crouching MK and slide attacks. Use Mercury Shard to either end the round or keep the enemy honest. Mixing up your high/low offense can be frustrating for your adversary to deal with, considering how fast Vega can walk in and out of range.

BUSTER CLAW → + HP



STARTUP	13
ACTIVE	4
RECOVERY	20
GUARD LEVEL	HL
ON HIT	-3
ON GUARD	-14
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	80
STUN	150
METER GAIN	50/25

NOTES

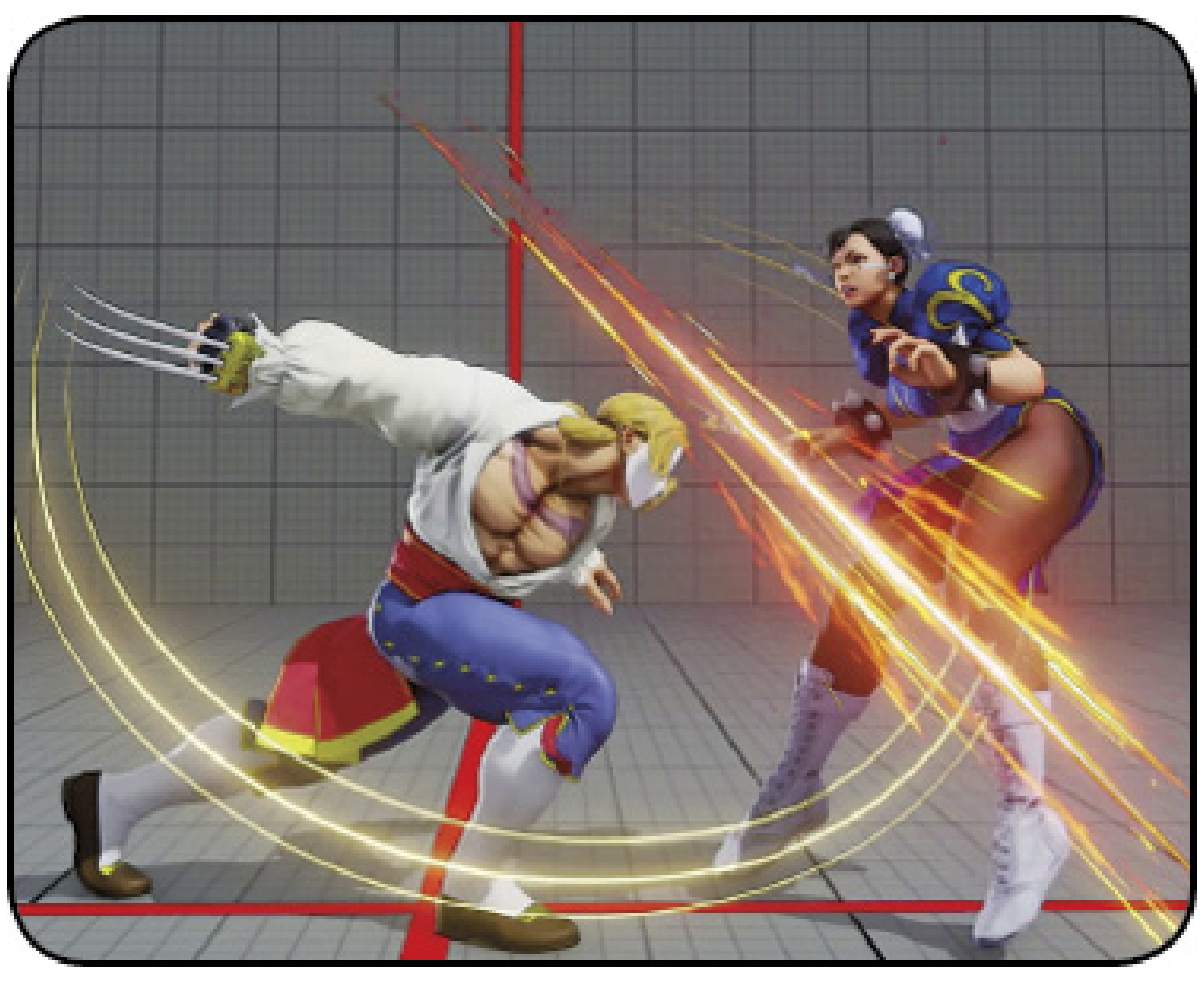
On counter-hit: Crush Counter (stagger), +12 frame advantage, +150 V-Gauge

Buster Claw: Buster Claw is a unique far-reaching claw thrust executed by inputting → + HP. With its heavy-attack priority, it's unlikely to lose to colliding medium and light attacks (unless they connect at the very tip of the claw, where there's a hurtbox and no hitbox).

Buster Claw reaches from about forward jump distance—it will even reach the other character from the range at which you start a round. For instance, as soon as the round starts, if you input → + HP and your opponent doesn't move backward, you'll actually connect with Buster Claw.

It's not without its drawbacks, though. On block, Buster Claw leads to a massive -13 disadvantage, making it punishable by most gap-closing special attacks and Critical Arts. You can make it safer by hitting with the tip, but this also opens you up to missing with it, which can be equally devastating because of its large hurtbox extension. Still, you'll want to use it occasionally, especially to stop forward aggression from an opponent from past mid range. On counter-hit, it causes a Crush Counter, which you can capitalize on depending on Vega's distance from the enemy (see **Combo 16**). While Buster Claw boasts an impressive range, its hurtbox extends significantly past its hitbox, making it vulnerable to whiff-punishes. Don't be too predictable with it.

REVERSE CLAW HP ▶ HP

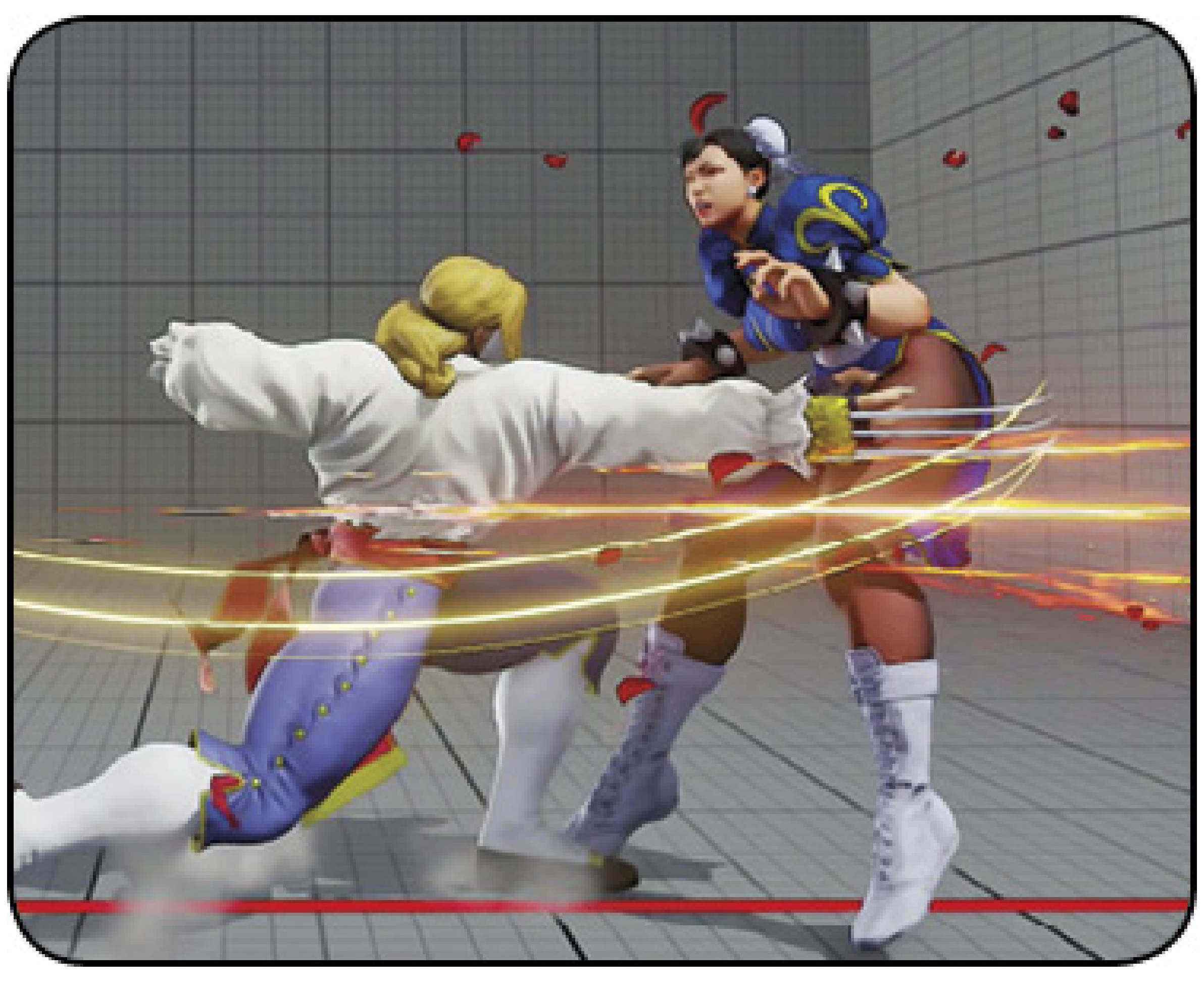


STARTUP	10
ACTIVE	3
RECOVERY	22
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-10
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	60
STUN	80
METER GAIN	50/25

NOTES

Cancelable during 24 frames of hitstop/blockstop

MATADOR FLASH HP ▶ HP ▶ MP + MK



STARTUP	22
ACTIVE	2
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	60
STUN	80
METER GAIN	V: 100/50

NOTES

Cancelable during 20 frames of hitstop; only cancelable on hit

Reverse Claw/Matador Flash: Vega's potential three-hit target combo initiated from standing HP. Reverse Claw is the second portion of the target combo canceled using a HP input. Vega performs an inverted slash with his claw that knocks down on hit. Matador Flash is the third and final portion of the sequence and can be executed by canceling Reverse Claw with either a MP + MK or hold MP + MK input.

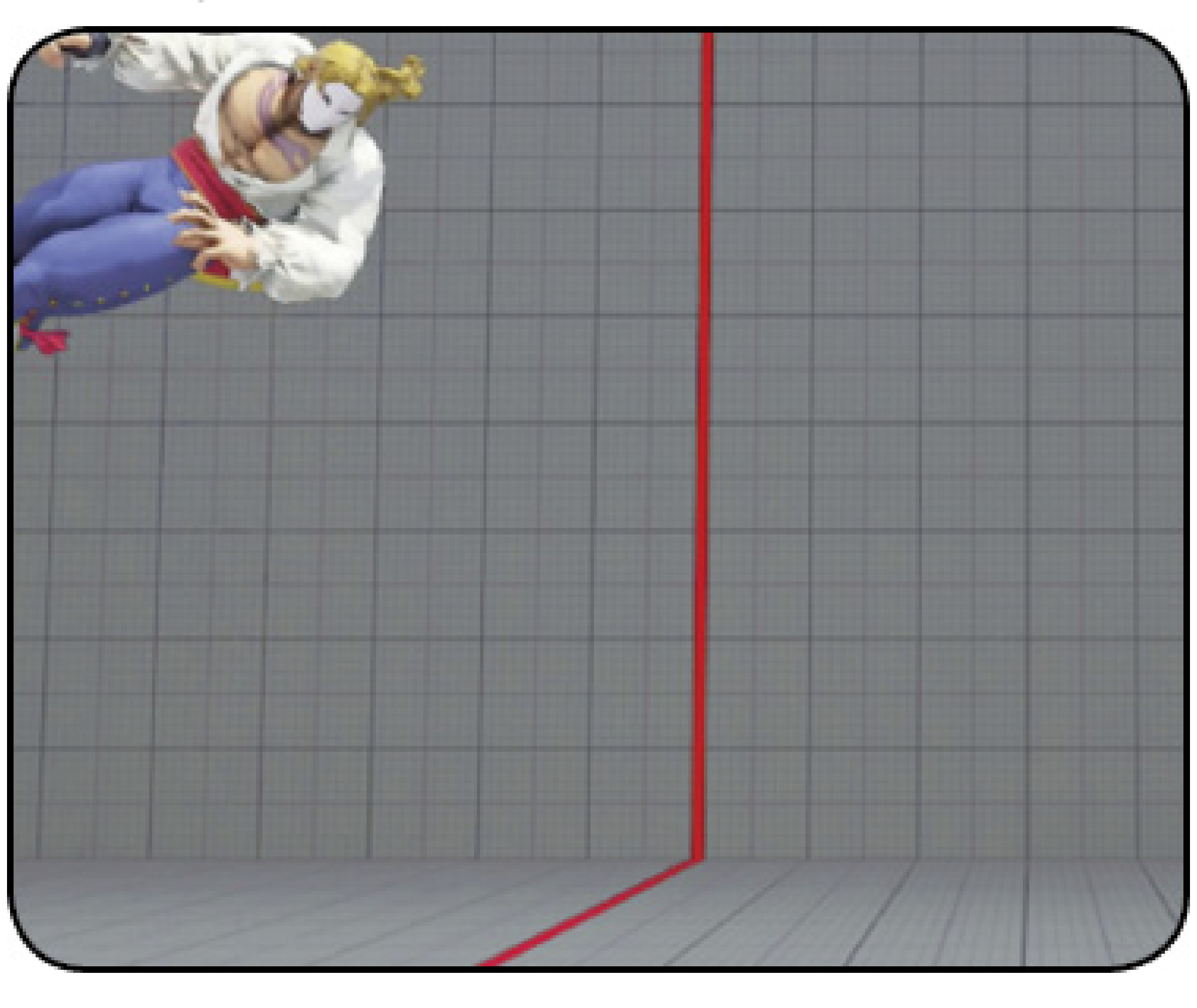
It's essentially a two-hit target combo with the option of tacking on either of his V-Skills (on hit only), so you can choose to go into the dodging taunt of Matador Turn or his dodging slash of Matador Turn Attack.

There's a large window of cancelability between standing HP into Reverse Claw (24 frames during the initial standing HP hitstop), so you can vary your timing to throw off opponents. However, regardless of how late you cancel into Reverse Claw, you can't create a blockstun gap so large that the enemy comes out of blockstun before Reverse Claw hits. For example, if you force the foe into blocking standing HP and then cancel into Reverse Claw on exactly the last frame while the opponent holds →, they'll still be able to block it. This variable timing is best used to confuse the enemy, disorienting them if they try to punish your initial standing HP.

In a vacuum, you should never use this target combo. However, in a real game scenario, you might get away with using it once in a while, especially if you're employing standing HP frequently on its own or if you're executing it at max hitbox distance. Standalone standing HP is also a decent frame trap tool that you can use up close or from range. Up close, it links into standing and crouching LP on hit, so if you've been using it this way, you can start using the target combo to mix up your enemy's natural reactions.

Reverse Claw, as its name implies, is only available with Vega's claw equipped.

WALL JUMP → NEAR WALL WHILE JUMPING



STARTUP	—
ACTIVE	—
RECOVERY	—
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

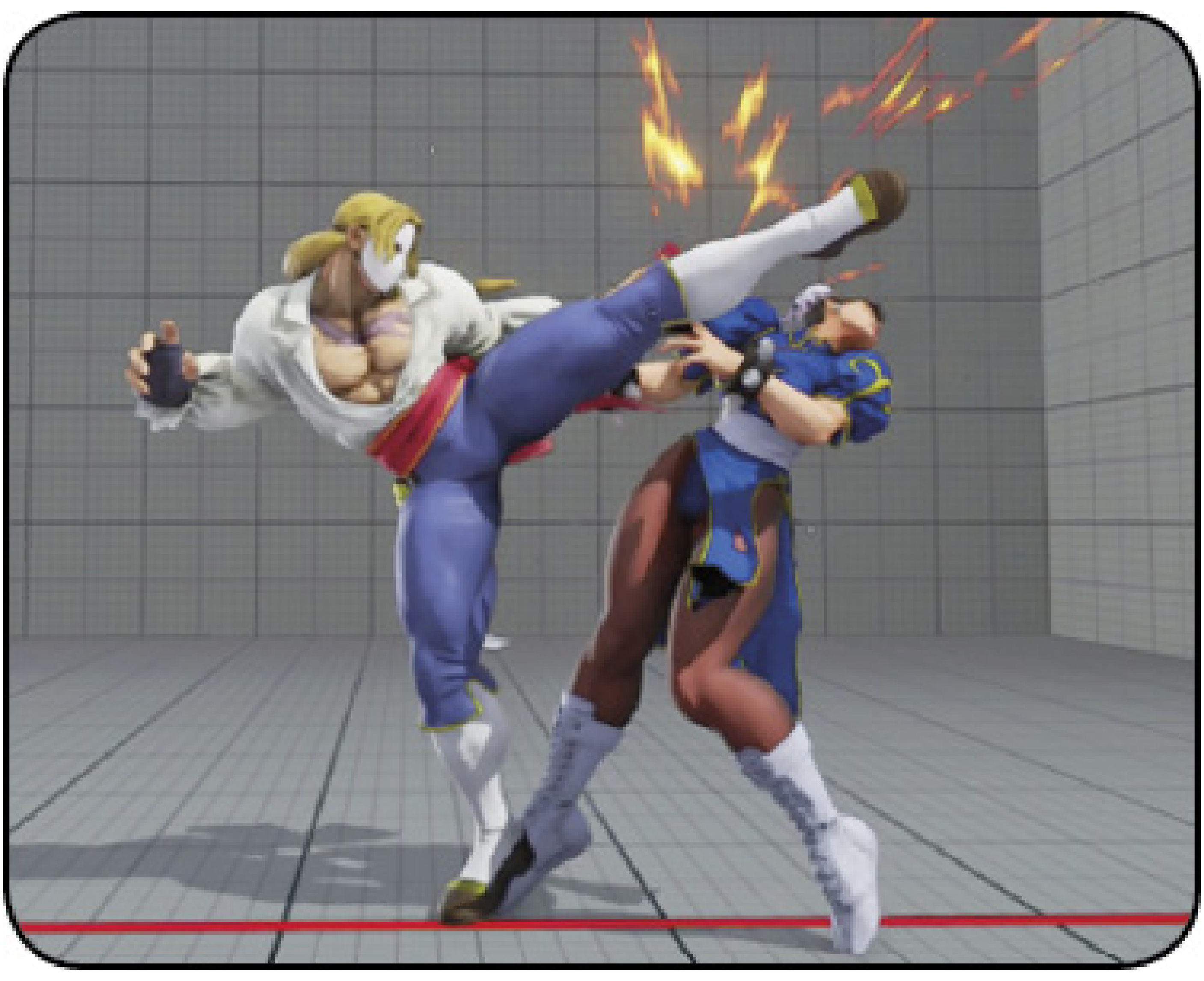
NOTES

12 frames earliest wall jump

Wall Jump: Vega still has his Wall Jump from previous *Street Fighter* titles, performed with a → input while backward jumping near a wall. You can use Wall Jump to change Vega's trajectory while near a corner or if the opponent is a full screen away while Vega's mid-stage. There's a minimum height restriction at which you can cancel a backward jump into a forward jump; the earliest is on the 12th frame after inputting ↺ against a wall. Furthermore, the altitude that Vega jumps from determines the duration and distance of the Wall Jump. The higher that Vega is when he wall jumps, the farther the jump will reach. For the most surprising jumps, aim to jump low to the ground. Vega will do a short hop, covering less distance, but it will have much more of a surprise factor against an unsuspecting enemy.

Use Wall Jumps to either escape the corner if you're under pressure or as a jump-altering offensive measure. Your opponent may not be expecting it in the neutral game if you're playing a runaway style and may become impatient chasing Vega down, running into an off-the-wall jumping HK. As long as you're not too predictable with it, you shouldn't get punished too often. However, since Vega isn't as defense-based as he used to be in previous *SF* games, you probably won't be using this maneuver too frequently.

MATADOR BLITZ MP X▶ HK

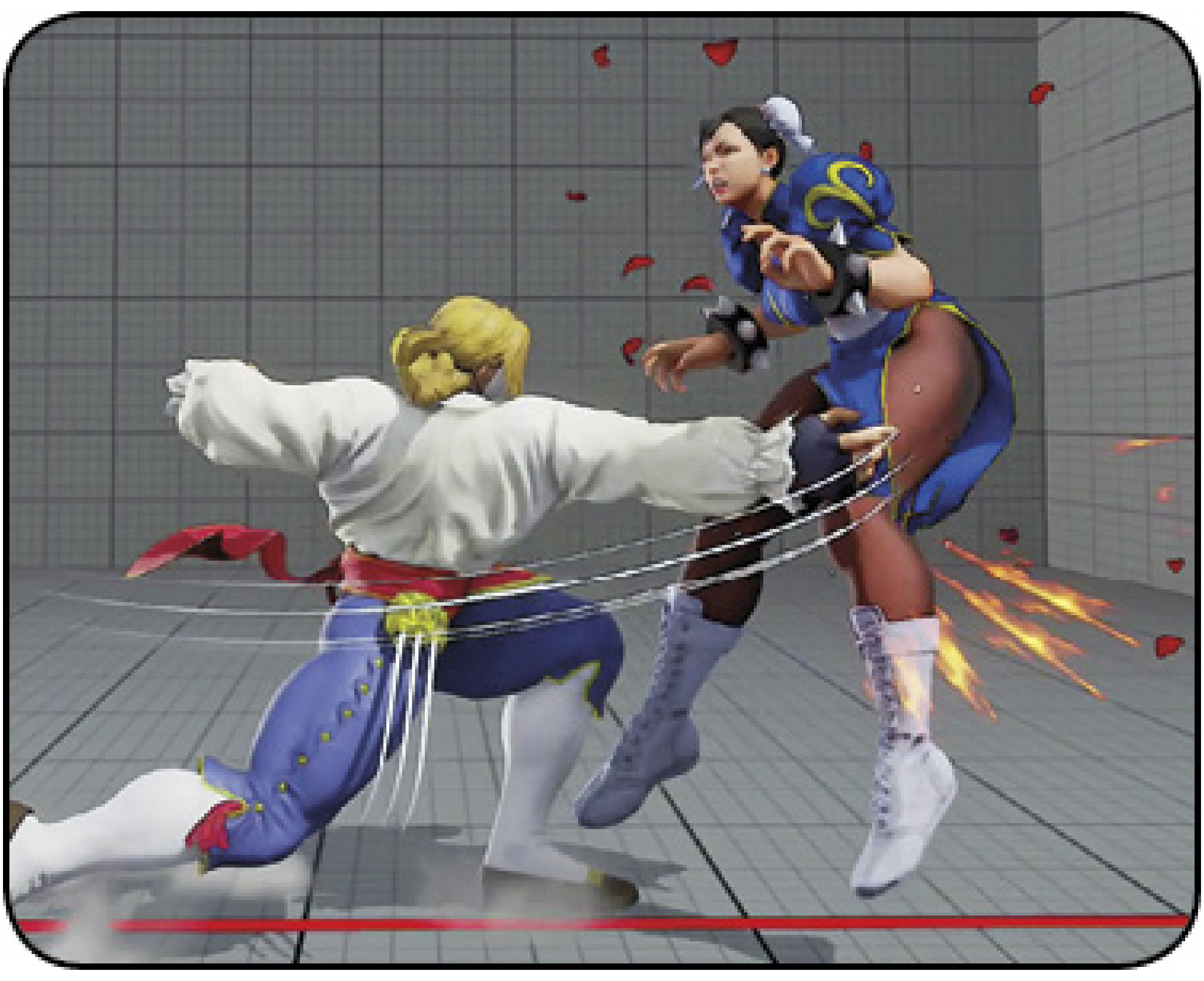


STARTUP	9
ACTIVE	3
RECOVERY	18
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-3
STNC HIT	D
STNC GUARD	—
CANCEL	SP
DAMAGE	80
STUN	80
METER GAIN	50/25

NOTES

Does not hit crouching opponents

MATADOR BLITZ 2ND MP X▶ HK X▶ MP + MK

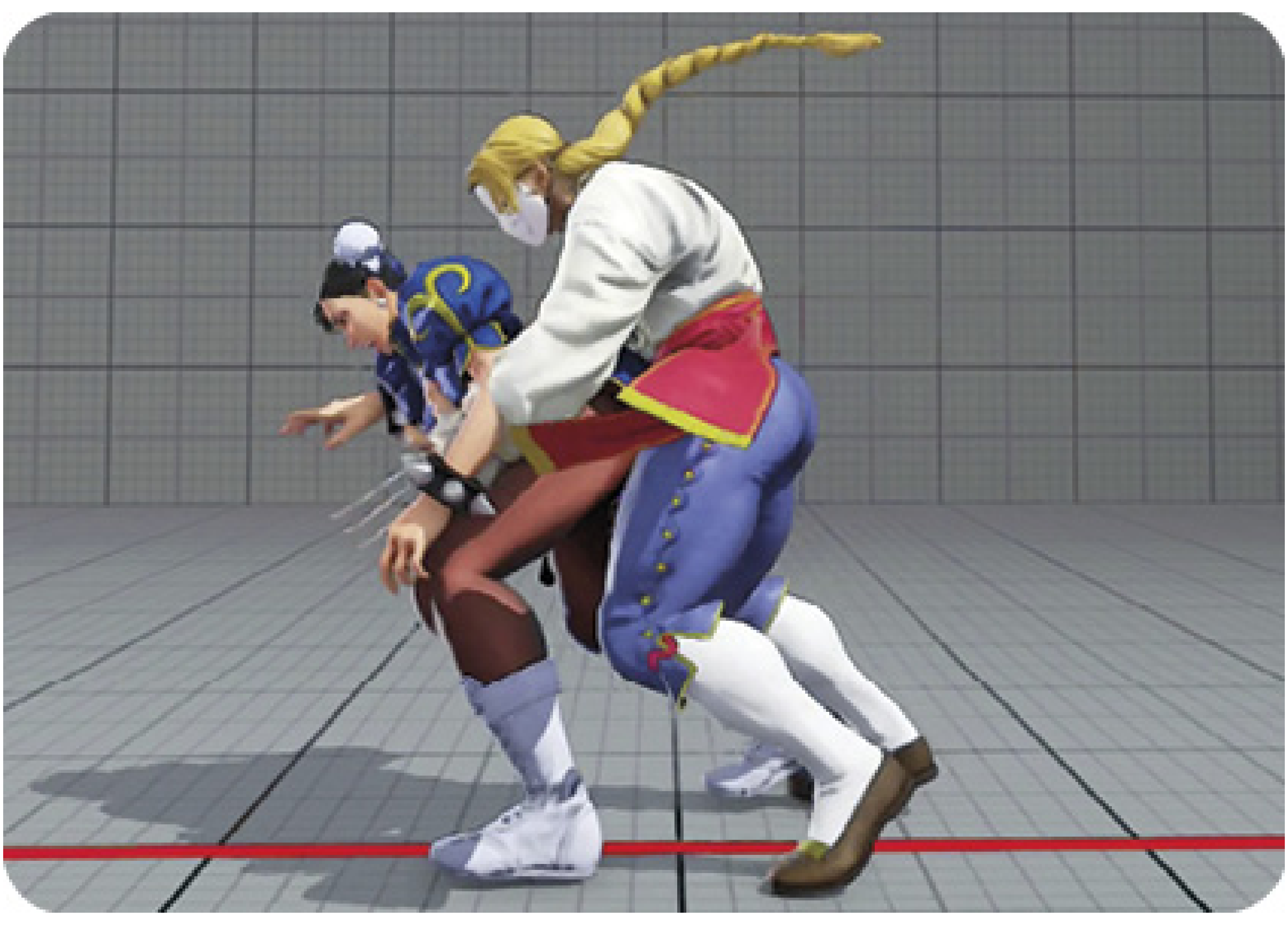


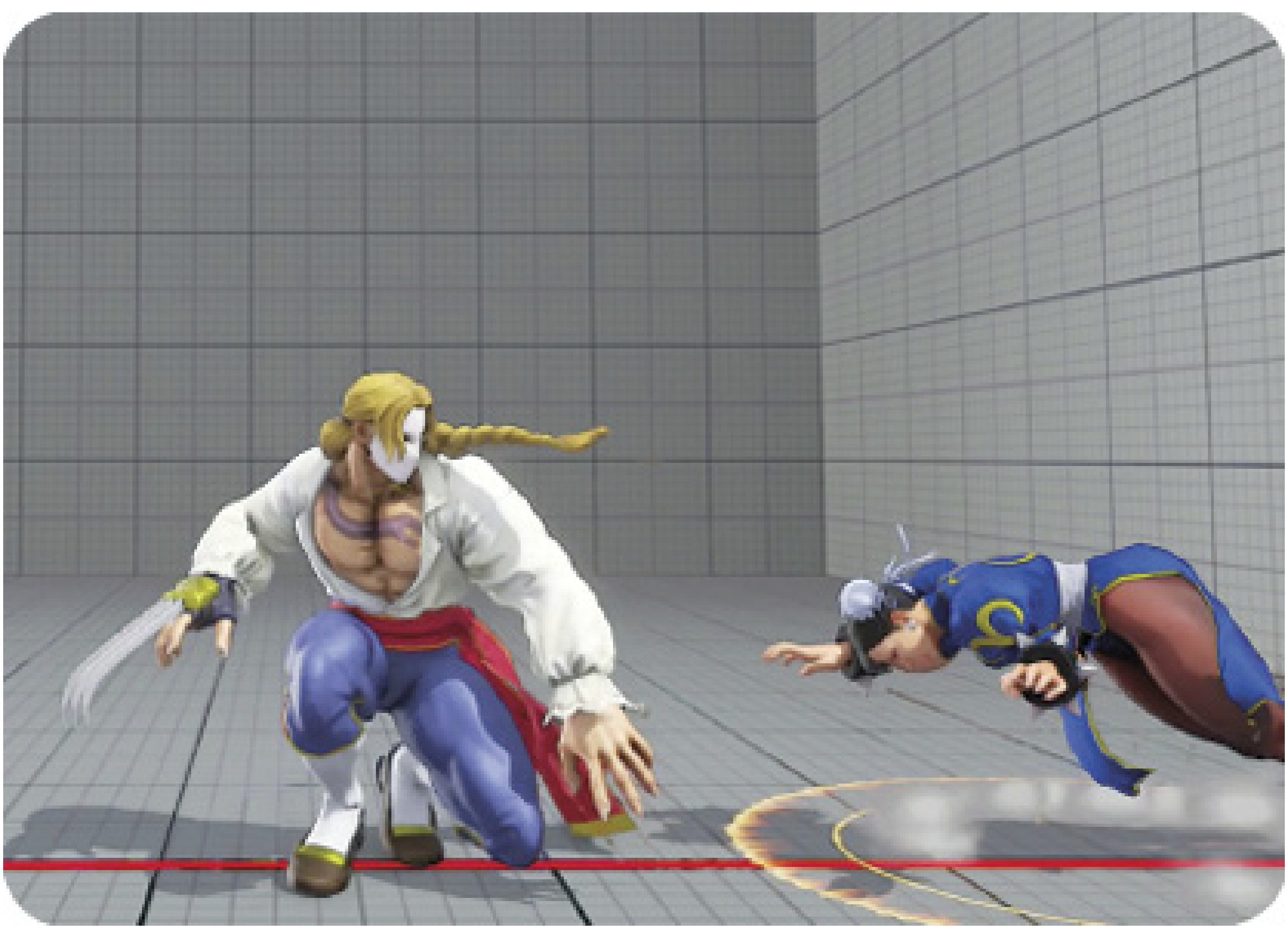
STARTUP	22
ACTIVE	2
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	50
STUN	80
METER GAIN	V: 100/50

Matador Blitz: Matador Blitz is a target combo similar to Matador Flash in that it's a potential three hits that end in one of Vega's V-Skills. This move is only available when Vega's claw is holstered (or broken). It starts from standing MP, which cancels into his standing HK, which can then be canceled into Matador Turn/Matador Turn Attack. Additionally, the standing HK portion is special-cancelable (whereas Reverse Claw isn't), so you can use it in certain combos (like one of the variations of **Combo 3**).

Note that standing HK misses crouchers, so the second part of this target combo will whiff if your opponent is crouching (even on hit, since standing MP doesn't force a standing state). The whole target combo is best used if you're connecting with a clean jump-in HP or HK attack against a standing adversary (such as jumping in on Ryu's Hadoken recovery). Matador Turn Attack also builds some V-Gauge, giving you earlier access to your Bloody Kiss V-Trigger.

RAINBOW SUPLEX LP + LK

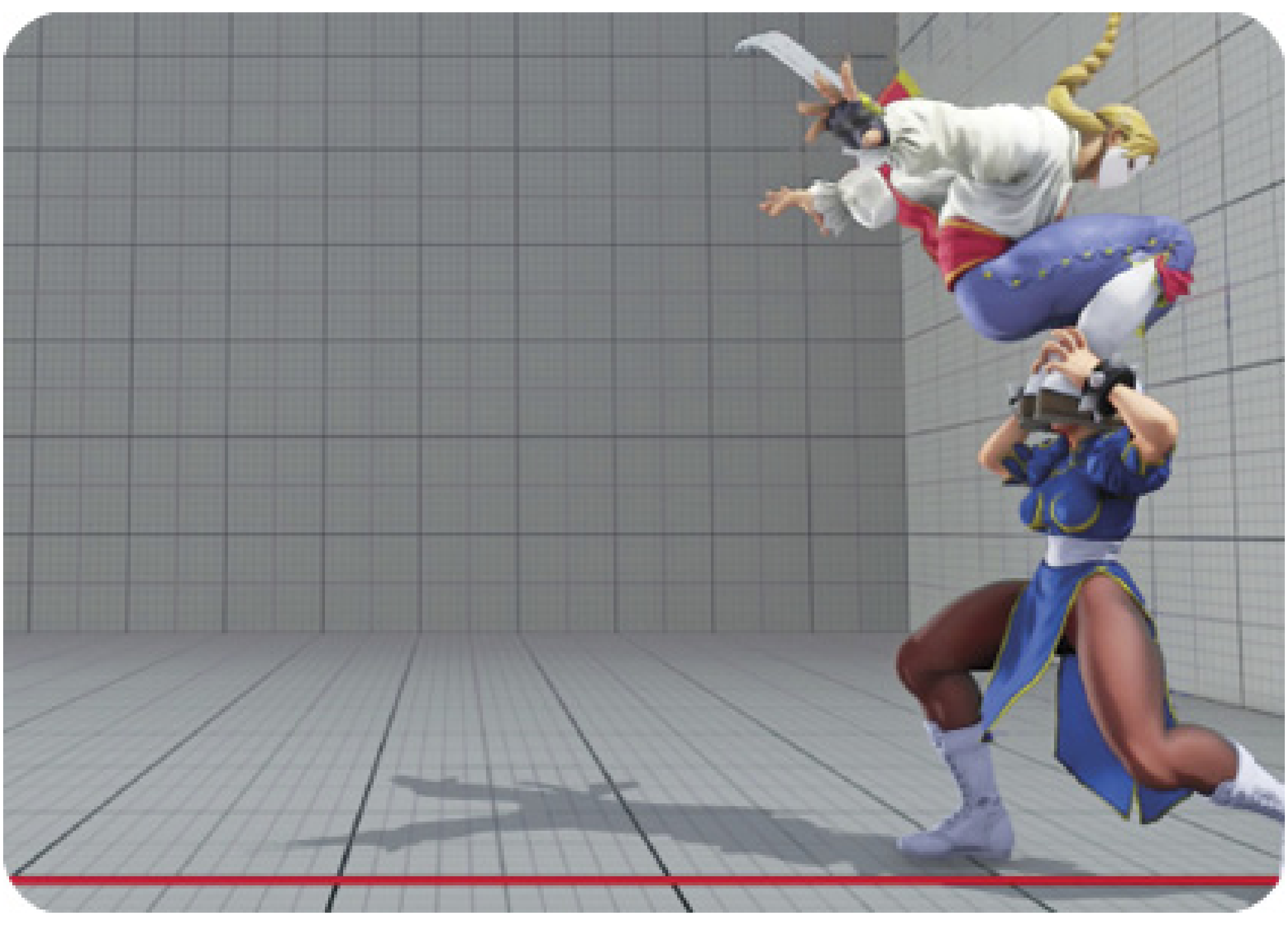


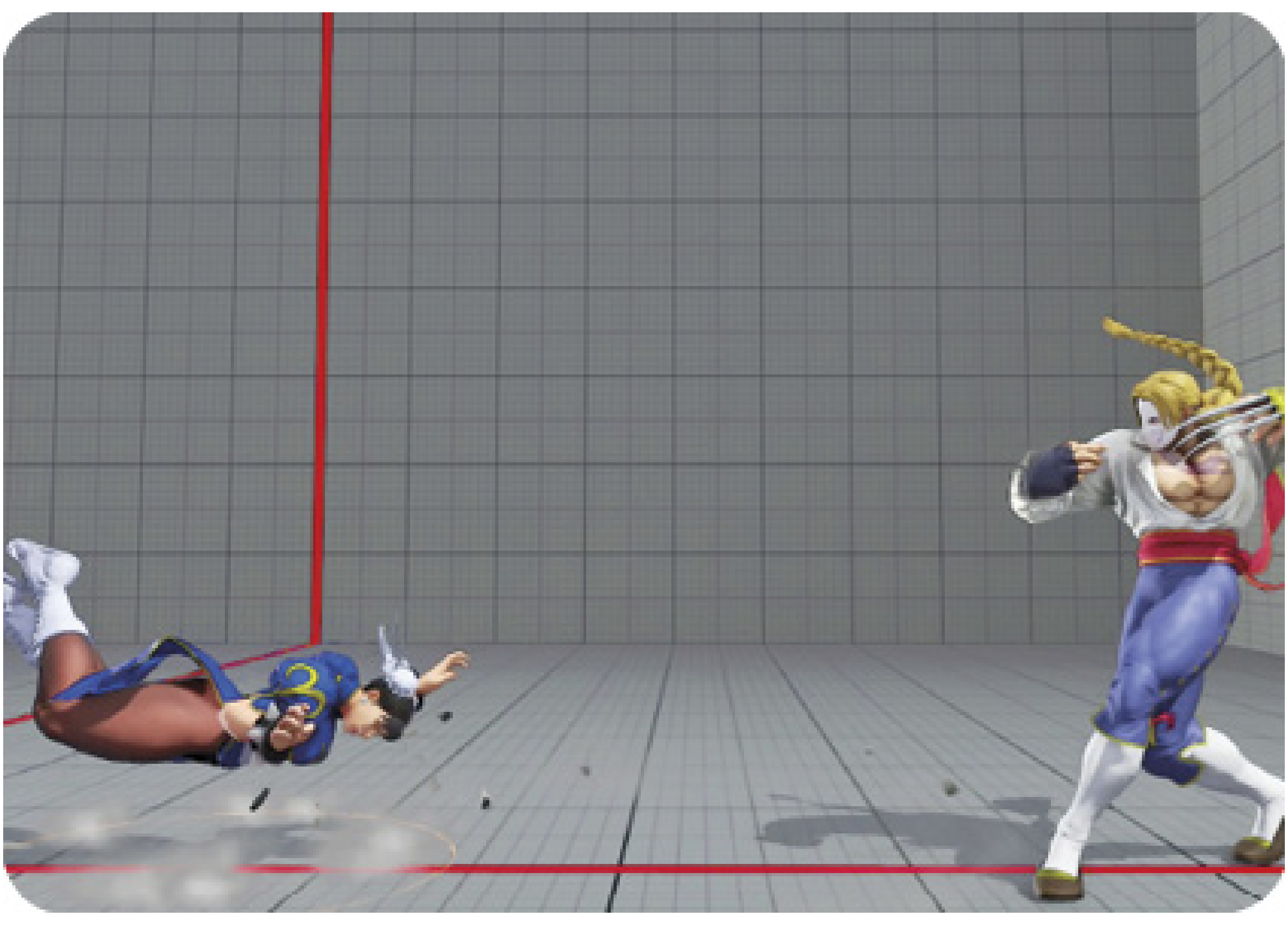


STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	130
STUN	200
METER GAIN	100

Rainbow Suplex: Vega grabs the enemy and performs a back-breaking suplex, leaving the opponent a dash's distance in front of him. Rainbow Suplex deals above-average damage at 130, but it doesn't provide much in the way of knockdown advantage. Vega's punishable if he immediately forward dashes against a quick-recovering foe (at -4), so your best bet is to just re-engage into a mid-range footsies game (such as with a standing MP poke).

CRESCENT LINE ↶ + LP + LK



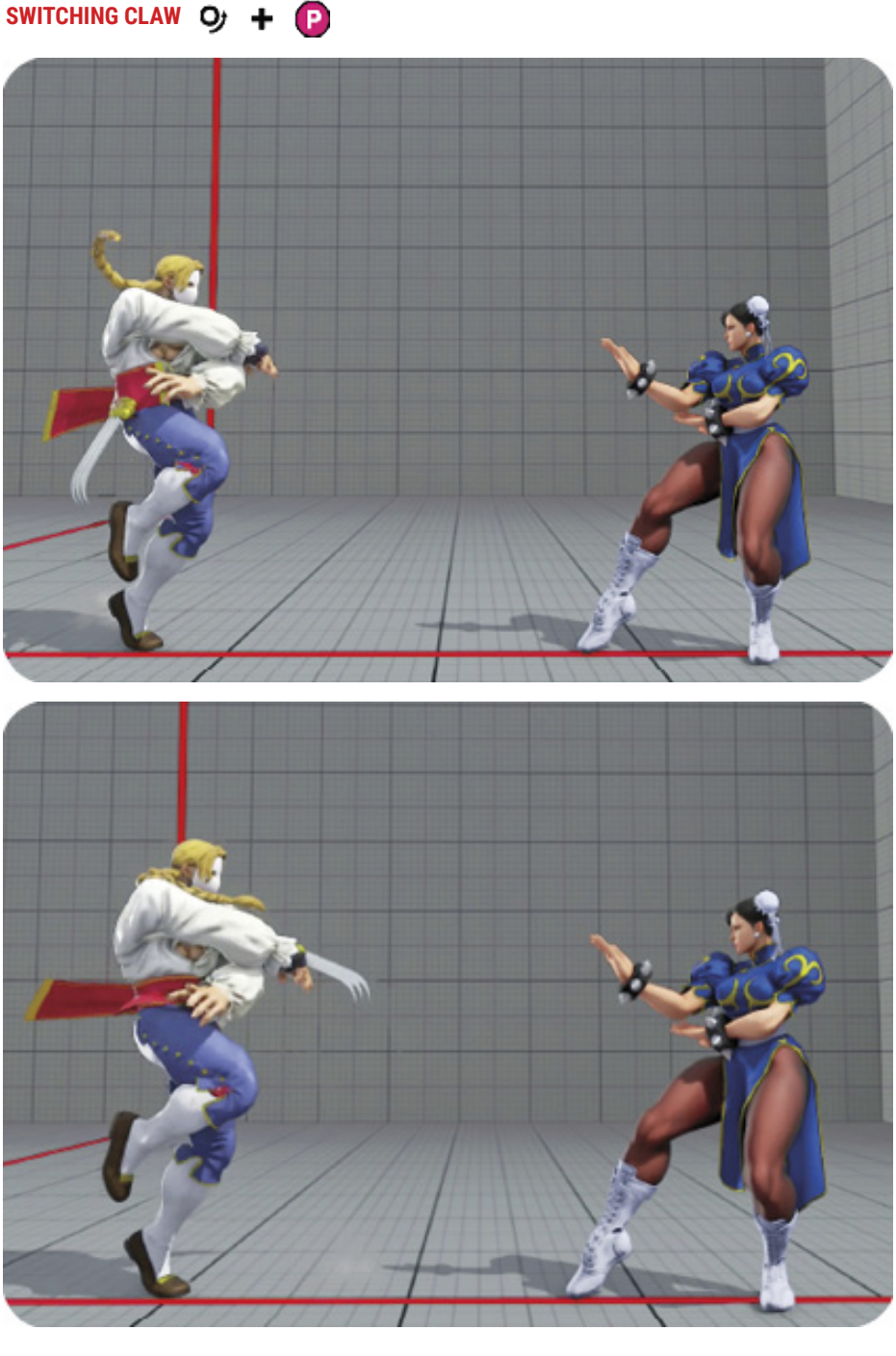


STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
STNC HIT	—

Vega

Special Moves

SWITCHING CLAW ↓↙← + P



STARTUP	—
ACTIVE	—
RECOVERY	23 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

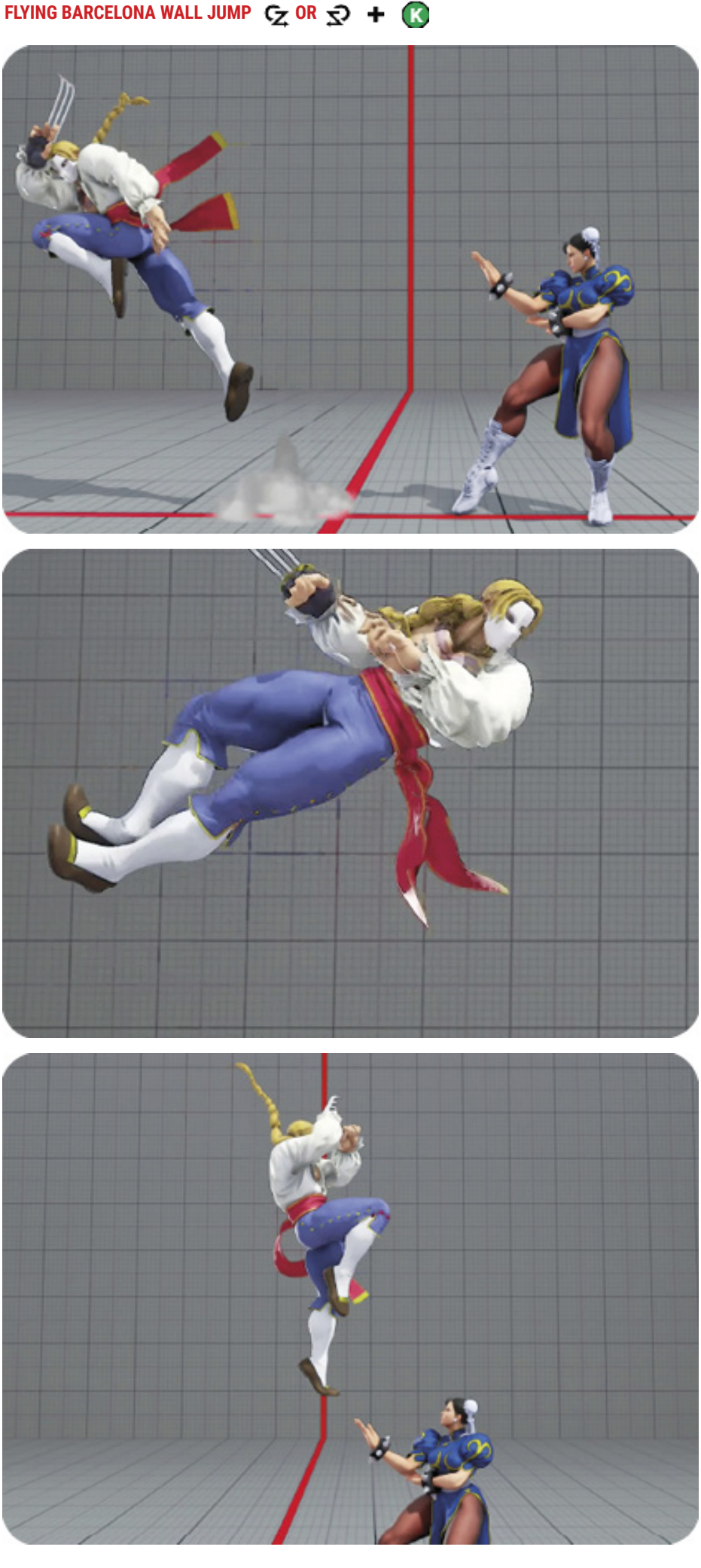
Stance change at frame 13 (successfully changes stance if interrupted on frame 13 or later)

Switching Claw: New in *SFV* for Vega is the ability to switch to a "hand mode" on command. Switching Claw removes all of Vega's claw attacks and replaces them with generally faster punches. For instance, Vega's standing LP becomes a chainable jab, and standing MP becomes a shorter-reaching five-finger strike instead of a mid-range claw swipe. Using Switching Claw while in hand mode will make Vega re-equip his claw.

As with any special attack, Switching Claw can be canceled into, so you can change stances in the heat of battle or even go for special stance-switch combos like **Combo 8a** and **8b**.

You can still activate Switching Claw if Vega loses his claw, so you can do standing HP ✕ Switching Claw cancels to combo into crouching MP, which then cancels into MK/EX Crimson Terror (see **Combo 9**).

FLYING BARCELONA WALL JUMP ↓↗ OR ↓↖ + K

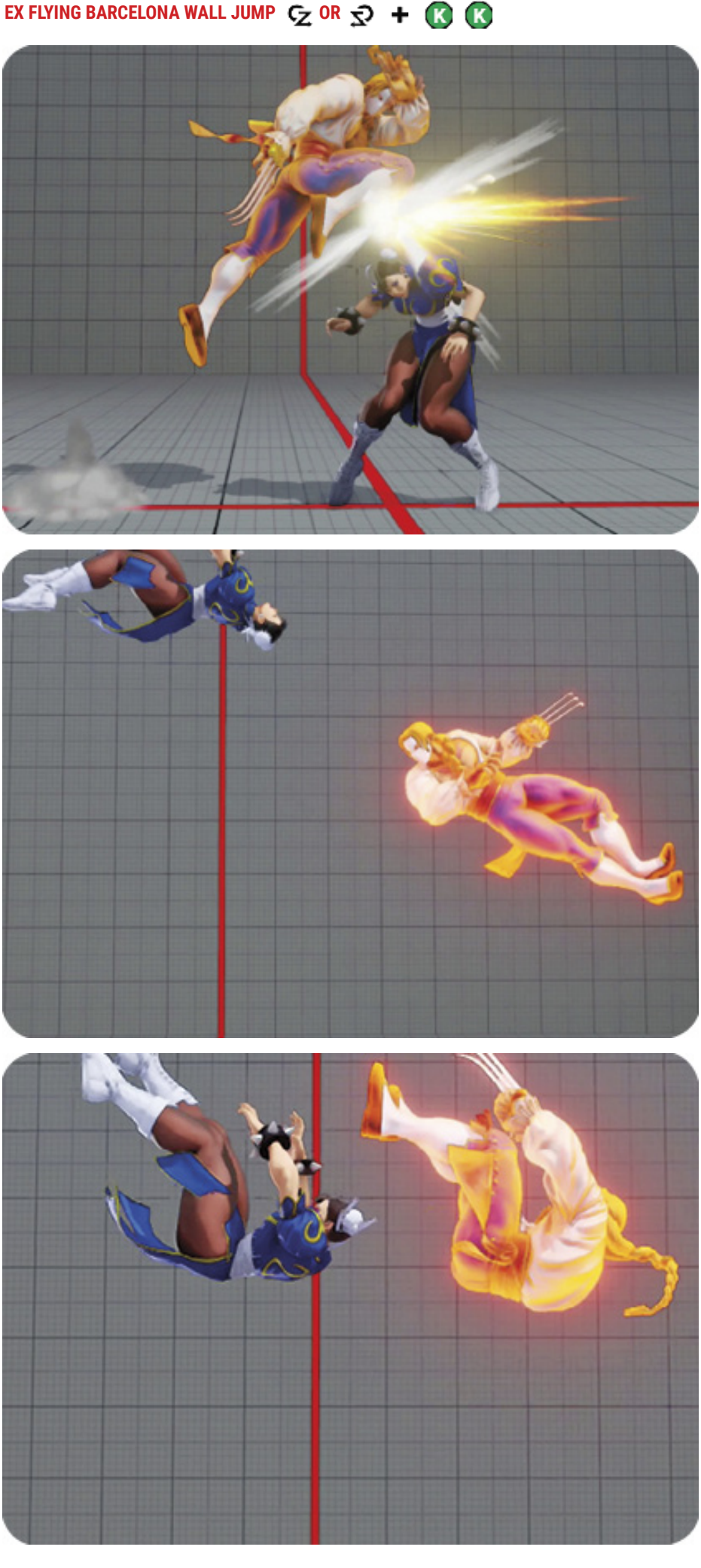


STARTUP	—
ACTIVE	—
RECOVERY	31 landing
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	0

NOTES

Airborne on 8th frame; earliest possible wall jump is 12 frames

EX FLYING BARCELONA WALL JUMP ↓↗ OR ↓↖ + K K



STARTUP	9
ACTIVE	Until reaching wall
RECOVERY	31 landing
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	40
STUN	0
METER GAIN	-300

NOTES

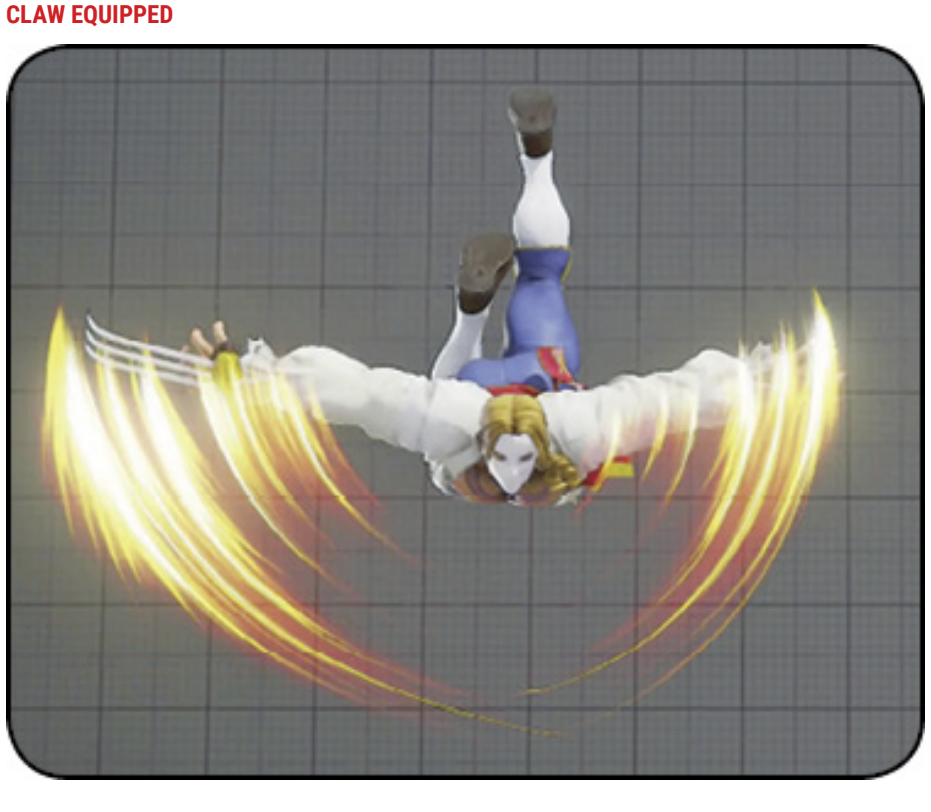
Airborne on 8th frame; earliest possible wall jump is 12 frames; does not hit crouching opponents

Flying Barcelona Wall Jump: Vega's signature Wall Jump is back in *SFV* (along with his renowned howl that accompanies it). It's executed with either a ↓↖ + K or ↓↗ + K input. The former causes Vega to fly to the wall behind him, while the latter makes him soar to the opponent's side of the screen. Upon reaching the wall, Vega will launch off of it into a controllable flight that can be canceled into either Flying Barcelona Attack or Izuna Drop.

You can alter Vega's trajectory drastically during Flying Barcelona Wall Jump using → and ← inputs. If Vega jumps to the wall behind him, you can hold ← for a potential cross-up attack. Or, to fake out the enemy, you can opt to hold → to have Vega stay closer to his edge of the screen. However, there's a forced a minimum forward trajectory even if you hold → the entirety of the Wall Jump. If your opponent makes a good read, they can possibly punish you by moving into range and hitting Vega's landing recovery.

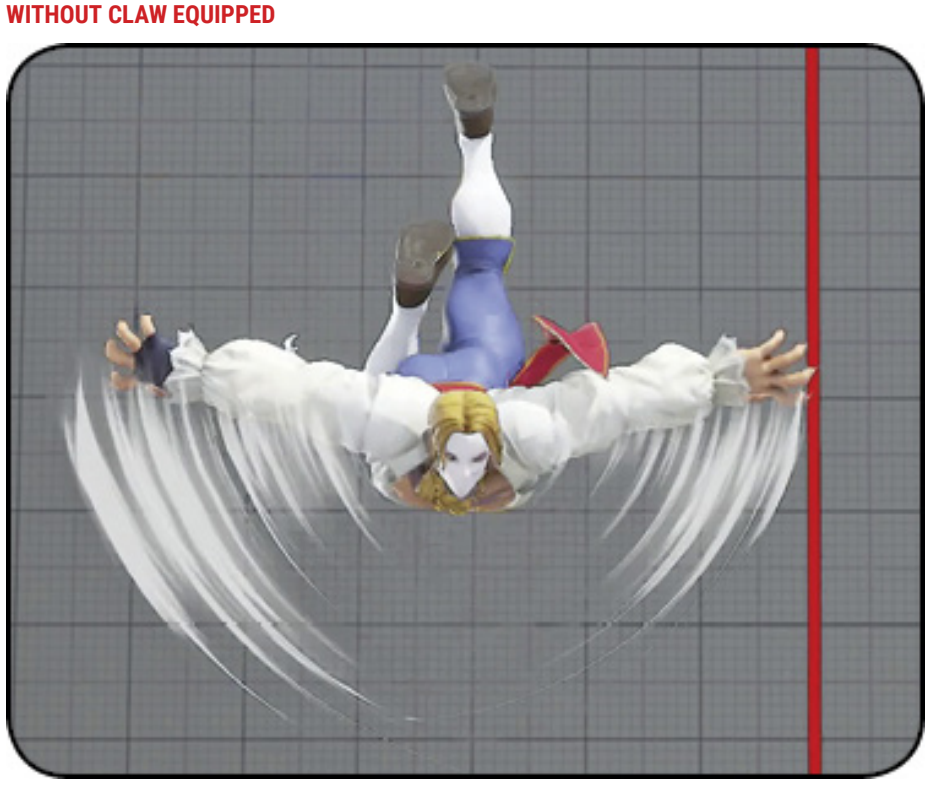
Once you've committed with either a P or LP + LK input during Flying Barcelona Wall Jump, you can no longer alter Vega's air trajectory.

FLYING BARCELONA ATTACK (CLAW) P DURING FLYING BARCELONA WALL JUMP WITH CLAW EQUIPPED



STARTUP	3
ACTIVE	6
RECOVERY	31 landing
GUARD LEVEL	H
ON HIT	D
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	90
STUN	150
METER GAIN	0/40/20

FLYING BARCELONA ATTACK (HAND) P DURING FLYING BARCELONA WALL JUMP WITHOUT CLAW EQUIPPED

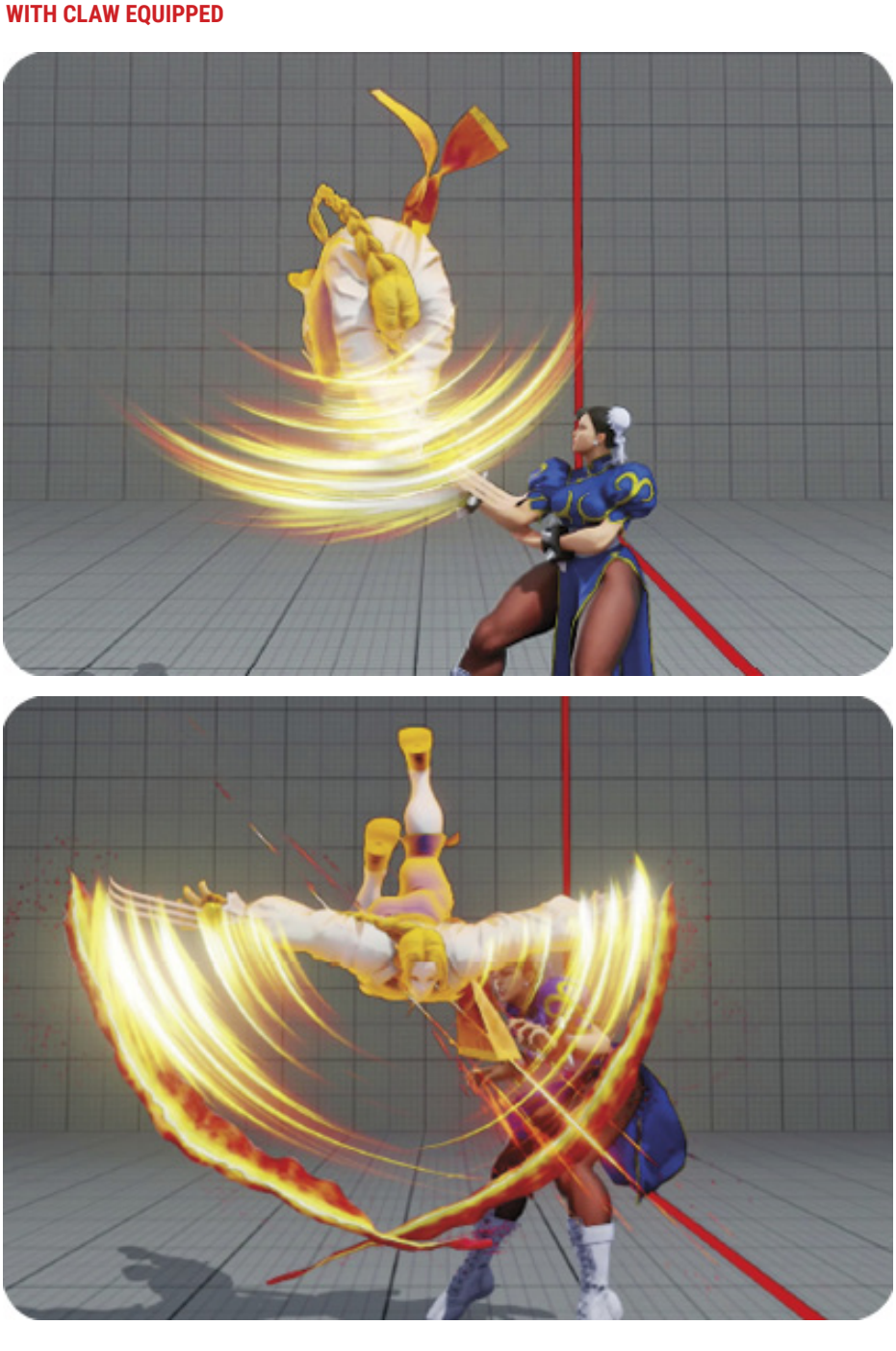


STARTUP	3
ACTIVE	6
RECOVERY	31 landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	0/40/20

NOTES

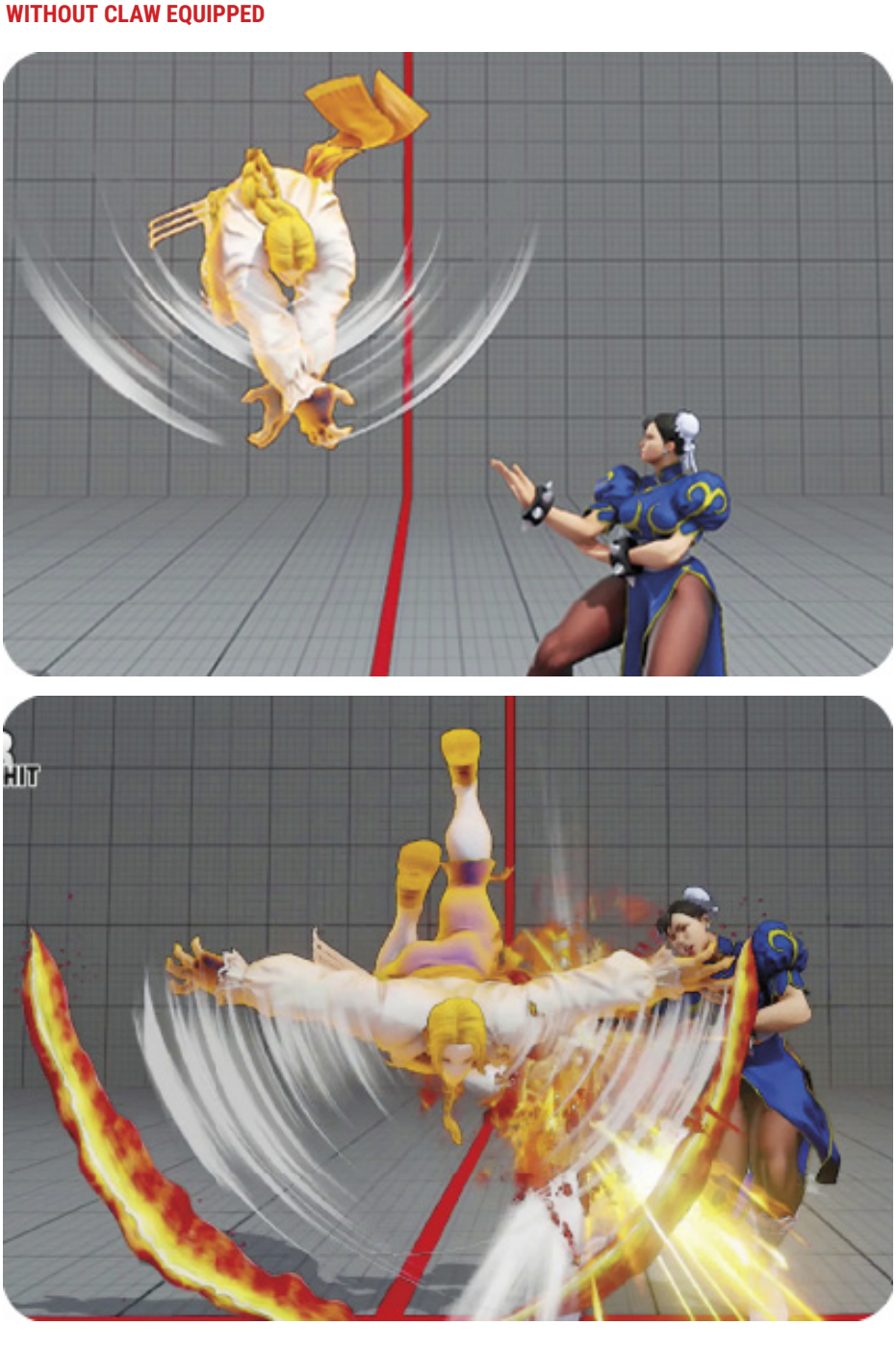
Does not knockdown on grounded hit: +7~8 on hit, +1~2 on block

EX FLYING BARCELONA ATTACK (CLAW) P DURING EX FLYING BARCELONA ATTACK WITH CLAW EQUIPPED



STARTUP	9
ACTIVE	Until landing
RECOVERY	31 landing
GUARD LEVEL	H
ON HIT	D
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	120
STUN	200
METER GAIN	0

EX FLYING BARCELONA ATTACK (HAND) P DURING EX FLYING BARCELONA ATTACK WITHOUT CLAW EQUIPPED



STARTUP	9
ACTIVE	Until landing
RECOVERY	31 landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	120
STUN	200
METER GAIN	0

NOTES

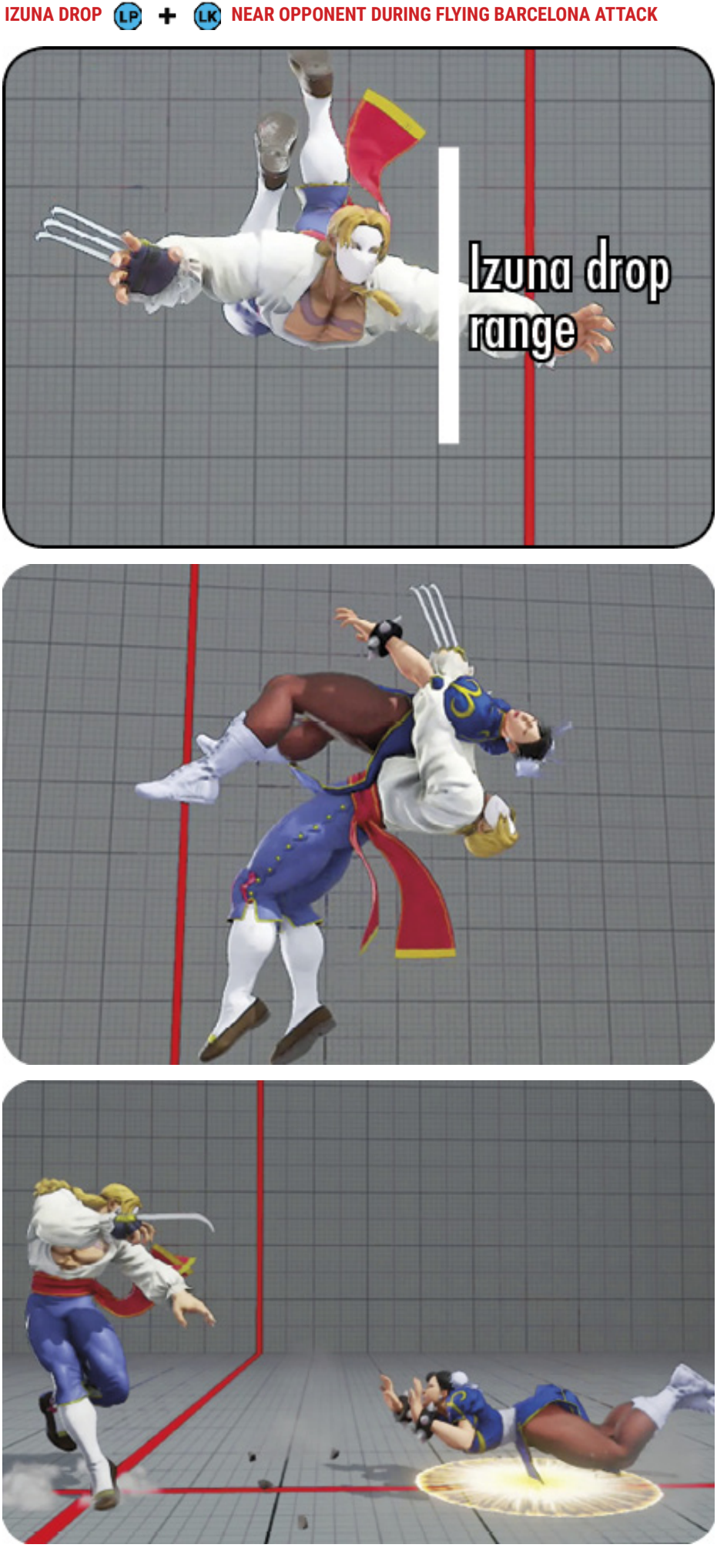
Does not knockdown on grounded hit: +11~14 on hit, +3~4 on block

Flying Barcelona Attack: Flying Barcelona Wall Jump can be canceled into either Flying Barcelona Attack (an air strike) or Izuna Drop (an air throw). Against grounded opponents and with Vega's claw equipped, successfully hitting with Flying Barcelona Attack causes a knockdown. If Vega's claw is broken or holstered, Flying Barcelona Attack puts your adversary into a grounded hitstun. If you can get your foe to block Vega's descending attack, you're at a slight advantage (+7~8 in hand mode on hit, +1~2 on block).

Although safe on block, Flying Barcelona Attack extends a large vertical hurtbox, with its thin hitbox residing much higher than the bottom of Vega's hurtbox. Opponents can easily deflect these attacks with vertical anti-air normals (such as Ryu's crouching HP). The giant hurtbox is only extended when you activate the attack; otherwise, Vega remains in a smaller jumping hurtbox animation during Flying Barcelona Wall Jump.

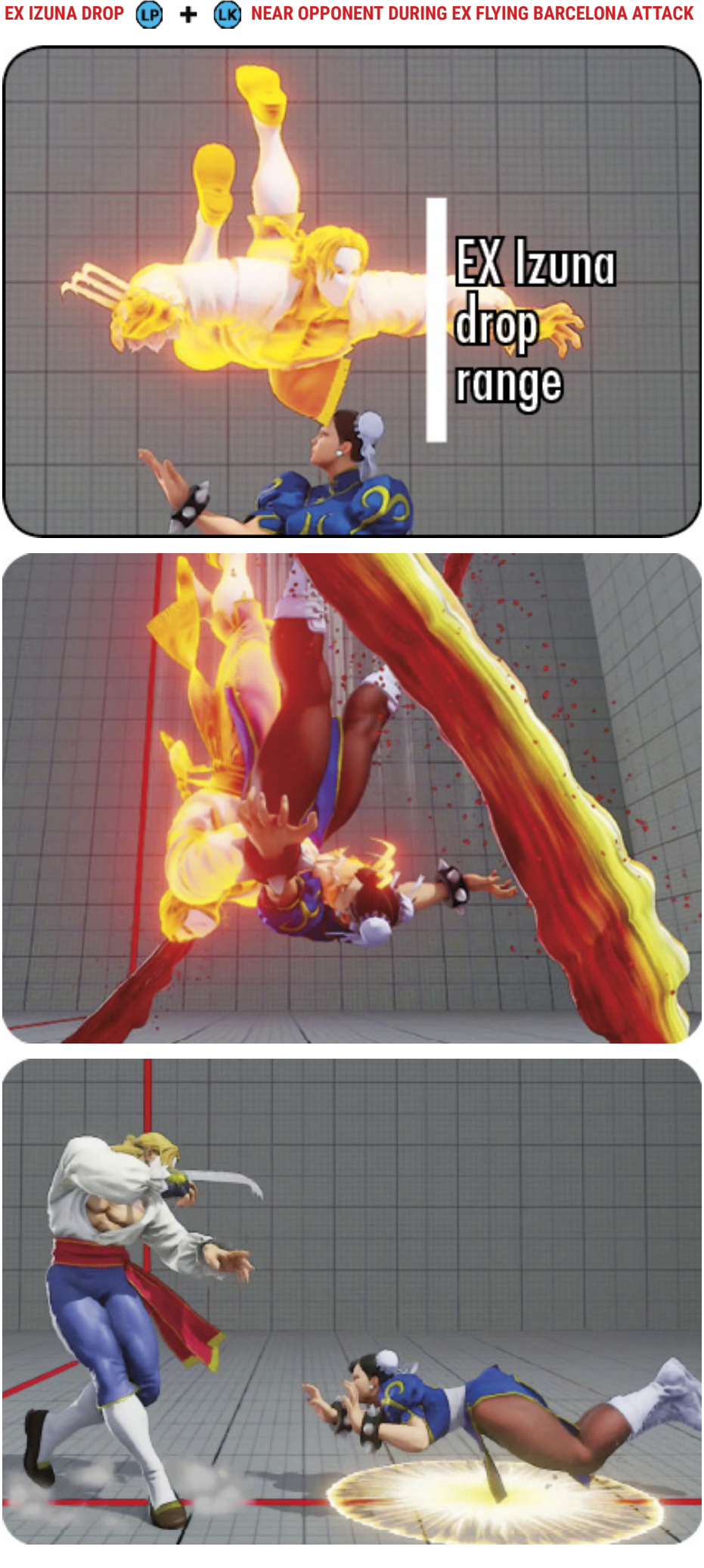
Unlike the normal version of Flying Barcelona Wall Jump, performing the EX version allows Vega to hit with a flying knee attack on his way to the wall. This knee attack launches the opponent high into the air, giving you an opportunity to combo into Izuna Drop or Flying Barcelona Attack. It's usually the most optimal combo ender for the majority of Vega's combos (see the Combos section for more details). Additionally, executing Flying Barcelona Attack during EX Flying Barcelona Wall Jump puts Vega into a dive kick-like state, quickly descending with an active hitbox until landing. This makes it much easier to use as a cross-up attack and in juggle combos.

IZUNA DROP LP + LK NEAR OPPONENT DURING FLYING BARCELONA ATTACK



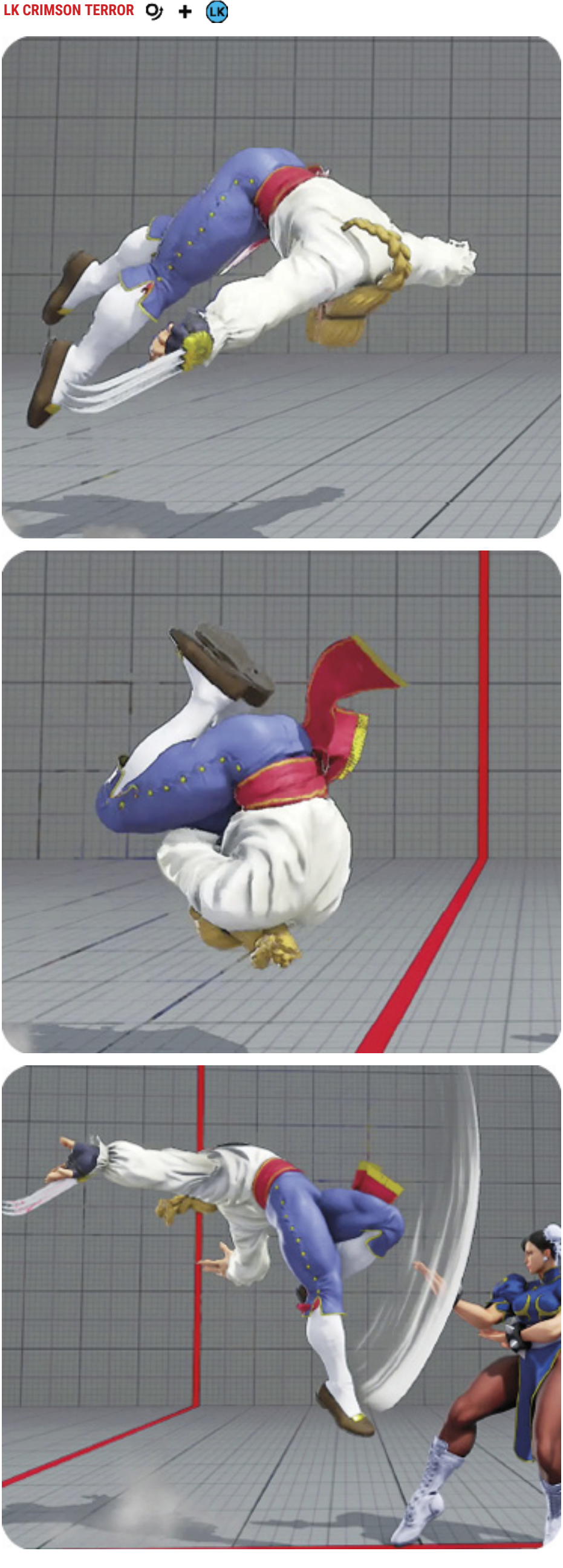
STARTUP	4
ACTIVE	5
RECOVERY	31 landing
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	150
STUN	150
METER GAIN	0/60

EX IZUNA DROP LP + LK NEAR OPPONENT DURING EX FLYING BARCELONA ATTACK



STARTUP	4
ACTIVE	5
RECOVERY	31 landing
GUARD LEVEL	THROW
ON HIT	D
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	160
STUN	200
METER GAIN	0

LK CRIMSON TERROR ↓↙← + LK



STARTUP	8
ACTIVE	2/5
RECOVERY	10
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-6
STNC HIT	—
STNC GUARD	—
CANCEL	CA
DAMAGE	80(20+60)
STUN	120(20+100)
METER GAIN	10/50/25

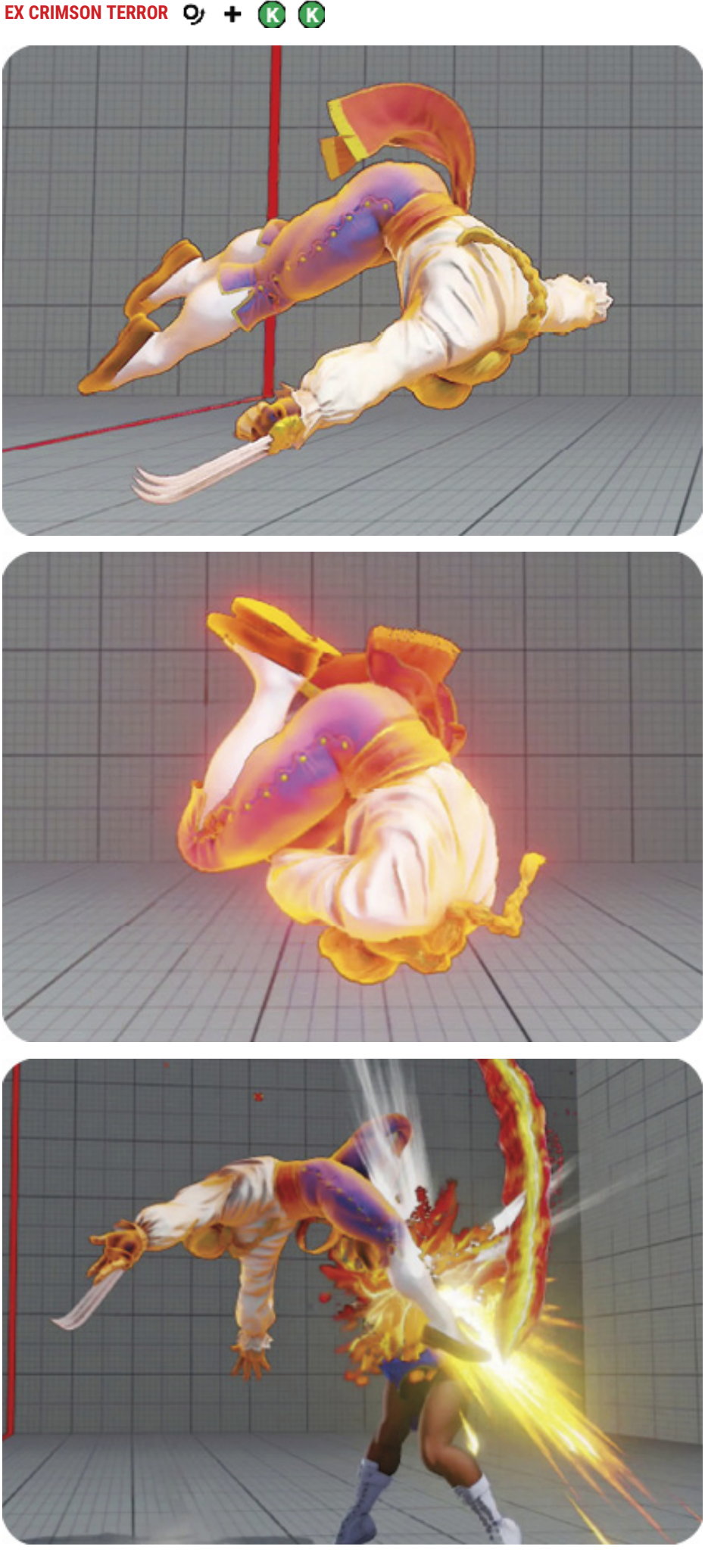
MK CRIMSON TERROR ↓↙← + MK

STARTUP	17
ACTIVE	2/2/5
RECOVERY	12
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-7
STNC HIT	—
STNC GUARD	—
CANCEL	CA
DAMAGE	100(20×2+60)
STUN	140(20×2+100)
METER GAIN	10/50/25

HK CRIMSON TERROR ↓↙← + HK

STARTUP	19
ACTIVE	4/3/3/5
RECOVERY	14
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-8
STNC HIT	—
STNC GUARD	—
CANCEL	CA
DAMAGE	120(20×3+60)
STUN	160(20×3+100)
METER GAIN	10/50/25

EX CRIMSON TERROR ↓↙← + K K

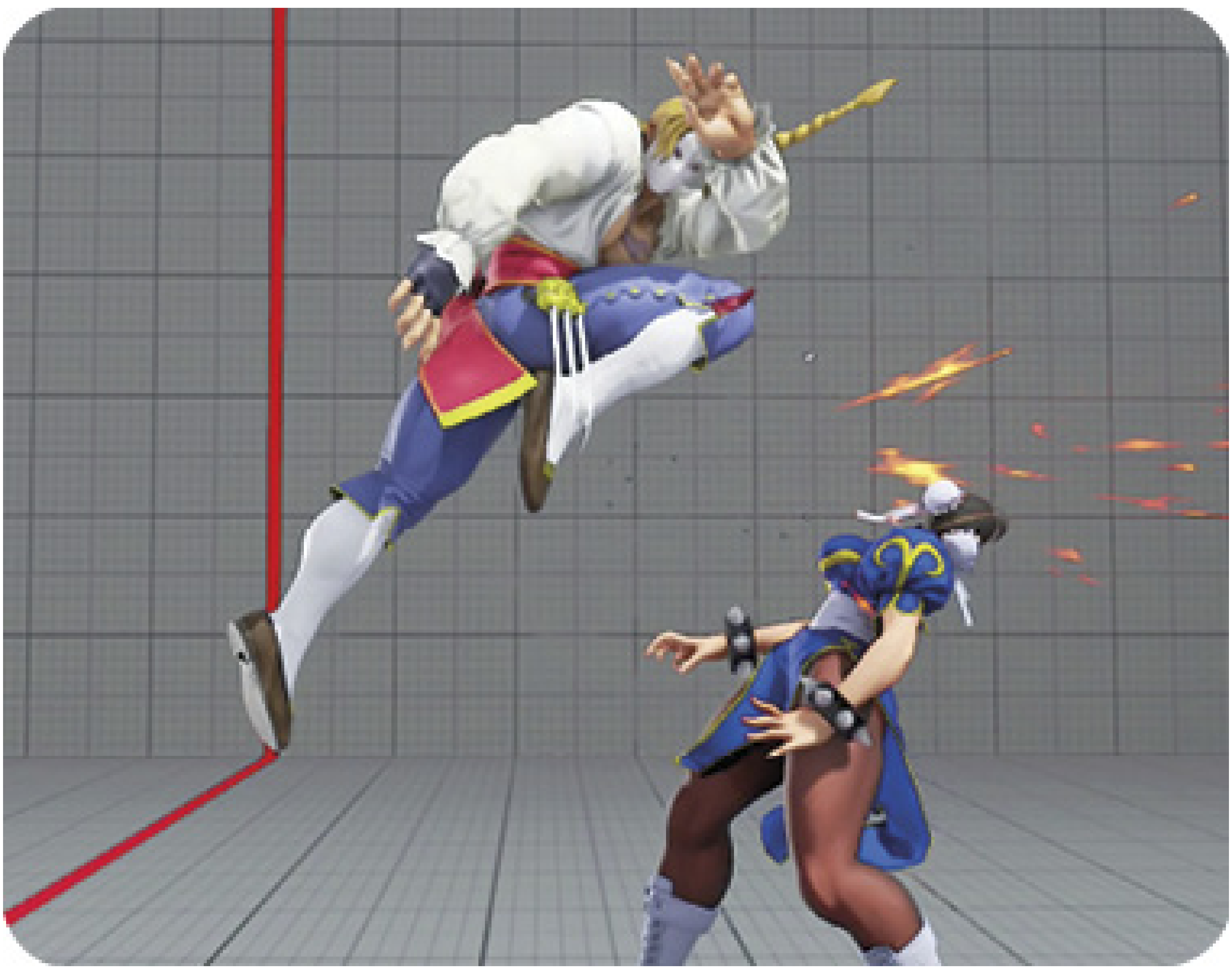


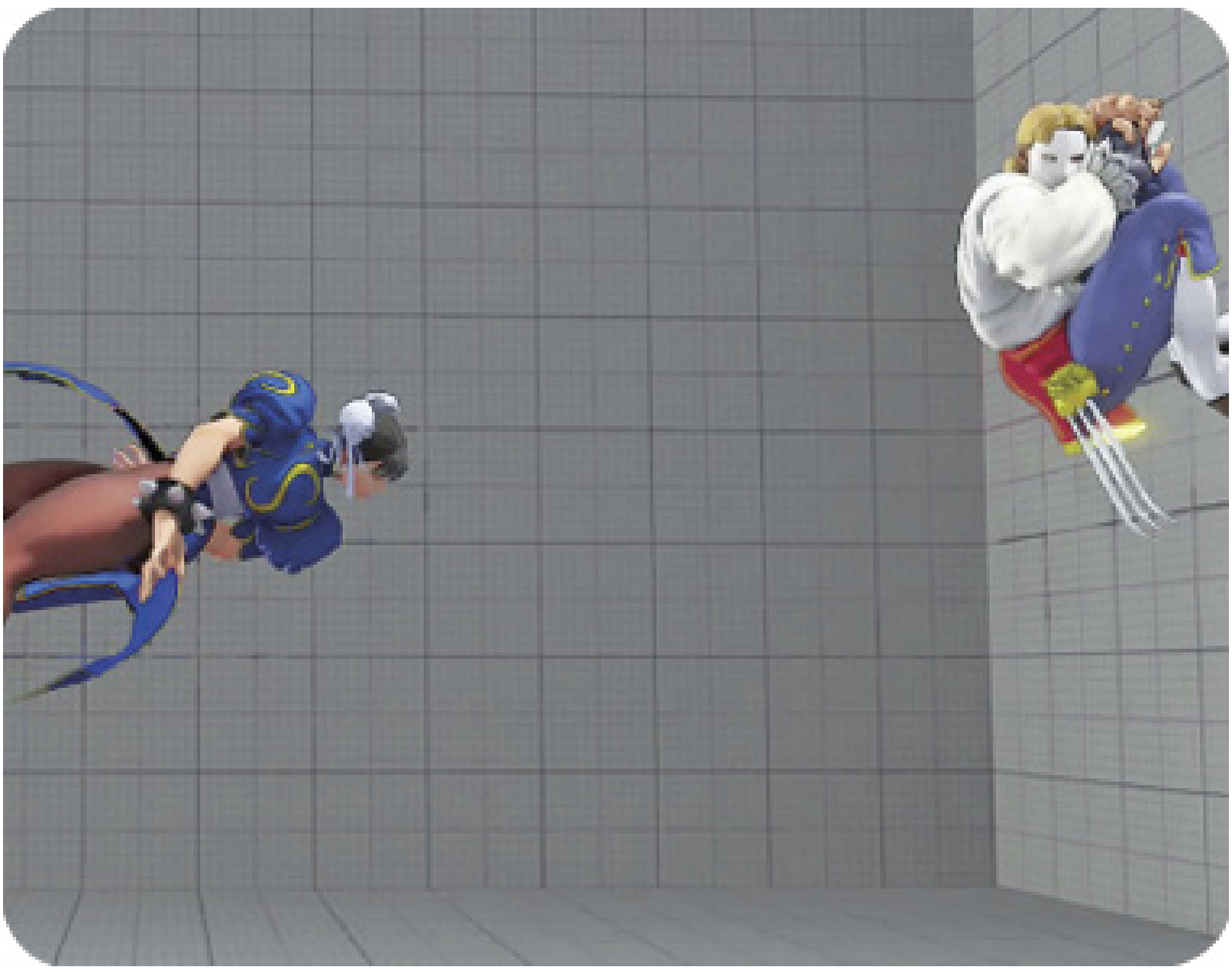
STARTUP	16
ACTIVE	5/3/3/3/5
RECOVERY	10
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	140(20×4+60)
STUN	180(20×4+100)
METER GAIN	-300

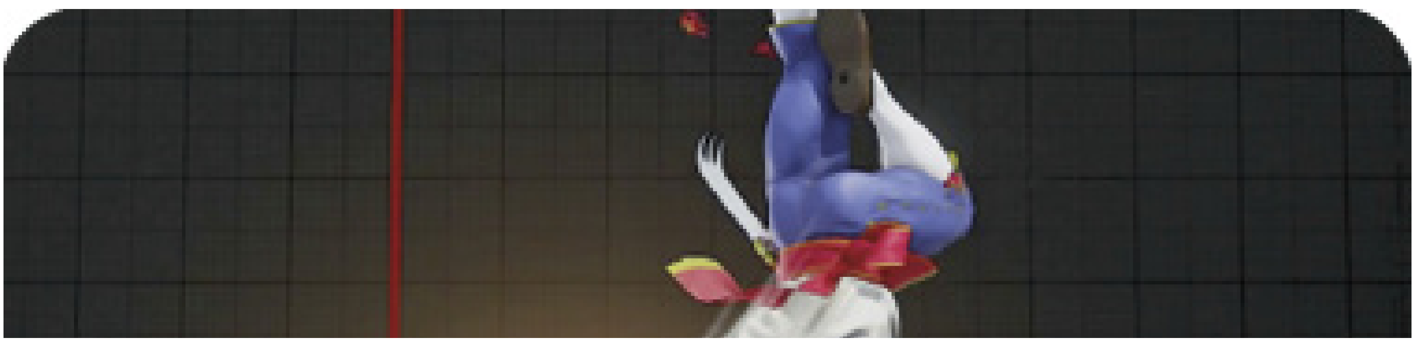
NOTES

Frames 1-84 projectile invincible

BLOODY RAIN ↻ ↻ + Ⓟ

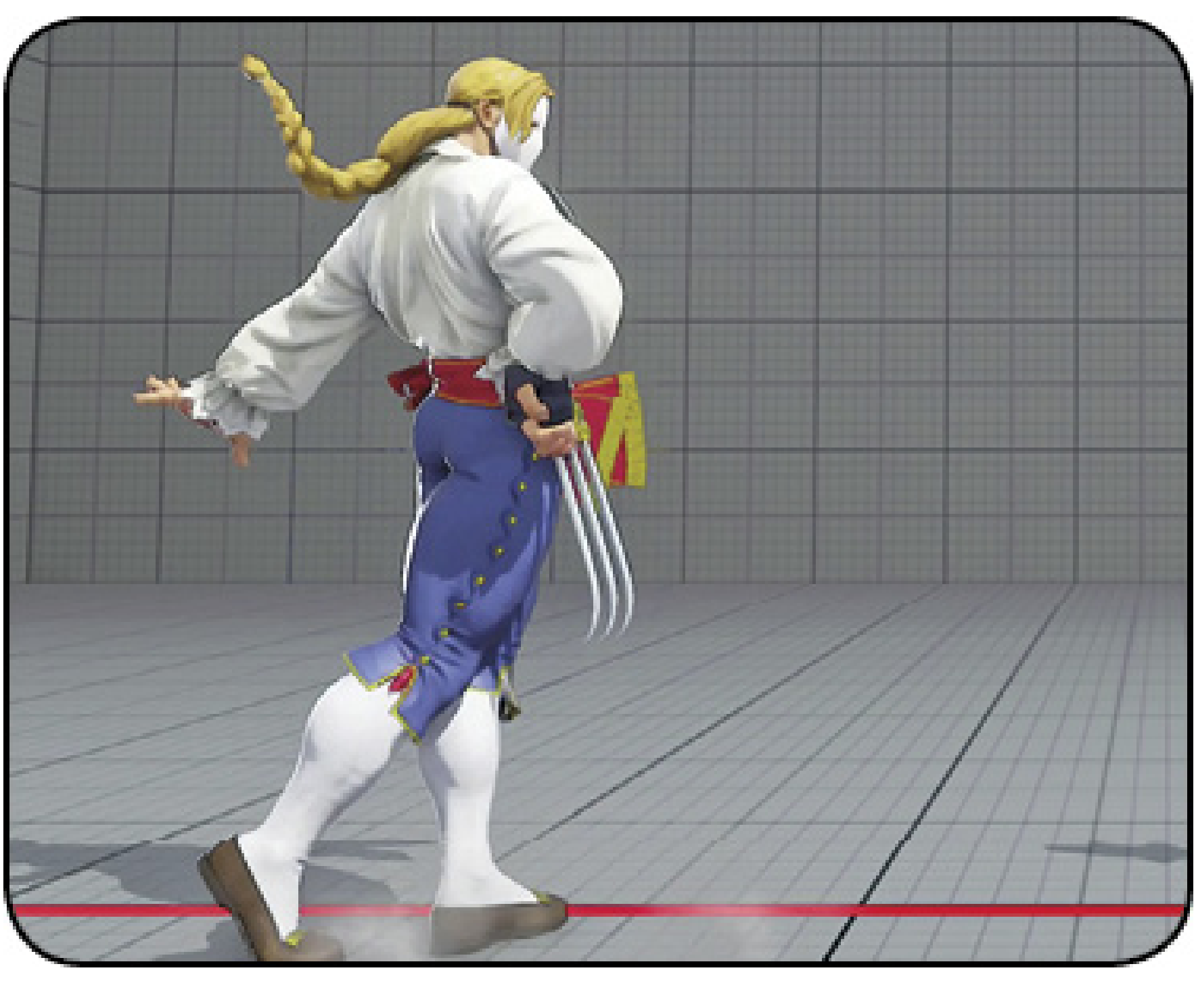






V-SKILL

MATADOR TURN MP + MK

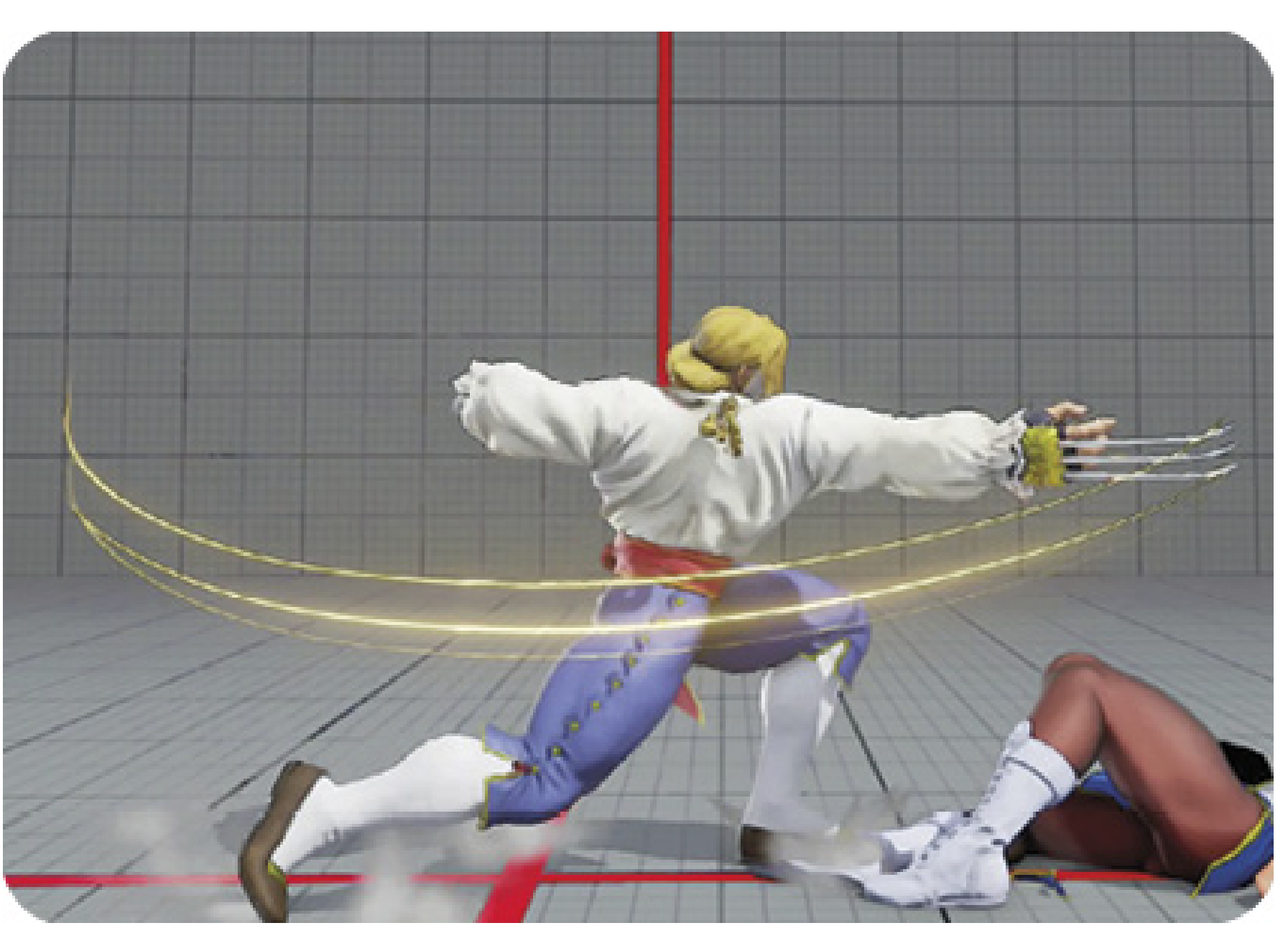


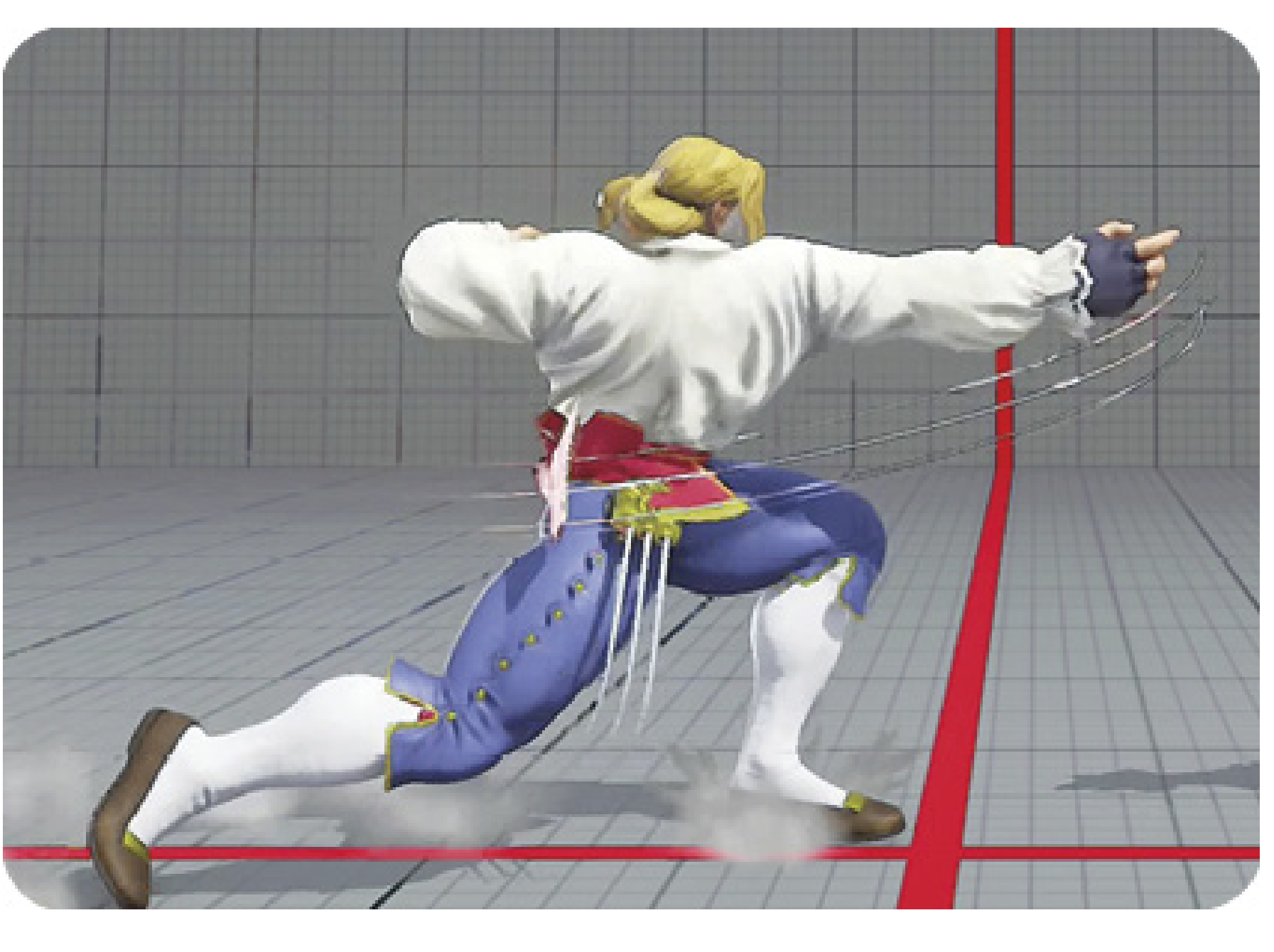
STARTUP	—
ACTIVE	—
RECOVERY	36
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Frames 7-32 upper body strike invincible; frames 7-36 projectile invincible

MATADOR TURN ATTACK MP + MK (HOLD)





STARTUP	22
ACTIVE	2
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-13
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	90
STUN	100
METER GAIN	V: 100/50

NOTES

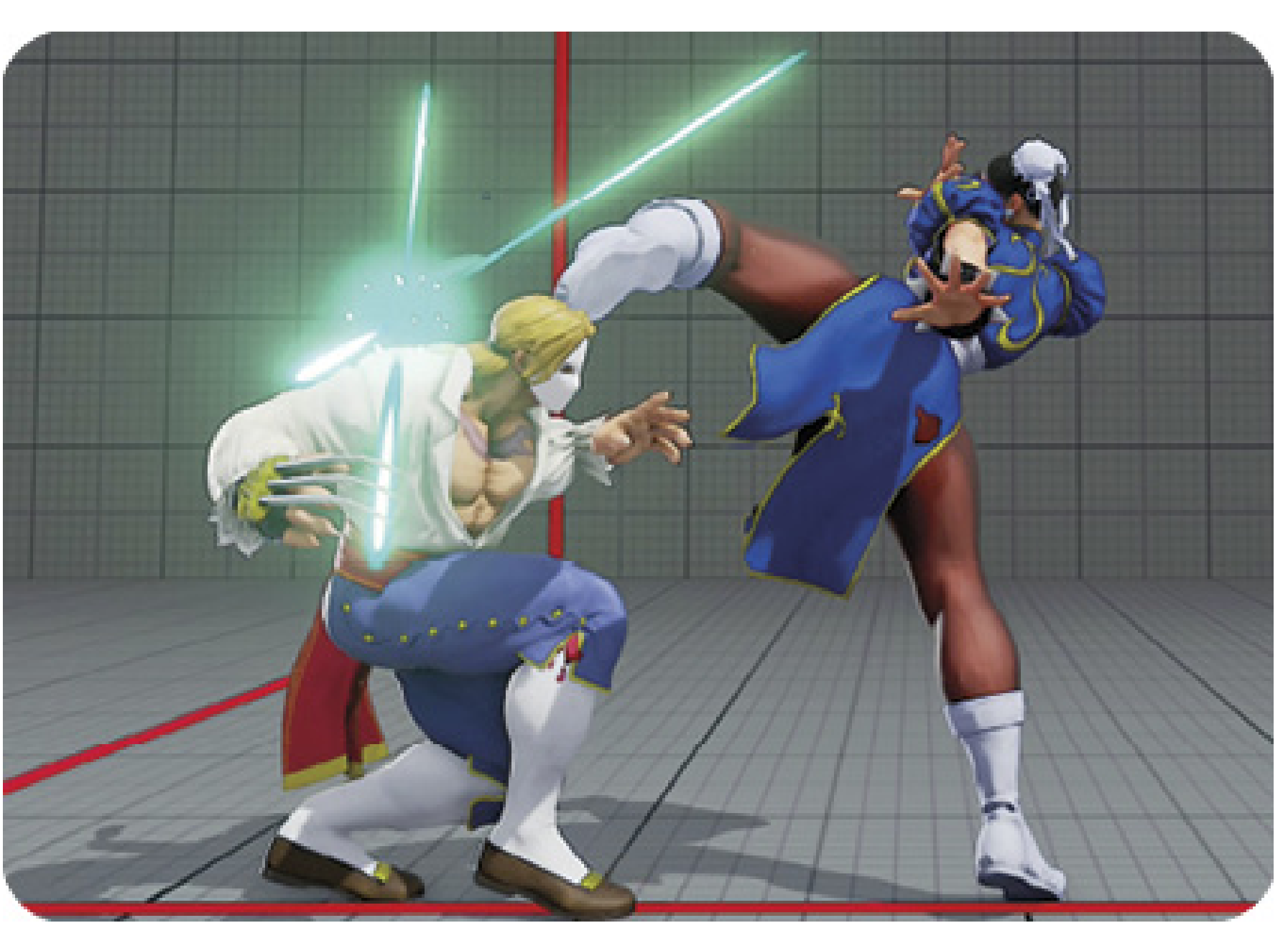
Frames 6-19 upper body strike and projectile invincible; rewards counter-hit to opponent if hit right before Vega attacks

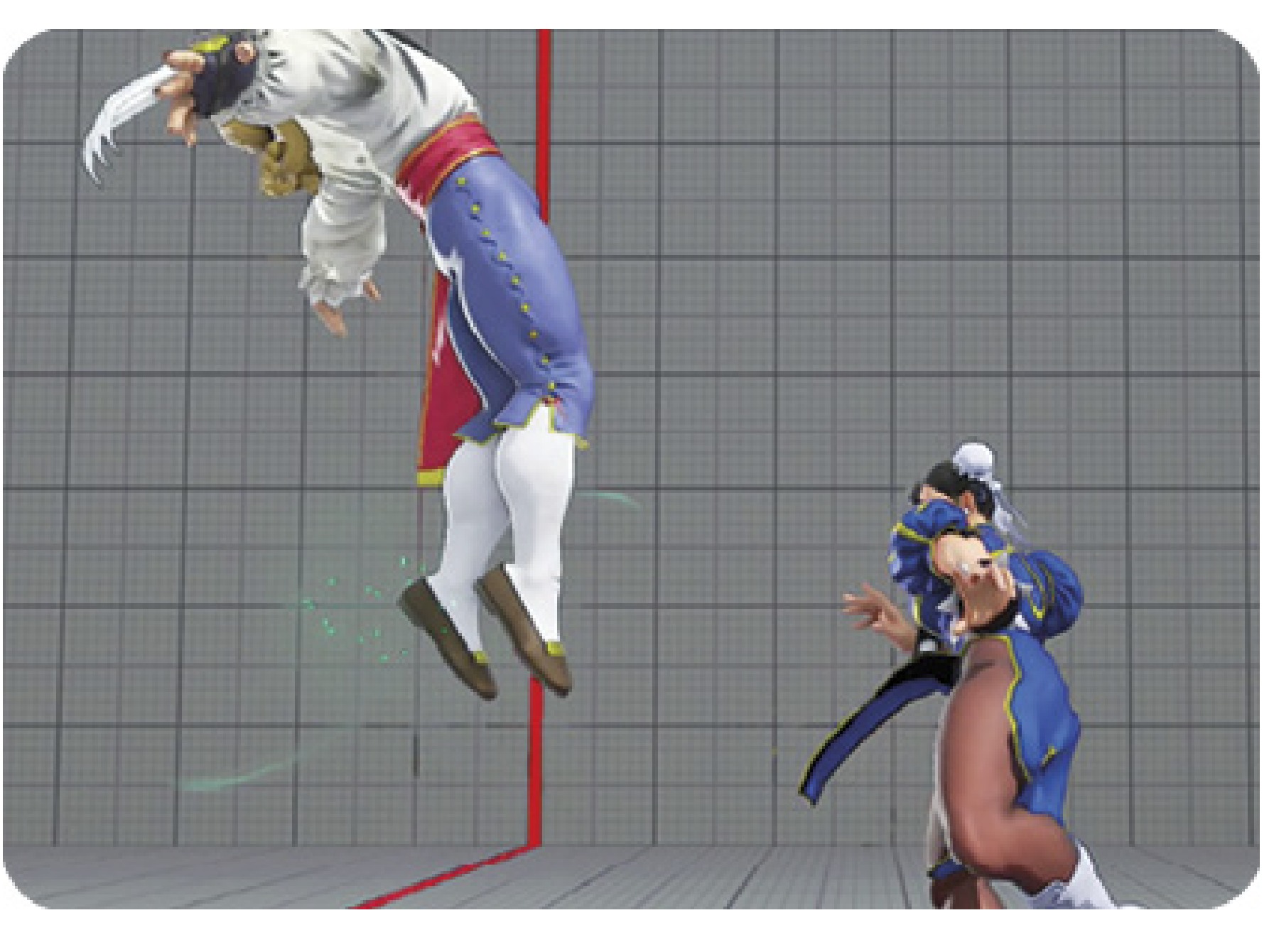
Matador Turn/Matador Turn Attack: Vega's V-Skill moves are similar to a standing "dodge" technique found in other fighting games. Although the two have similar inputs (with Matador Turn Attack executed by holding MP + MK), their properties greatly differ. Matador Turn (performed by tapping MP + MK), is what it sounds like: Vega taunts the enemy with a spin and becomes projectile-invulnerable and strike-invulnerable (upper body only) from frames 7-32, with frames 33-36 losing the strike-invincibility but retaining the projectile-invincibility. While not very impressive, it's useful for avoiding projectiles from a distance or dodging certain mid-hitting attacks (like Rashid's Eagle Spike). Otherwise, you should use Matador Turn sparingly because Vega is totally vulnerable to low attacks and throws. Additionally, getting hit during Matador Turn rewards your opponent with a counter-hit.

Matador Turn Attack is slightly more useful, albeit still quite limited due to its heavy recovery on block. Its invincibility values are also different; it's projectile and upper body strike-invincible from frames 6-19, where Vega then performs a slashing strike on the 22nd frame. If it's interrupted, it counts as a counter-hit for the opponent. On block, it's -13, so it's not an attack that you want to use liberally. However, if you can make well-educated guesses on the enemy's attacks, you can essentially evade them entirely, retaliating with a strike that rewards you with valuable V-Gauge.

V-REVERSAL

SHORT BACKSLASH ← + K K K



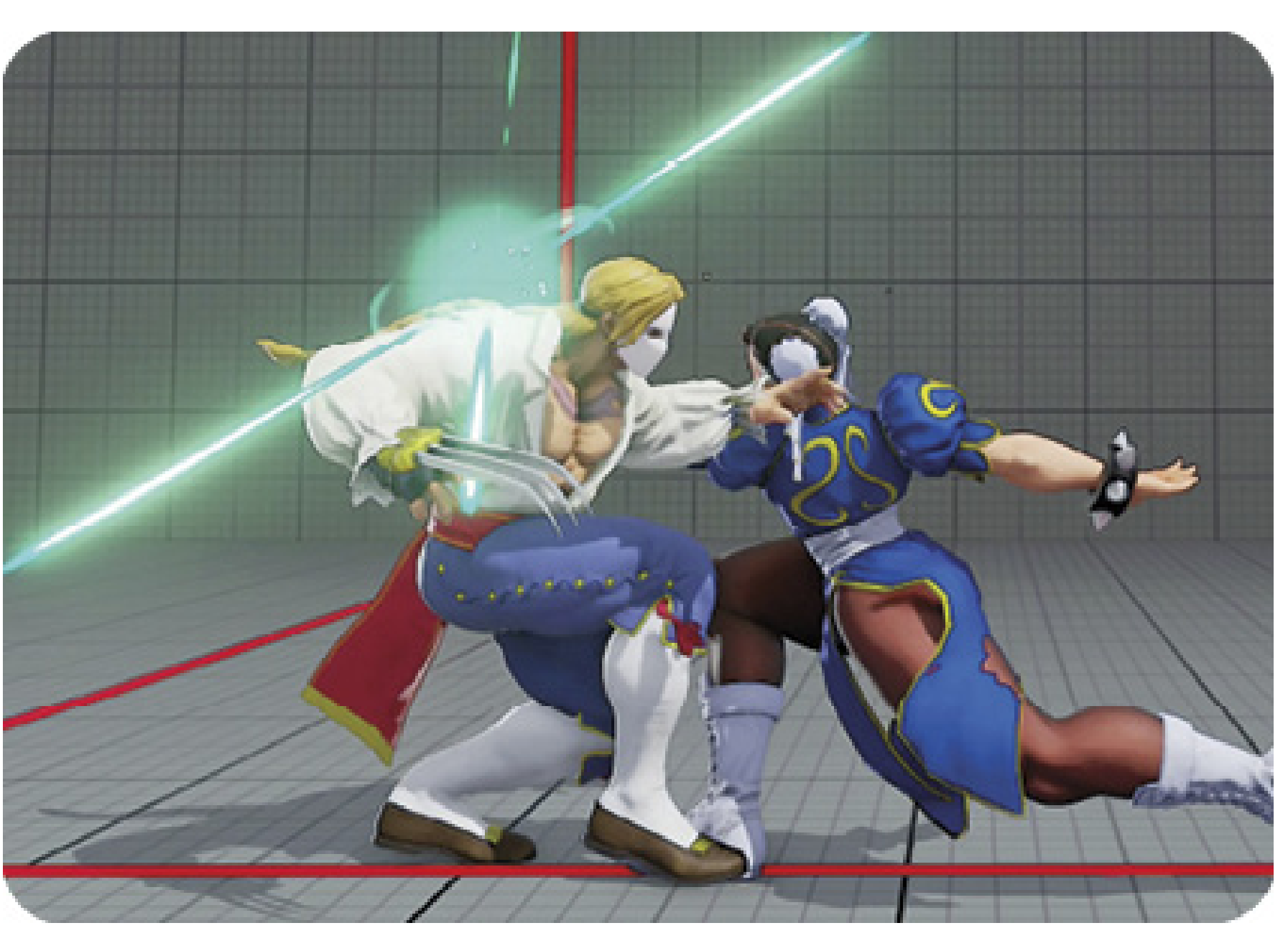


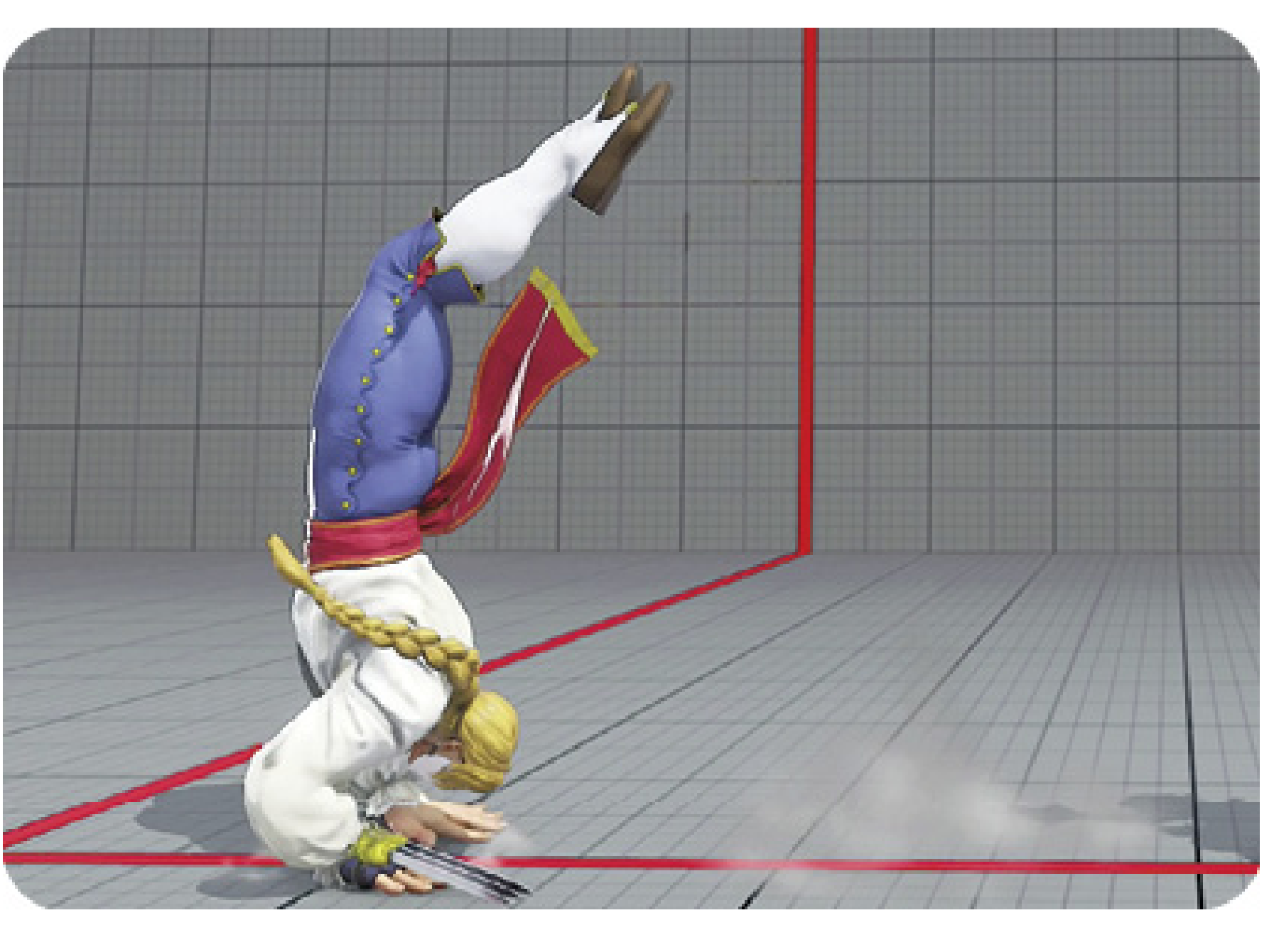
STARTUP	—
ACTIVE	—
RECOVERY	31 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V: -300

NOTES

Completely invincible frames 1-30; recovers 200 of own stun; last frame punishable

BACKSLASH ← + P P P





STARTUP	—
ACTIVE	—
RECOVERY	41 (total)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V: -300

NOTES

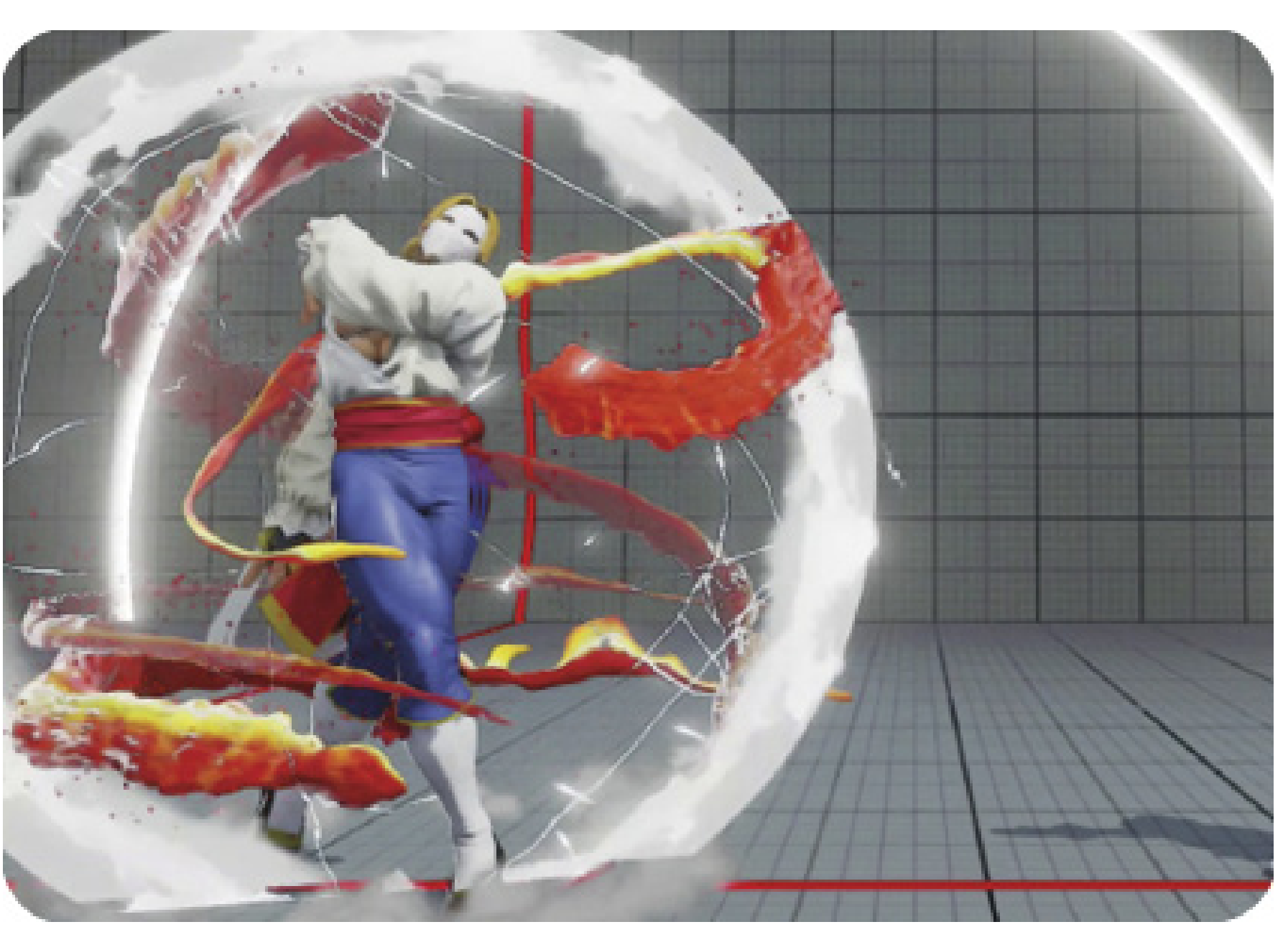
Completely invincible frames 1-40; recovers 200 of own stun; last frame punishable

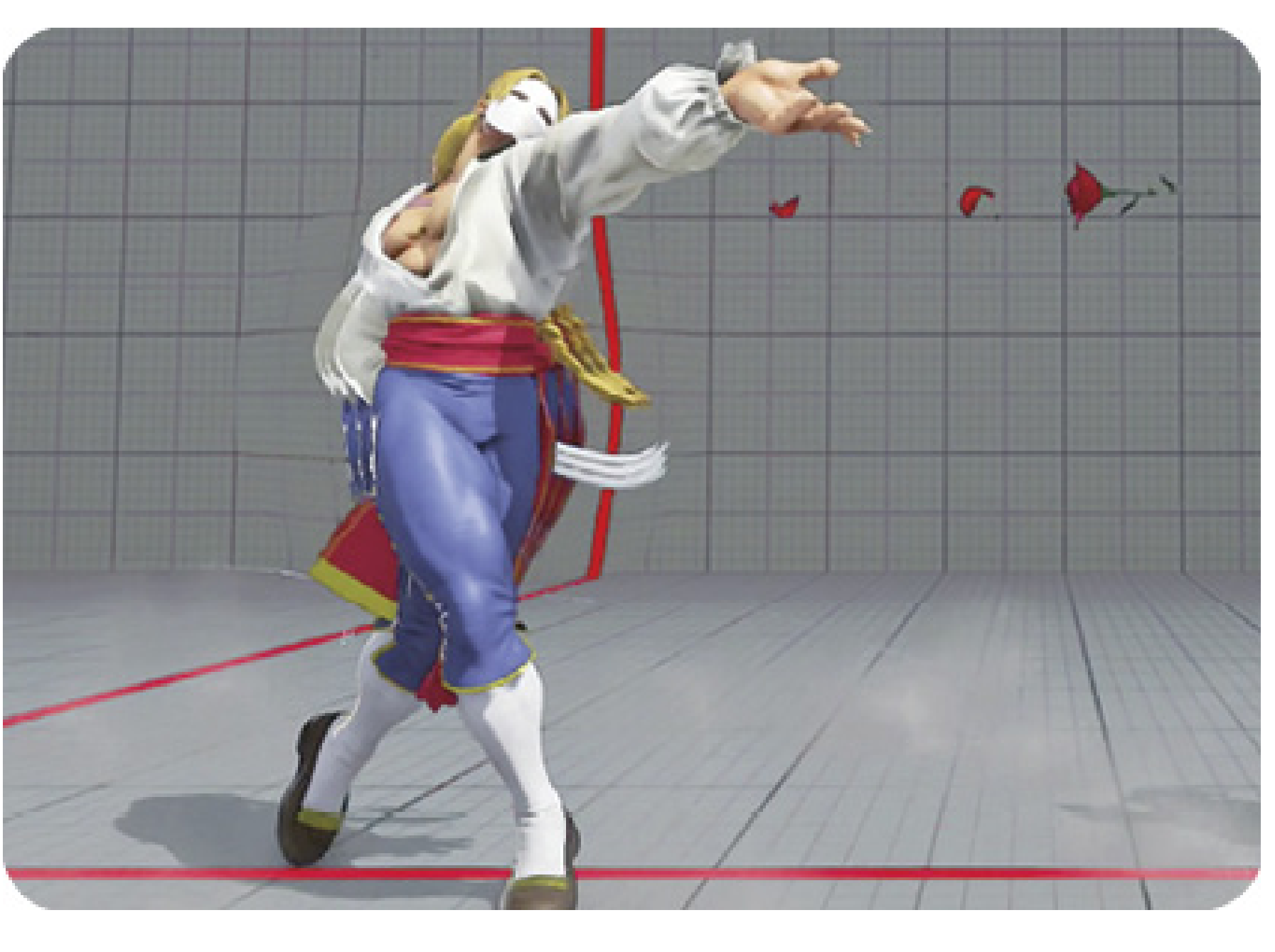
Short Backslash/Backslash: Vega's V-Reversal is his iconic backflip from preceding Street Fighter games. He can no longer use it as a regular special move, but it makes for a decent evasive maneuver away to safety mid-stage. Performing ← + P P P during blockstun makes Vega do two invincible backflips, while executing ← + K K K during blockstun gets him one backflip. They're both completely invulnerable up until the last frame, where he can be punished by a well-timed attack or a meaty.

Since Vega's V-Gauge is a two-bar type, you can use his V-Reversal freely early on in the round. You need to take about 50 percent stamina damage to recover a full V-Gauge, so if you can manage Vega's life total and V-Gauge well, you should have access to at least one Bloody Kiss in the round, even if you've used a bar of V-Gauge for a V-Reversal.

V-TRIGGER

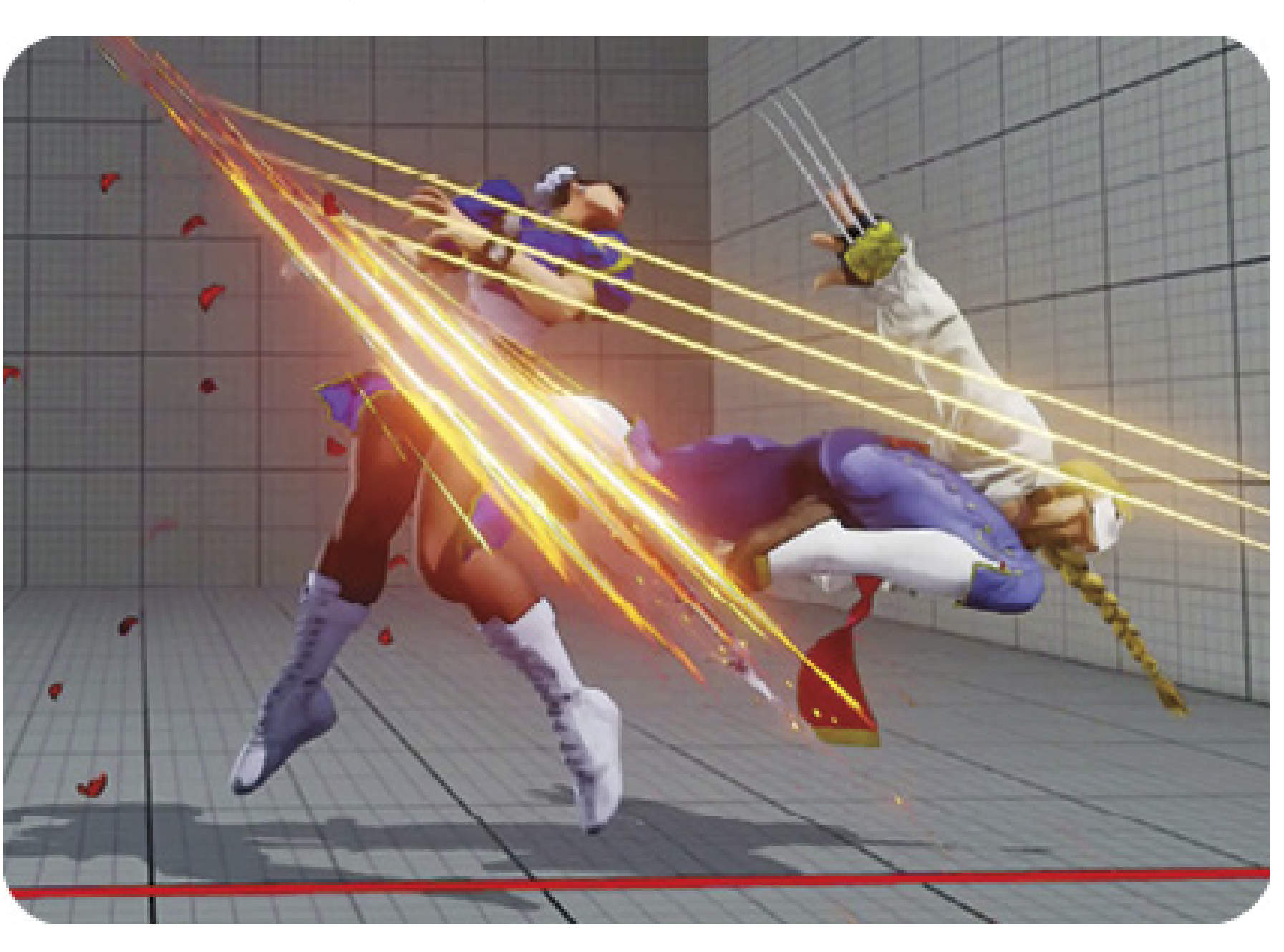
BLOODY KISS - TORERO (PROJECTILE) HP + HK

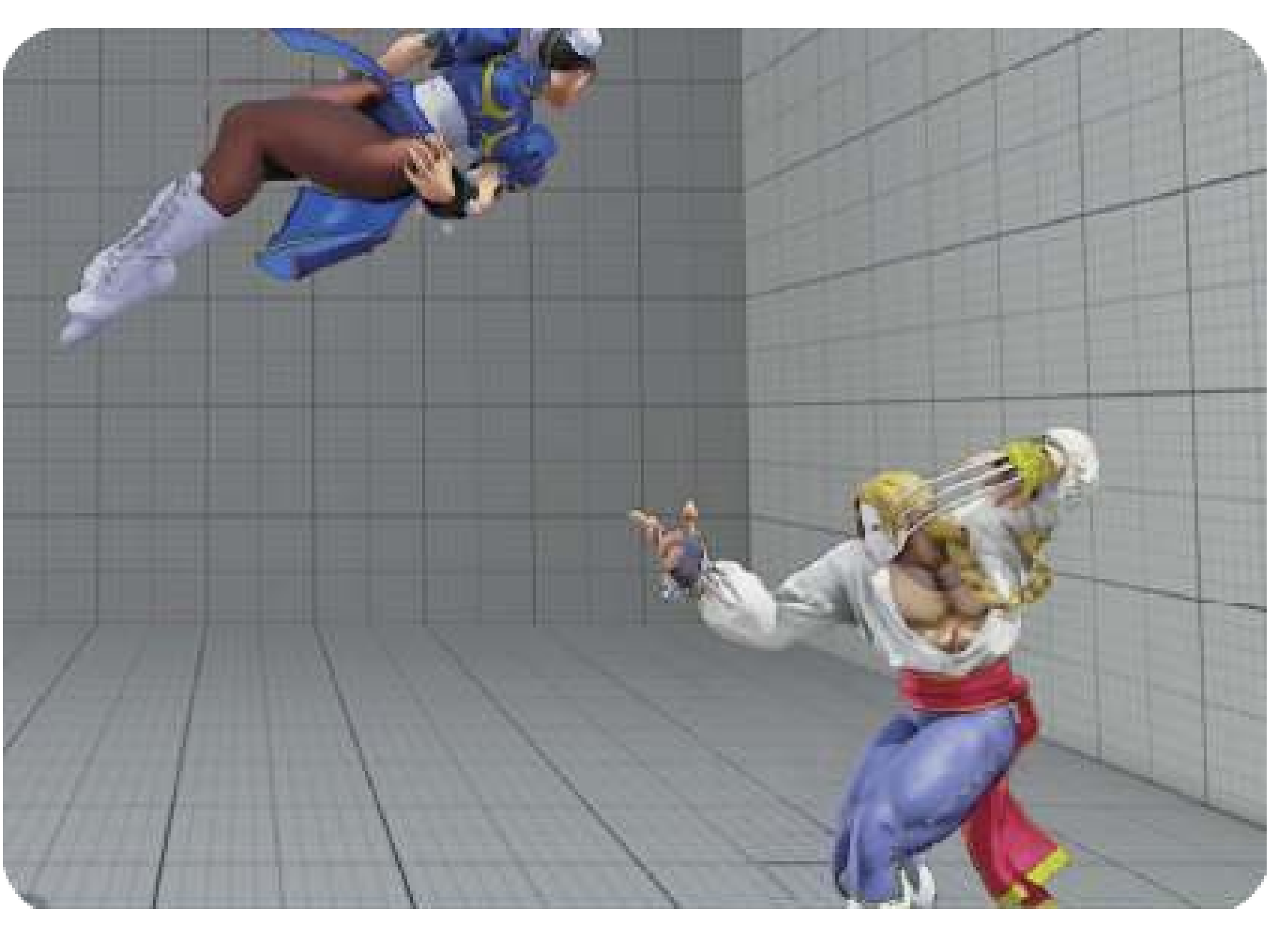




STARTUP	10
ACTIVE	—
RECOVERY	44 (total)
GUARD LEVEL	HL
ON HIT	—
ON GUARD	—
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	30
STUN	0
METER GAIN	V: -600

BLOODY KISS - TORERO (ATTACKS) —



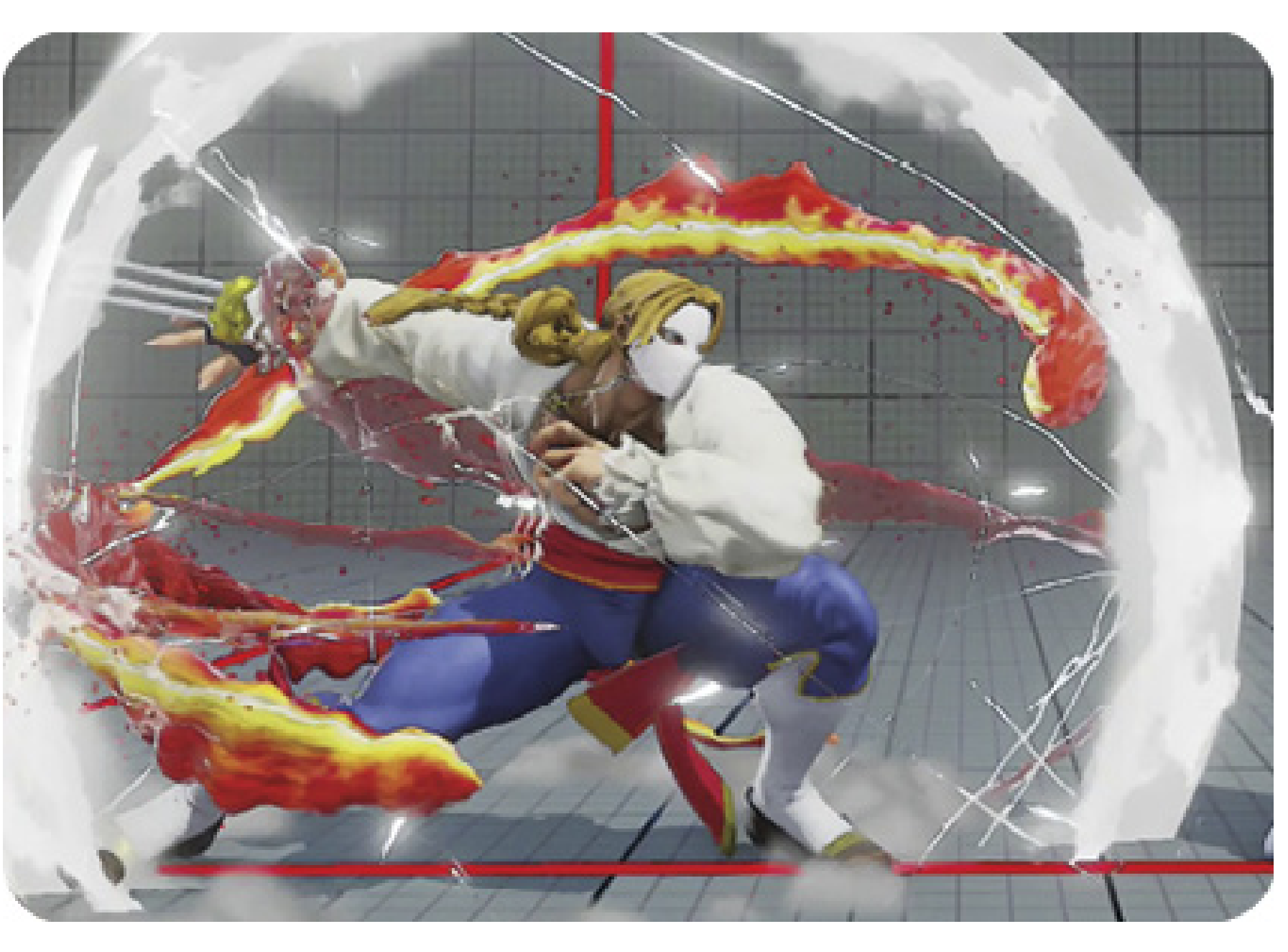


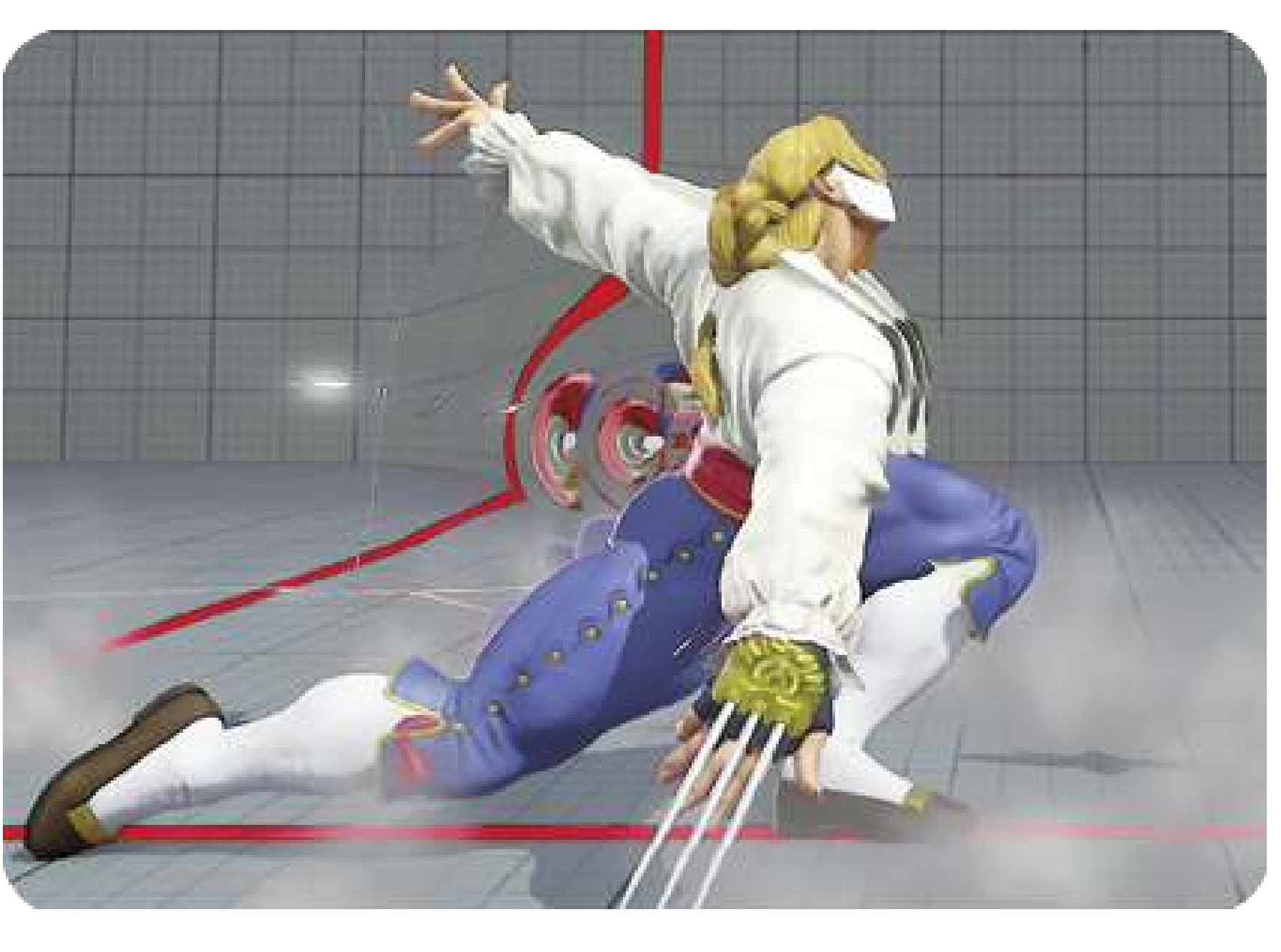
STARTUP	—
ACTIVE	2/3
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-2
STNC HIT	—
STNC GUARD	—
CANCEL	—
DAMAGE	140
STUN	0
METER GAIN	0

Bloody Kiss - Torero: Vega throws out a rose that quickly travels across the screen. Upon impact, Vega transitions into a leaping horizontal claw combo. Although Bloody Kiss seems like a projectile, it does not have projectile properties. It doesn't clash with other projectiles; instead, it passes through, like F.A.N.G.'s Nishodoku. Although this makes it seem like a great way to react to a projectile for a punish, Vega's leaping attack follow-up is not invulnerable to projectiles, so Vega will usually be hit out of the air, sacrificing the damage from the second stage of Bloody Kiss.

After Bloody Kiss – Torero hits, the opponent is flung into the air for a potential Bloody Rain juggle. On block, you're at -2 advantage.

BLOODY KISS - ROJO (PROJECTILE) ↓ + HP + HK





STARTUP	10
ACTIVE	—
RECOVERY	37 (total)
GUARD LEVEL	HL
ON HIT	—
ON GUARD	—
STNC HIT	

STREET FIGHTER V

Vega

Overview

PROS

- Vega is the only character who can link a low-hitting crouching MK into another normal attack for a low-check, medium-strength hit-confirm combo.
- The fastest walk speed in the game makes him extremely agile, complementing both his offense and defense.
- Versatility with Switching Claw allows him to play with an even stronger close-range game (with the addition of a powerful command throw).
- He has a two-bar game-changing V-Gauge, enhancing his claw attacks greatly with V-Trigger cancels.

CONS

- Vega does not have access to a truly invincible anti-air reversal, so he must rely on his V-Reversal to escape sticky situations.
- He has limited durability on his mask and claw. Losing his mask causes him to take 10 percent more damage (as well as deal 10 percent more), while losing his claw permanently limits his mid-range pokes.
- He can be difficult to play for newer players, particularly with regard to using Switching Claw appropriately.
- His claw hitboxes don’t extend past his hurtboxes in most cases (Aurora Spin Edge and standing HP are the exceptions), so they’re not as dominating as they were in previous *SF* games.

The Scarlet Terror returns with a new look and moveset. Old moves like his wall dives, backflips, forward rolls, and claw swipes return, but they have new input motions and properties. With Vega, you can switch at will between fighting with the claw or holstering it to fight barehanded (where foes will have to watch out for barehanded Vega’s all-new command throw). While in large strokes this Vega isn’t radically different than previous incarnations—he’s fast and makes a great mid-range defensive pest—the extent to which this Vega can be successful as either an aggressive turtle or just an outright aggressor is unprecedented.

Your objective is to apply an overwhelming footsie game in mid and close range. Achieve this by:

- Exploiting Vega’s mobility, especially walk speed, to get into your desired range
- Fishing out whiffs from the opponent around max footsie range and punishing with standing MP or crouching HK sweep
- Luring out badly timed anti-air attacks or instilling hesitation in the opponent with Flying Barcelona Wall Jump tricks

STREET FIGHTER V

Vega

Strategy

LONG RANGE

Unless you're at long range with a full V-Gauge, you won't actually have an immediate threat available as Vega. Your main threat is indirect, tied to Vega's mobility options and his ability to immediately get into mid range and close range, where he is a powerhouse. Getting around the stage is made rather easy for Vega thanks to having the fastest walk speed, a Wall Jump, and a long-distance forward dash. What you should do at long range depends on a variety of factors ranging from character matchup to life lead to stage positioning.

If you're ahead on stamina, you can easily play a keep-away game with Vega, exploiting his Wall Jump and Flying Barcelona Wall Jump to fluster the opponent while keeping them guessing on what he'll do next. If your foe is taking an aggressive approach, you can make Vega fly across the screen by using ↓↑ + K, then hold → to fly across to the other side, crossing them up. The closer Vega is to a corner, the better this strategy becomes since there's less travel time to the wall, and consequently, less time for your adversary to think about how to deal with Vega's flight across the sky. Try not to be too predictable with this tactic, especially since Vega telegraphs his Wall Jump with an audible howl as he flies to the wall.

You can opt to attack your opponent with Flying Barcelona Attack on Vega's way down if you think your enemy isn't expecting it. You have plenty of options during Vega's flight: you can either hold → and control his descent to cross up the opponent and then hit P as he's about to land on them for a cross-up attack, or you can fake it by holding → briefly before pulling ← to stay in front, hitting P before landing. These shenanigans can be tough to deal with, especially against players who aren't used to them. However, experienced players will usually have the correct answer to your attack, either by meeting Vega in the air with an anti-air (such as Ryu's jumping MP), or simply using a vertical anti-air strike (like Cammy's ← + MP). Your hurtbox when extending Flying Barcelona Attack extends vertically a large amount, making it easy for opponents to beat cleanly, considering that your Flying Barcelona Attack hitbox is much smaller than your hurtbox.

With a full V-Gauge, the match dynamic changes drastically. You can punish any high-recovery attack, including projectiles, from full screen. Even if you react too slowly and have your Bloody Kiss blocked, you're safe at -2 thanks to the blockstun of the follow-up flying combination attack Vega performs after he connects with his rose. Against projectiles, you can use the jumping variant of Bloody Kiss by inputting ↗ immediately followed by HP + HK, but you need to be extremely quick (easier against higher-recovery projectiles, like Ken's). It's much easier the closer Vega is to the enemy, so take his distance into account at all times. Unfortunately, you can't follow up with a Bloody Rain juggle after Air Bloody Kiss, but you do deal 200 points of damage instantly.

Otherwise, with a stock of EX Gauge, you can roll through projectiles with EX Crimson Terror and its projectile-invulnerable property. Even though it's usually too slow to counter fireballs on reaction, it's only -2 on block, so if Vega tumbles through one and forces the opponent to block, he's at least within a preferred range to mount an offense. Without the use of meter, Vega can handily avoid projectiles completely by using his Matador Turn. Starting from Frame 7, he's invulnerable to projectiles, making it useful for avoiding chip damage from projectiles. Additionally, you can avoid certain high-recovery attacks if you can anticipate and react to them. For instance, if Rashid starts running at Vega, you can go for a Matador Turn to evade his Spinning Mixer and Eagle Spike.

Against other up-close combatants and grapplers, your long-range strategy will normally be just meeting the opponent in the middle of the stage without sacrificing too much ground. Vega usually outclasses most characters in the footsies game, so be aggressive if you're at a stamina disadvantage. It's also advised that you stay in claw mode at long range since Vega will transition into mid range most of the time, where he'll need his claw more than he'll need his quick close-range attacks.

MID RANGE

With the aid of his weapon, playing footsies at mid range is one of Vega's primary strengths. You'll want to be in claw mode for the increased range on most of Vega's P attacks (with the exception of standing HP, where it has a slightly better range when Vega's claw is holstered). Your most effective moves for winning the mid-range war are Buster Claw, standing MP, standing HP (both in hand and claw mode), crouching HK, Matador Turn/Matador Turn Attack, Mercury Shard, and MP Aurora Spin Edge. You have a huge arsenal of footsie tools, so learning which ones to use, how to use them, and when to use them is crucial to your success with Vega.

From mid range to long range, Vega has a long-range attack using Buster Claw. It's a far-reaching stab, but it suffers from a high amount of frame disadvantage on block and a lengthy recovery period on whiff. Like a projectile, you don't want to be predictable with it, and you never want to miss with it. Even with its drawbacks, it's not a bad move to use since it's a threat your opponent needs to worry about from just past half-screen. Along with the crouching HK slide, Vega is usually in control at this range because his foe isn't exactly free to just walk into him. Against Ken and Ryu, Buster Claw is even more effective because of its ability to interrupt and Crush Counter the startup of their Hadoken as they lunge forward before firing their projectile.

Around max Buster Claw distance, your opponent not only has to respect walking into a mid-hitting claw attack, but they also have to worry about a low-hitting slide. The danger for your adversary of playing a footsies game with Vega is that they aren't crouch-guarding and protecting their feet as they walk in and out of range. If you notice this habit from your challenger, don't be afraid to check their reactions with a slide, especially from max distance. The best case scenario with a blocked max-range slide is -5, which may be difficult to punish for most characters because of the range that Vega ends up at. This scenario is rare since you need to connect it with the last active frame, so expect to be around -6 to -7 in a realistic situation. Take this into account and assess whether you can go for this risk, particularly against astute opponents who know their proper punish combos. Unlike → + HP, crouching HK is much less susceptible to jump-ins because of your low-profiling properties—Vega will usually just slide under forward jumps to safety.

Vega has effective tools for the entire span of mid to close range. One to focus on from beyond most characters' crouching MK range is Vega's standing MP. Standing MP is a backhanded swipe that sports a reach comparable to the distance of Vega's dash. This is an incredible tool for deterring counter-pokes, as well as keeping your opponents in check from dashing or walking at Vega. It's not special-cancelable, but with a full V-Gauge, you can whiff-punish practically any attack with a sequence of standing MP XX HP + HK (followed by your Bloody Rain Critical Art if you have sufficient EX Gauge). This V-Trigger cancel is one of your strongest threats from mid range, so always keep track of your own V-Gauge. For reference, if you've lost about half of your stamina, you should have access to at least one Bloody Kiss. If you gain additional V-Gauge through Crush Counters (such as off of a counter-hit Buster Claw or standing HK anti-air), you'll want to make sure you exploit these mid-range V-Trigger cancel combos as often as possible. Otherwise, you should consider getting Vega into close range to do damage until you have enough V-Gauge.

Transitioning into close range with Vega isn't too difficult since he has the fastest walk speed, along with a lengthy dash. On top of the overwhelming mid-range pokes, your foe will have to respect Vega's dash-in engagements. If you feel like you've given the opponent pause, you can go for a dash followed by a four-frame crouching LP poke, and then go into your close-range strategy. Alternatively, you can check your opponent's standing guard with → + MK (Mercury Shard). Its reach extends slightly past Vega's standing MP range and is more difficult to punish if you can connect with it from max distance. However, at -4, most characters will be able to punish you with a light-strength attack into at least a two-hit combo, so take this into account before committing to it. It complements Vega's crouching MK and standing MP well, especially if the enemy is low on stamina and you need to deal the last 54 points of damage (Mercury Shard does 60, but with scaling health below the 50 percent stamina threshold, it will deal 54 in this case).

If you're ever in hand mode while not having Vega's claw permanently broken, you can re-equip his claw from a decent range using a standing HP attack from around crouching MK distance. Standing HP XX ↺ + P is generally safe (at -1), so as long as you can get your standing HP out in time, you can switch back into Vega's more powerful footsie stance.

Jumping in isn't usually a tactic you want to resort to when you have such an effective mid-range toolset, but if you need to make a comeback and you can make the appropriate read, forward jumping HK is normally your best jump-in attack. In previous *SF* games, Vega's jumping HP was the more dominating jumping attack, but in *SFV,* its hurtbox has been enlarged and its hitbox reduced. Jumping HK has a slightly more vertical hitbox, so it will hit opponents a bit earlier on Vega's descent than jumping HP will. On a clean jump-in attack, you can follow up with **Combo 10** or **Combo 11**.

For an elusive attack just inside of mid range, you can use MP Aurora Spin Edge to both chip at the enemy's stamina bar and create some distance. You can use it standalone if Vega is just outside of close range, or by canceling from standing HP. As long as you can get it to swing, it won't be losing to many attacks since it boasts an extended hitbox way past its hurtbox as Vega performs an evasive backdash. At -6 on guard, it's only punishable with extremely fast gap-closing attacks (like Chun-Li's Critical Art).

Vega's Matador Turn Attack is a seemingly useful mid-range attack because it can avoid mid-section hits and projectiles while following up with a retaliatory slash. However, it's not one you'll commonly use because of its severe disadvantage on block (at -13). It's also vulnerable to crouching low hits that interrupt Vega, rewarding a counter-hit to your enemy. Crush Counter sweeps are especially devastating, so use Matador Turn Attack only if you're sure you can get away with it. Otherwise, it's best reserved for use in your target combos where you can ensure a hit, building V-Gauge.

With Vega's oppressive mid-range game, you might induce jump-ins from the enemy. You'll need to be prepared for these with your standing HK anti-air, your five-frame air throw, or an air-to-air jumping MP. Standing HK covers the area in front of Vega's head and a bit above, with an impressive vertical hitbox extending above the hurtbox above his leg, so you'll beat most jump-ins cleanly if timed correctly. On counter-hit, you can proceed into a juggle with one of the variants of **Combo 18**.

CLOSE RANGE

Compared to Vega's up-close capabilities in prior *SF* games, his close-range game in *SFV* is vastly superior. Although he lacks a kara-throw (which was the basis of his offense in *SFIV*), Vega's up-close offense is incredibly strong, considering his strengths from mid range.

Ideally, you'll want to have Vega's claw unequipped (in "hand" stance) when he's face-to-face with the opponent because of his faster punch attacks. However, you still have access to the same superb kick attacks in either stance. Vega's crouching MK is unlike any other crouching MK in *SFV*; it starts at a lengthy seven frames, but it's a low-hitting kick attack that gives you +6 advantage on hit and +2 advantage on guard. On hit, you can easily hit-check into a combo; the combo in question depends on what stance Vega's in. If Vega has his claw equipped, use **Combo 2**. In hand stance, you can use a variant of **Combo 3**.

A point-blank crouching MK tactic is particularly powerful. For instance, off of a knockdown from either an EX Flying Barcelona Attack or EX Crimson Terror combo, you can dash in for a meaty crouching MK for even more hit and blockstun advantage (if timed correctly during your opponent's wakeup) while checking their low guard. You can take this even further and on block (during hand stance), putting them in a 50/50 type situation with a buffered ⟲ + LP (Grand Izuna Drop). With a sequence of crouching MK, buffered ⟲ + LP / P P, you leave a four-frame window for your adversary to get out of this sticky situation. They'll have to use an invincible reversal or a three-frame jab (throws will beat four-frame attacks), or escape by either jumping or backdashing. It's an absurdly effective strategy, and once you've conditioned your enemy into looking for it, you can start using crouching LP to keep them grounded after your initial crouching MK.

If you're getting into point-blank range from the neutral game (e.g., from a dash-in at mid range), you can take a stab at the opponent with a four-frame crouching LP (claw and hand mode crouching LP share the same startup). With Vega's above-average dash distance and its reasonably quick speed, you can get into range for jab pressure easily if you sense any kind of hesitation in the enemy's defense. A blocked crouching LP puts you at +2 advantage, more than enough to go for a forward step into throw (or command throw, in hand mode), considering how fast Vega's walk speed is. Alternatively, you can go for a two-level counter-hit hit-confirm sequence using **Combo 14** (see its description for tips for confirming this combo).

Another line of play you can take after getting Vega into point-blank range is to bully the opponent with your three-frame standing LK. Vega can be in either stance for this since it's a kick attack, and it can be difficult for your foe to deal with because of your +2 advantage on guard. For instance, if Vega's in claw mode, dash in and stagger repeated standing LK attacks to check your adversary's button-pushing habits. If you can react to a counter-hit fast enough, you can link into a crouching MP with your claw attack for a two-hit combo. Or, if Vega is flush with his foe, you can transition back into mid range with a safe sequence of standing LK, crouching LP XX MP Aurora Spin Edge. For a low hit-check, you can use a four-frame crouching LK linked into crouching LP, proceeding into **Combo 1** on hit.

For a high-damage counter-hit frame trap, you can use standing HP in claw stance in a variety of ways. Coming from a jumping heavy attack or knockdown advantage situation, you can set up a frame-trapping standing HP XX ↺ + P sequence, that converts into a combo on hit (see **Combo 15a**). If standing HP is blocked, you're left in hand stance with -2 advantage, which is acceptable in most cases. Off of a normal, non-counter-hit standing HP, you can instead continue with **Combo 8b**. Keep track of Vega's stance when using these Switching Claw sequences so you can follow up with the optimal attack. If Vega's transitioning into claw stance, you'll have access to a faster long-range attack with standing MP, so you might consider reverting back to a mid-range strategy. This is especially true if you have a full V-Gauge, since Vega's claw attacks pose much more of a threat with your ability to cancel into Bloody Kiss from either standing MP or standing HP.

Otherwise, staying in hand stance provides you with better tempo when Vega is in the opponent's face. You can chain crouching LP attacks (which leave you at +2 on guard), and you retain the threat of Grand Izuna Drop. Vega can be a complicated character to master at this range, so try to acclimate yourself with his various tools. Understanding when to transition from close to mid range through intelligent use of chained jabs, Switching Claw cancels, and your crouching MK setups is vital to your success with Vega.

From max standing HP distance, you can use your target combo of standing HP XX HP to put opponents in an awkward blockstun. The idea behind the second HP is to adjust the cancel timing (in which you have a 24-frame window once the initial standing HP connects) in order to throw off their punish timings. A player's natural instinct after guarding a heavy attack is to take back offensive tempo by forcing their aggressor into blocking a light attack (since most blocked heavy attacks are left at a negative advantage). You can take advantage of this by hitting a late HP input after they block your standing HP. Although they can never leave blockstun (regardless of how late you input the second HP), you'll mess with their defensive rhythm, buying you safety (unless they're ready for this tactic, of course). Mix up your timings of the second HP, or alternately, you can opt to not follow it up at all (leaving you safe at -2). Use this technique sparingly: it's most effective from max range since the target combo advances Vega closer, making it easier for the opponent to punish him. Additionally, you can't cancel into the final phase of the target combo on block.

Thanks to Vega's lower-than-average jump distance, you can take your offense into the air from around close range to mid range using forward jump cross-up LK. This can be difficult for your opponent to deal with since Vega's mid-range and close-range ground game is so dominating. While they're worried about being poked with standing MP and crouching MK, you can go for a cross-up jumping LK to transition Vega into throw range. This is particularly effective in hand stance since you'll have access to Grand Izuna Drop. An example sequence at close range is to start with a three-frame standing LK, link into crouching LP, and if you've confirmed that your adversary is guarding, go for a forward jump cross-up LK into ⟲ + HP for a high-damage Grand Izuna Drop.

Defensively, Vega lacks an invincible reversal tool to get the enemy off him if he's knocked down or in guardstun. This is exceptionally true if his back is near a corner, since his best move for relieving pressure is his V-Reversal. You'll want to use Backflip and Short Backflip to get away from aggression when Vega is mid-stage, but if he's cornered, you have to weather the storm until you can create enough distance to deflect the opponent's offense with his claw attacks. Alternatively, you can try for a far-reaching Wall Jump by jumping against the wall, and at the peak of Vega's jump, tap → to jump over the aggressor. Fortunately, Vega has access to a three-frame mid-section attack: standing LK. You can use a reversal standing LK to either interrupt throws or certain frame traps (provided you're not at too much of a negative advantage). If you can make a hard read or you've blocked enough to feel out a possible throw attempt, you can use EX Aurora Spin Edge to punish and blow through normal and command throws. However, it's susceptible to normal attacks and you'll be interrupted, rewarding your foe with a counter-hit if you guess incorrectly. To defend against close-range jumping attacks (where your standing HK will lose), you can meet the opponent in the air with a four-frame jumping MP or a five-frame air throw.

BLOODY KISS AND MISCELLANEOUS SETUP TIPS

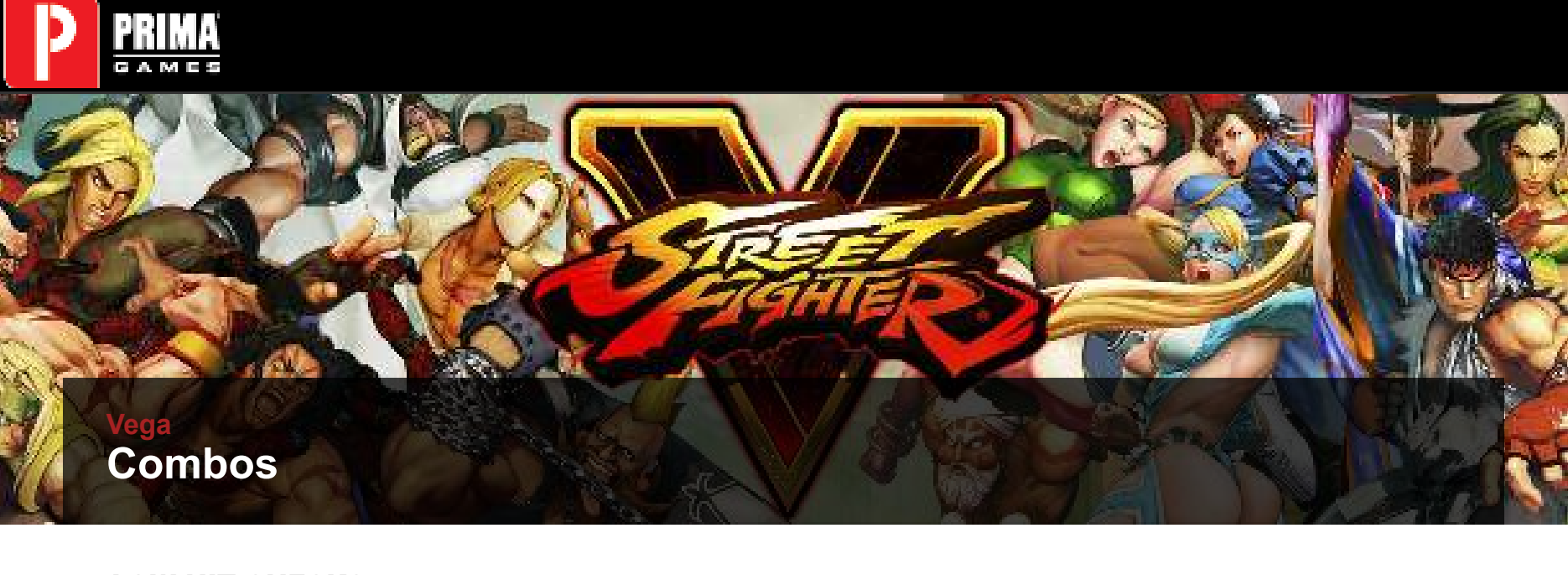
With a two-bar V-Gauge and three separate versions of Bloody Kiss, Vega becomes a huge problem for the enemy at any distance. Each one is designed for a specific purpose.

HP + HK (Bloody Kiss – Torero) is primarily used to extend combos or to punish a whiff either by canceling into it from Vega's long-range claw attacks or on its own. If you don't have EX Gauge to follow it up with your Critical Art, you can instead use the massive knockdown advantage to set up a cross-up LK or meaty crouching MK. For instance, after connecting with Bloody Kiss – Torero, you can go for a sequence of a forward dash into a forward jump into a cross-up jumping LK, an empty crouching LK attack linked into **Combo 1**, or a frontal jumping HK, all depending on how the enemy recovers from their knockdown.

↑ + HP + HK is designed as a simple anti-air V-Trigger. Vega can easily deflect most jumping attacks from a wide range, which affords you substantial knockdown advantage. You can go for essentially the same setup as previously described with Bloody Kiss – Torero, but you'll omit the dash-in.

Off of an EX Crimson Terror combo (see the Combos section at the end of this chapter for details), you're at an extreme advantage. If you follow up EX Crimson Terror with a forward dash and the enemy quick-rises in place, you're at +20, allowing for basically any kind of frame trap or jumping attack setup. This holds true with combos ending in EX Flying Barcelona Attack, as well (if you opt not to juggle with EX Aurora Spin Edge).

After a successful Bloody Rain mid-stage, you can use the familiar dash-in, followed by a forward jump setup to continue your aggression into close range.



Vega

Combos

LOW HIT-CHECKS

COMBO 1

CROUCHING LK ▷ CROUCHING LP, THEN CANCEL INTO:

↕ + K K, LP + LK
191 damage, 273 stun (requires one stock of EX Gauge)

↕ + K K, P, ↺ + P P (EX AURORA SPIN EDGE, CLAW ONLY)
259 damage, 393 stun (requires two stocks of EX Gauge)

↺ + P P (CLAW ONLY)
175 damage, 293 stun (requires one stock of EX Gauge)

↻ + LK
111 damage, 229 stun

This is your standard two-hit low-check starter into a special move sequence. Your follow-ups will depend on which stance Vega is in. Additionally, EX Flying Barcelona Attack will whiff against crouching enemies, so you can use EX Aurora Spin Edge instead (although for less damage).

COMBO 2A

CROUCHING MK ▷ CROUCHING LP, THEN CANCEL INTO:

↕ + K K, LP + LK
221 damage, 303 stun (requires one stock of EX Gauge)

↕ + K K, P, ↺ + P P (EX AURORA SPIN EDGE, CLAW ONLY)
289 damage, 423 stun (requires two stocks of EX Gauge)

↺ + P P
205 damage, 323 stun (requires one stock of EX Gauge)

↻ + LK
141 damage, 259 stun

COMBO 2B

(CLAW ONLY) CROUCHING MK ▷ CROUCHING MP ✕ HP + HK, ↻ ↻ + P

433 damage, 190 stun (requires full V-Gauge and EX Gauge)

This link separates Vega from most of the cast. It's a linkable low-hit, hit-confirmable combo that deals moderate damage. It's absurdly effective when you consider that there are no invincible backdash escapes in *SFV*. You'll want to use this often, conditioning your opponent into blocking low whenever Vega is within close range. Then, you can start going for throws and command throws.

Combo 2b can be used if you have a full V-Gauge while in claw mode, since you can't special-cancel his crouching MP.

COMBO 3

(HAND ONLY) CROUCHING MK ▷ INTO:

STANDING MP ✕ HK ✕ MP + MK (HOLD)
203 damage, 310 stun, builds 70 V-Gauge

STANDING MP ✕ HK ✕ ↕ + K K, LP + LK
292 damage, 374 stun (requires one stock of EX Gauge)

CROUCHING MP INTO EITHER:

↻ + K K
216 damage, 334 stun (requires one stock of EX Gauge)

↻ + MK (two hits) ✕ ↻ ↻ + P
381 damage, 222 stun (requires full EX Gauge)

Vega has a few more options in hand mode when linking from a crouching MK attack. It's +6 on hit, so you can either link into a crouching LP or crouching MP canceled into a special attack, or you can simply link into crouching MP with a possible Bloody Kiss cancel combo. The Matador Blitz target combo ender only works if the opponent is standing, so keep an eye out for the enemy's stance once you've hit them with your initial crouching MK.

Note that EX Flying Barcelona Attack does not hit crouching opponents, so you'll have to use either EX Aurora Spin Edge or LK Crimson Terror off of crouching LP.

GROUNDED HIT-CHECKS

COMBO 4

(HAND ONLY) CROUCHING MP ▷ CROUCHING LP, THEN CANCEL INTO EITHER:

↕ + K K, LP + LK
231 damage, 303 stun (requires one stock of EX Gauge)

↻ + LK
151 damage, 259 stun

It's difficult to make a case for using crouching MP over crouching MK when Vega is in range, but it does start up one frame faster. You can link crouching LP afterward for a potential Crimson Terror combo.

COMBO 5

(CLAW ONLY) STANDING MP ▷ STANDING LP, THEN CANCEL INTO:

↕ + K K, P, ↺ + P P
299 damage, 423 stun (requires two stocks of EX Gauge)

Opponent must be hit standing in order for this combo to work. Unfortunately, Vega doesn't get a special-cancelable combo against crouchers off of standing MP.

COMBO 6

(CLAW ONLY) STANDING MP ▷ CROUCHING MP ✕ HP + HK, ↻ ↻ + P

443 damage, 190 stun (requires full V-Gauge and EX Gauge)

A big-damage combo using all of your resources from a standing MP attack. You can use standing MP for tighter frame traps because it's one frame faster than crouching MK.

COMBO 7

(CLAW ONLY) STANDING HP ▷ STANDING LP, THEN CANCEL INTO:

↕ + K K, LP + LK
251 damage, 353 stun (requires one stock of EX Gauge)

↕ + K K, P, ↺ + P P
319 damage, 473 stun (requires two stocks of EX Gauge)

↕ + K K, P, HP + HK OR ⇣ + HP + HK
308 damage, 353 stun (requires full V-Gauge and one stock of EX Gauge)

Standing HP is one of your best frame-trapping attacks with Vega, thanks to its possible follow-up target combo properties. On a single standing HP hit, you can link into standing LP since it forces standing on a successful hit.

COMBO 8A

(HAND ONLY) STANDING HP ✕ ↻ + P ▷ CROUCHING LP, THEN CANCEL INTO EITHER:

↺ + P P
235 damage, 373 stun (requires one stock of EX Gauge)

↕ + K K, P, ↺ + P P
319 damage, 473 stun (requires two stocks of EX Gauge)

COMBO 8B

(CLAW ONLY) STANDING HP ✕ ↻ + P ▷ CROUCHING MP, THEN CANCEL INTO EITHER:

↕ + K K, LP + LK
278 damage, 380 stun (requires one stock of EX Gauge)

↻ + MK (TWO HITS) ✕ ↻ ↻ + P
442 damage, 393 stun (requires full EX Gauge)

A two-level hit-check stance switch combo starting from standing HP into Switching Claw while in either mode. If you're on offense and you want to switch modes, standing HP ✕ ↻ + P is your safest sequence.

COMBO 9

(CLAW BROKEN, HAND MODE) STANDING HP ✕ ↻ + P ▷ CROUCHING MP ✕ ↻ + MK (TWO HITS) ✕ ↻ ↻ + P

411 damage, 272 stun (requires full EX Gauge)

A sample combo using Switching Claw cancels when Vega's claw has been permanently broken. Using Switching Claw when his claw is broken doesn't do anything besides provide more advantage when canceled from certain attacks.

JUMP-INS

COMBO 10A

(CLAW ONLY) FORWARD JUMP HK, STANDING HP ✕ HP ✕ MP + MK (HOLD)

252 damage, 402 stun, builds 70 V-Gauge

COMBO 10B

(CLAW ONLY) FORWARD JUMP HK, STANDING HP ✕ ↻ + P ▷ CROUCHING MP, THEN CANCEL INTO:

↕ + K K, LP + LK
334 damage, 485 stun (requires one stock of EX Gauge)

↕ + K K, P, HP + HK OR ⇣ + HP + HK
378 damage, 485 stun (requires full V-Gauge and one stock of EX Gauge)

↻ + K K
308 damage, 491 stun (requires one stock of EX Gauge)

COMBO 10C

(HAND ONLY) FORWARD JUMP HK, CROUCHING HP, THEN CANCEL INTO:

↕ + K K, P, HP + HK OR ⇣ + HP + HK
363 damage, 425 stun (requires full V-Gauge and one stock of EX Gauge)

Off of a clean jumping HK attack (for instance, punishing a predictable projectile pattern), you can go for a V-Gauge building combo with Combo 10a or one of the many variants from Combo 10b. Claw mode standing HP forces standing on hit, so you're guaranteed an EX Flying Barcelona combo. Use Combo 10c if you're in hand mode.

COMBO 11

FORWARD JUMP HK, STANDING HK ▷ CROUCHING LP, THEN CANCEL INTO:

↻ + LK (ONE HIT) ✕ ↻ ↻ + P
410 damage, 355 stun (requires full EX Gauge)

↕ + K K, P, ↺ + P P (EX AURORA SPIN EDGE, CLAW ONLY)
366 damage, 561 stun (requires two stocks of EX Gauge)

↕ + K K, LP + LK
310 damage, 410 stun (requires one stock of EX Gauge)

Like Combo 10, this is best used from a clean jump-in at closer distances. You don't have to worry about which stance Vega is in, either, since standing HK is a kick attack. However, it doesn't force standing on hit, so you'll need to assess the enemy's standing state before committing to your finishing special move. Use LK Crimson Terror or EX Aurora Spin Edge (in claw mode only) if you hit the opponent crouching.

COMBO 12A

FORWARD JUMP CROSS-UP LK, STANDING MK ▷ CROUCHING LP, THEN CANCEL INTO:

↕ + K K, LP + LK
242 damage, 336 stun (requires one stock of EX Gauge)

↕ + K K, P, ↺ + P P (EX AURORA SPIN EDGE, CLAW ONLY)
298 damage, 436 stun (requires two stocks of EX Gauge)

↺ + P P
230 damage, 356 stun (requires one stock of EX Gauge)

↻ + LK
174 damage, 300 stun

COMBO 12B

(HAND ONLY) FORWARD JUMP CROSS-UP LK, CROUCHING MP ▷ CROUCHING LP, THEN CANCEL INTO EITHER:

↕ + K K, LP + LK
242 damage, 336 stun (requires one stock of EX Gauge)

↻ + LK
174 damage, 300 stun

These are your possible combos off of a cross-up jumping LK attack. You'll need to hit LK deep into Vega's jump for a low-altitude hit so that the follow-ups will link. Otherwise, you can go for an early jumping LK into a frame trap or throw setup.

COMBO 13A

(HAND ONLY) ⤼ OR ↕ + K, P, THEN FOLLOW UP WITH EITHER:

▷ CROUCHING MK ▷ CROUCHING MP ✕ ↻ + K K
251 damage, 396 stun (requires one stock of EX Gauge)

▷ CROUCHING MP ✕ ↻ + MK
194 damage, 302 stun

COMBO 13B

(CLAW ONLY) ⤼ OR ↕ + K, P, THEN FOLLOW UP WITH EITHER:

↺ + LP ✕ ↻ ↻ + P
460 damage, 330 stun (requires full EX Gauge)

↺ + P P
180 damage, 330 stun

If you're up against a passive opponent and you can land a cross-up or non-cross-up Flying Barcelona Attack, you can follow up with these combos.

GROUNDED COUNTER-HITS

COMBO 14

COUNTER-HIT CROUCHING LP ▷ CROUCHING MK ▷ CROUCHING MP ✕ HP + HK, ↻ ↻ + P

413 damage, 254 stun (requires full V-Gauge and EX Gauge)

You can take off up to 40 percent of your opponent's stamina with a well-timed counter-hit crouching LP, provided you're flush with both V-Gauge and EX Gauge. Although crouching LP doesn't naturally combo into crouching MK, it's still a decent frame trap to go for, so you might incidentally link into this combo on counter-hit. You most likely won't be able to go for this combo on reaction—just input and commit to both the crouching LP and the crouching MK, and if crouching MK hits, confirm into crouching MP.

COMBO 15A

(CLAW ONLY) COUNTER-HIT STANDING HP ✕ ↻ + P ▷ CROUCHING MK ▷ CROUCHING MP, THEN CANCEL INTO:

↻ + K K
287 damage, 476 stun (requires one stock of EX Gauge)

COMBO 15B

(HAND ONLY) COUNTER-HIT STANDING HP ✕ ↻ + P ▷ CROUCHING MK ▷ CROUCHING MP ✕ HP + HK, ↻ ↻ + P

473 damage, 350 stun (requires full V-Gauge and EX Gauge)

COMBO 15C

(HAND ONLY) COUNTER-HIT STANDING HP ✕ ↻ + P ▷ STANDING HP ✕ ↻ + P ▷ CROUCHING LP ✕ ↕ + K K, THEN EITHER:

LP + LK
316 damage, 491 stun (requires one stock of EX Gauge)

P, HP + HK OR ⇣ + HP + HK
360 damage, 491 stun (requires full V-Gauge and one stock of EX Gauge)

COMBO 15D

(HAND ONLY) COUNTER-HIT STANDING HP ✕ ↻ + P ▷ STANDING HP, THEN FINISH WITH EITHER:

↕ + K K, P, ↺ + P P
380 damage, 575 stun (requires two stocks of EX Gauge)

↻ + HK ✕ ↻ ↻ + P
264 damage, 443 stun (without Critical Art)468 damage, 363 stun (requires full EX Gauge)

These are rather advanced combos off of a counter-hit standing HP. If you're sharp enough to see a counter-hit off of these attacks, you're at enough frame advantage to link into another standing HP ✕ Switching Claw to go back into Vega's original stance for a stylish combo.

Otherwise, you can resort to Combos 8a and 8b on non-counter-hits.

COMBO 16

COUNTER-HIT ↪ + HP, THEN:

▷ ↻ ↻ + P
418 damage, 180 stun (requires full EX Gauge)

▷ CROUCHING HK
177 damage, 315 stun

✕ HP + HK, ↻ ↻ + P
484 damage, 180 stun (requires full V-Gauge and EX Gauge)

Bloody Rain will link just within max Buster Claw range, but it will whiff if you counter-hit with the very tip of Vega's claw. You may have to practice your distancing with ↪ + HP, as you don't want to whiff and waste a full EX Gauge.

Otherwise, you can link your sweeping slide at closer distances (around crouching MK range).

Additionally, with an option select input of ↪ + HP into delayed HP + HK (thanks to the counter-hit hitstop), you can cancel into Bloody Kiss with an optional Bloody Rain juggle afterward.

ANTI-AIR COMBOS

COMBO 17

ANTI-AIR ↺ + HP, JUGGLE WITH ↻ ↻ + P

422 damage, 200 stun (requires full EX Gauge)

While seemingly a simple two-step anti-air sequence, connecting with an anti-air HP Aurora Spin Edge isn't easy. You must anticipate your opponent's forward jump and immediately input ↺ + HP as soon you see them leave the ground.

ANTI-AIR COUNTER-HITS

COMBO 18A

COUNTER-HIT ANTI-AIR STANDING HK, ↕ + K K, THEN FINISH WITH EITHER:

P, ↺ + P P
340 damage, 480 stun (requires two stocks of EX Gauge)

LP + LK
260 damage, 340 stun (requires one stock of EX Gauge)

COMBO 18B

COUNTER-HIT ANTI-AIR STANDING HK, ↺ + MP ✕ ↻ ↻ + P

466 damage, 360 stun (requires full EX Gauge)

COMBO 18C

COUNTER-HIT ANTI-AIR STANDING HK, HP + HK, ↻ ↻ + P

484 damage, 180 stun (requires full V-Gauge and EX Gauge)

Vega is a monster when it comes to counter-hit standing HK combos, potentially dealing up to 50 percent off of a normal-stamina character. Combo 18b requires Vega to be just within max standing HK range on impact. Otherwise, you can skip the MP Aurora Spin Edge portion and juggle with Bloody Rain instead.

Combo 18c is your optimal damage, provided you have full V-Gauge and EX Gauge to blow.

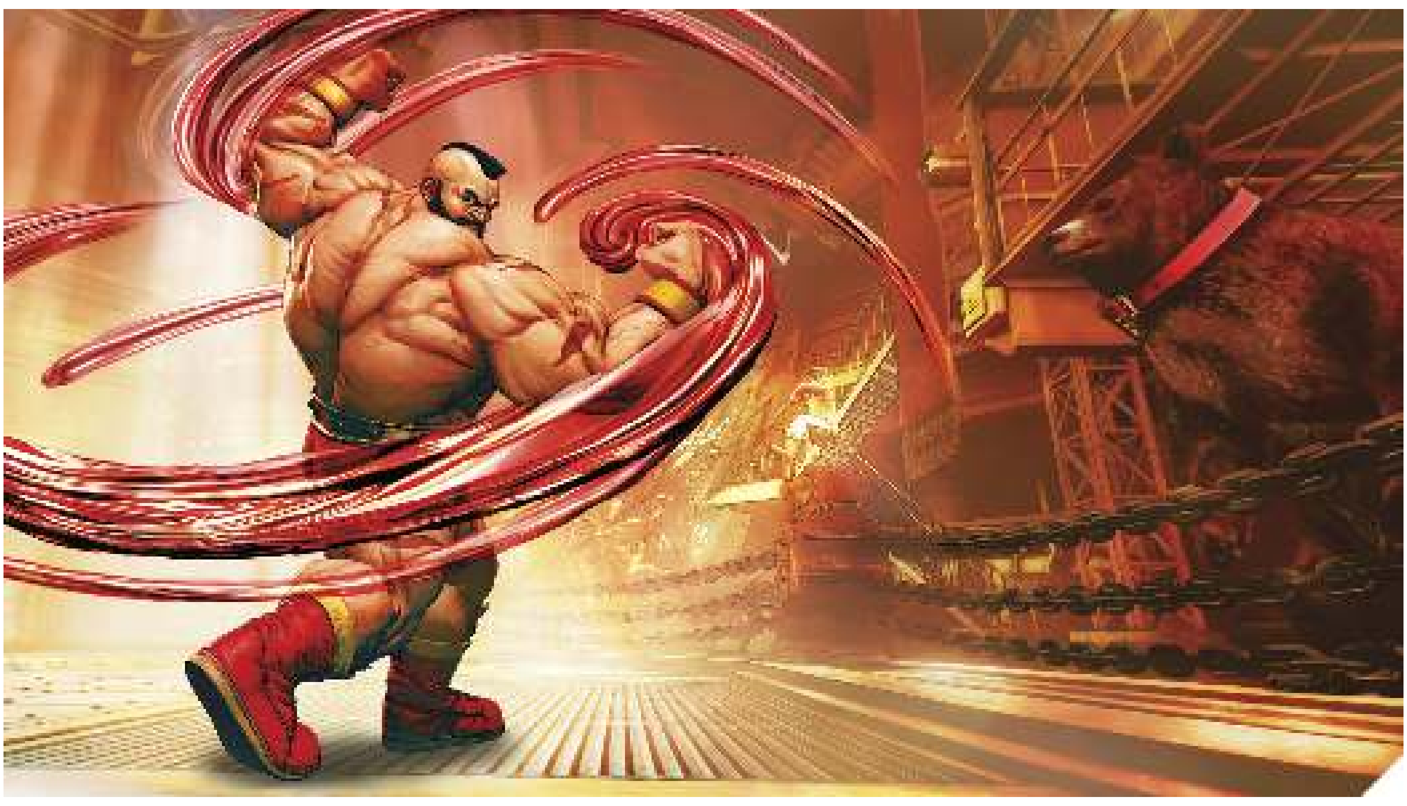
COMBO 19

(JUMPING CORNERED OPPONENT) COUNTER-HIT ANTI-AIR STANDING HK, ↺ + HP, HP + HK, ↻ ↻ + P

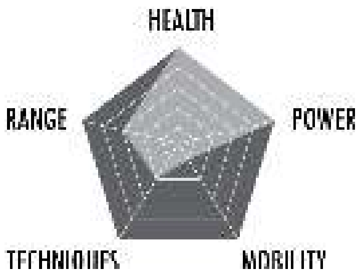
515 damage, 360 stun (requires full V-Gauge and EX Gauge)

A truly situational but incredible combo if you happen to hit a cornered opponent with a counter-hit standing HK while they're neutral or backward jumping, and you also happen to have both gauges full.

IRON CYCLONE

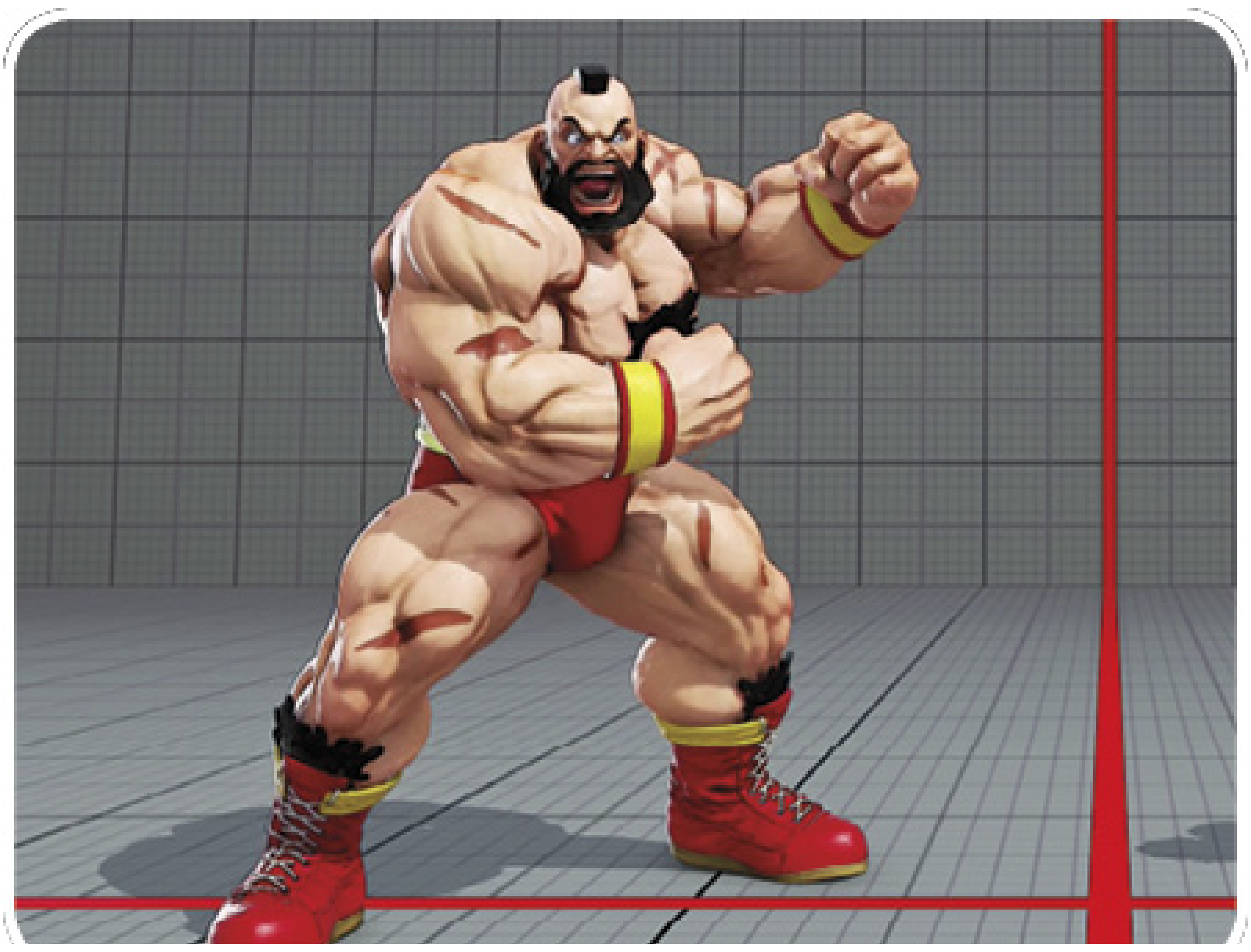


CHARACTER ATTRIBUTES



APPEARANCES
Street Fighter II (1991)
Street Fighter: The Movie (1995)
Street Fighter Alpha 2 (1996)
X-Men vs. Street Fighter (1996)
Street Fighter EX (1996)
Marvel Super Heroes vs. Street Fighter (1997)
Super Gem Fighter Mini Mix (1997)
Street Fighter Alpha 3 (1998)
Street Fighter EX2 (1998)
Marvel vs. Capcom: Clash of Super Heroes (1998)
SNK vs. Capcom: The Match of the Millennium (1999)
Marvel vs. Capcom 2 (2000)
Capcom vs. SNK (2000) : Millennium Fight (2000)
Street Fighter EX3 (2000)
Capcom vs. SNK 2: Mark of the Millennium (2001)
Capcom Fighting Evolution (2004)
Street Fighter IV (2008)
Street Fighter V (2016)

COSTUMES



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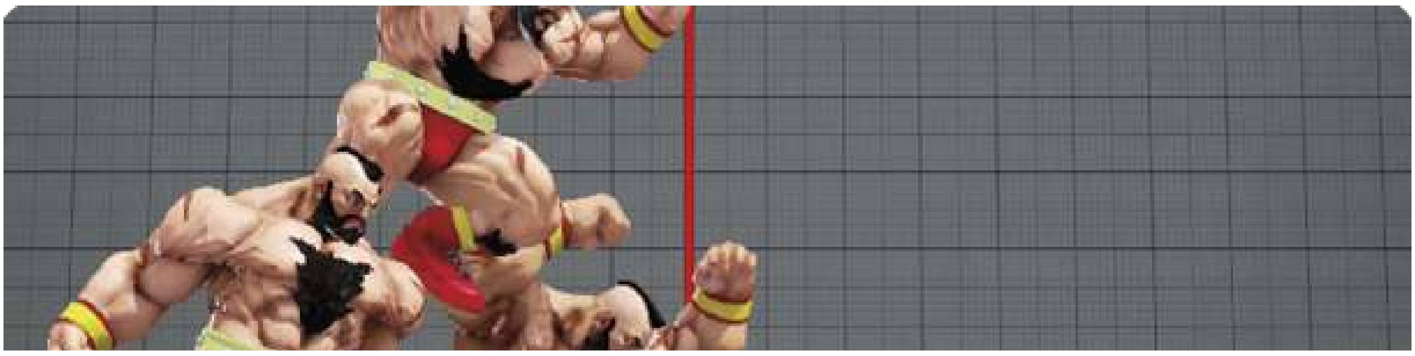
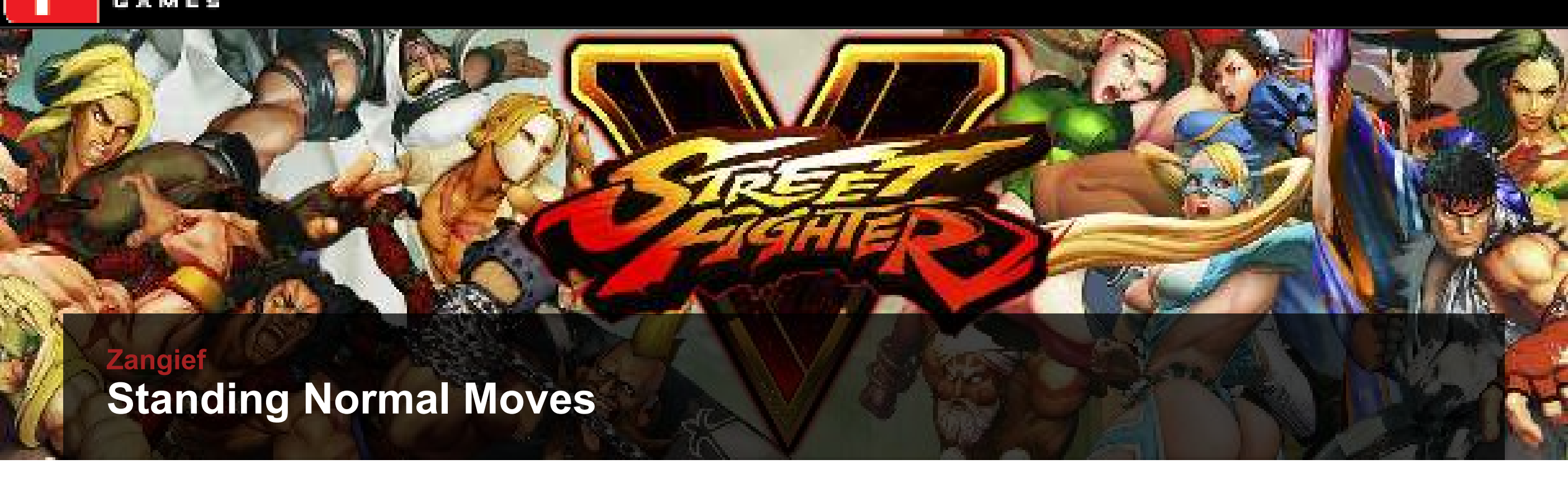
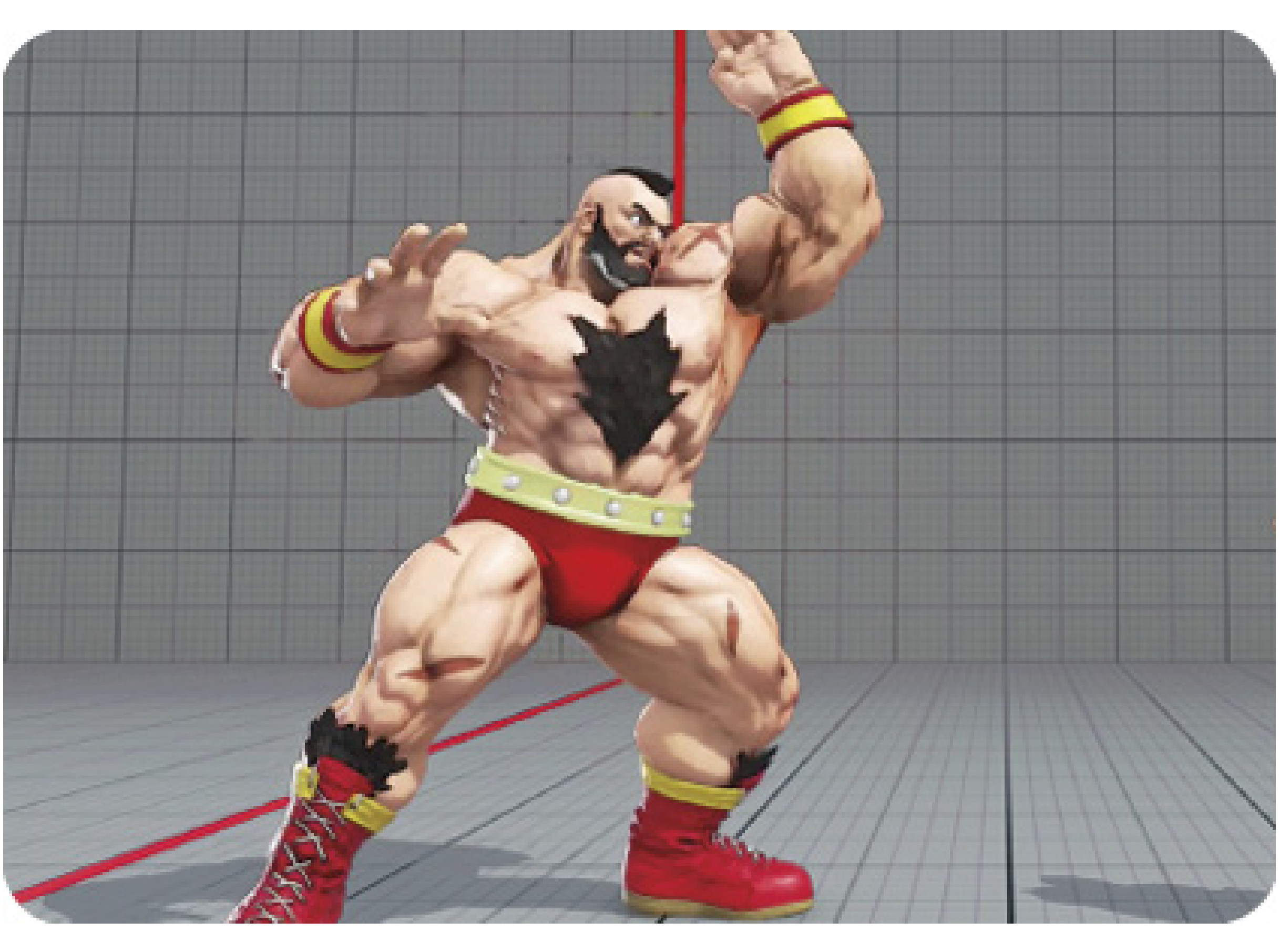


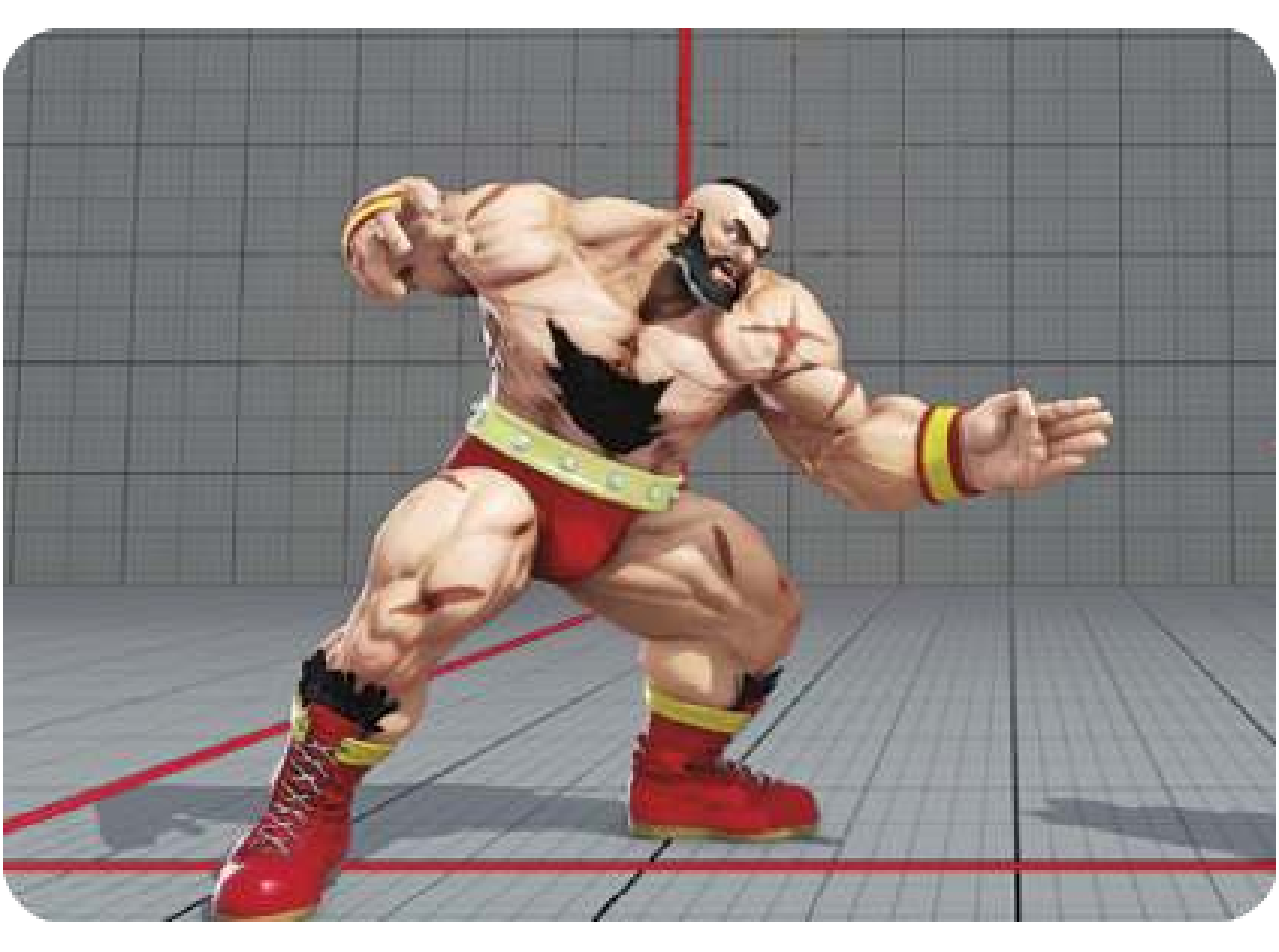


Zangief

Standing Normal Moves

STANDING JAB LP



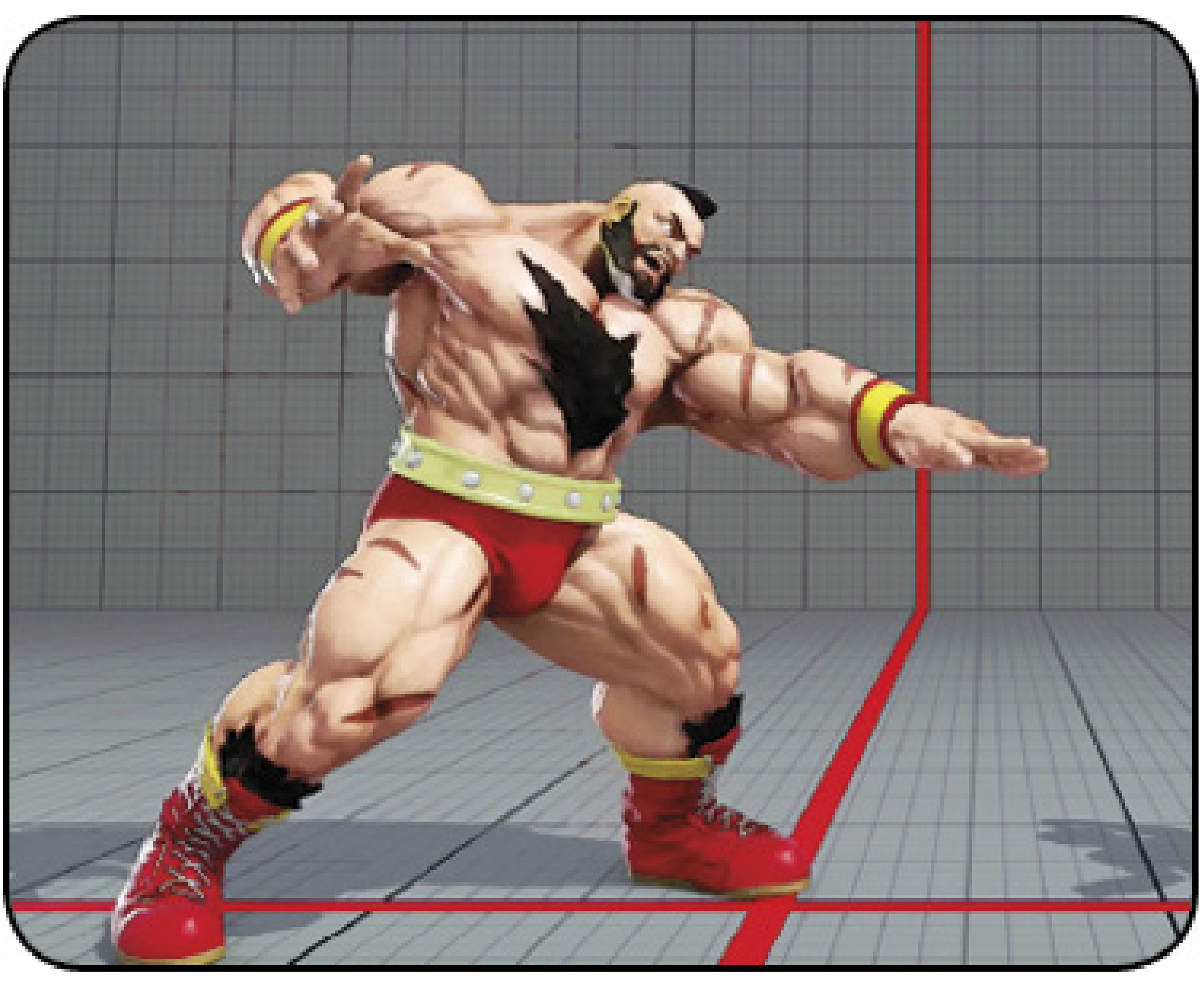


STARTUP	5
ACTIVE	4
RECOVERY	7
GUARD LEVEL	HL
ON HIT	5
ON GUARD	3
CANCEL	SP,V
DAMAGE	40
STUN	70
METER GAIN	20/10

NOTES

Anti-air arc for first 2 active frames, doesn't strike laterally till frame 7

STANDING STRONG MP

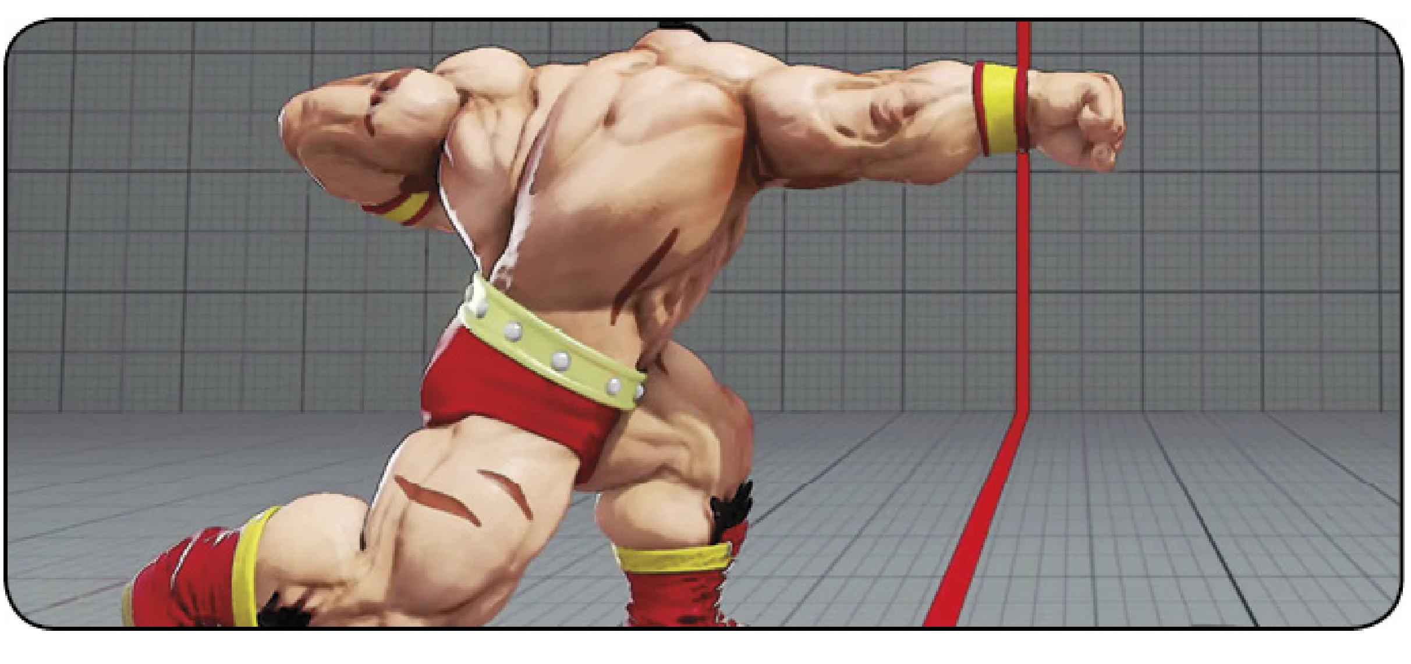


STARTUP	6
ACTIVE	2
RECOVERY	12
GUARD LEVEL	HL
ON HIT	3
ON GUARD	1
CANCEL	V
DAMAGE	70
STUN	100
METER GAIN	30/15

NOTES

When blocked, allows late V-Trigger cancel

STANDING FIERCE HP

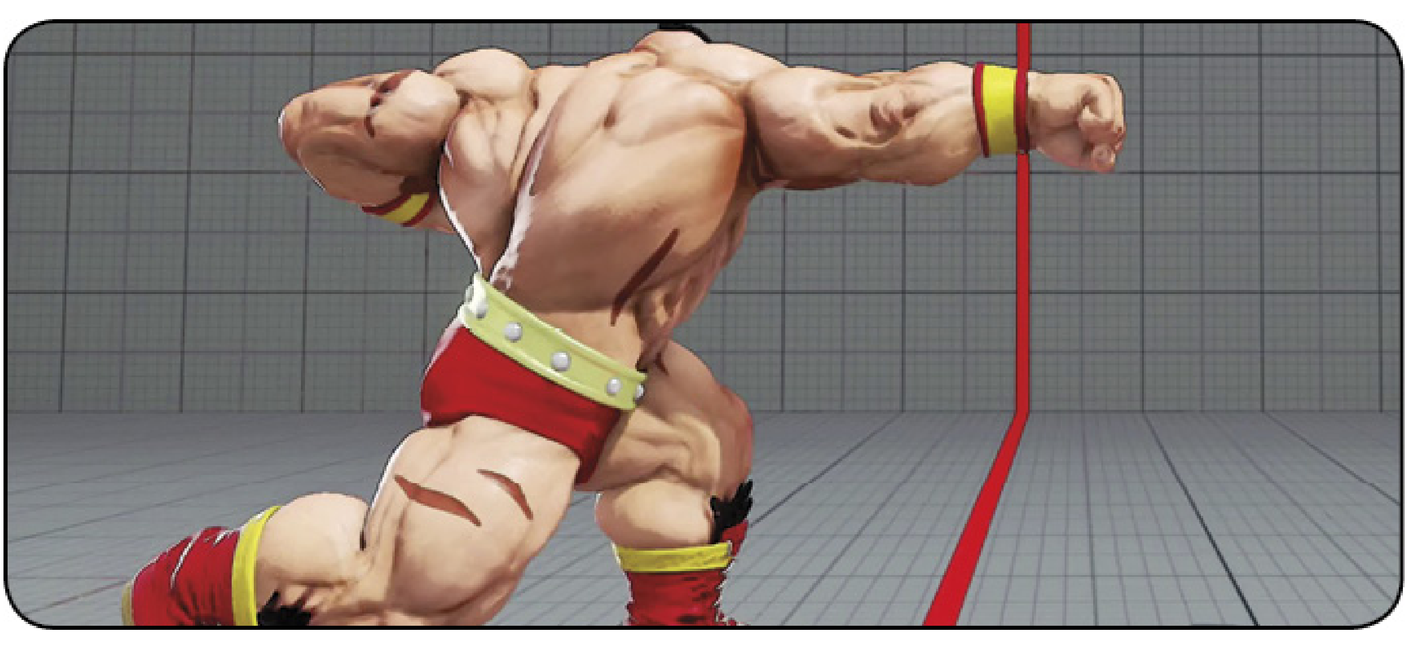


STARTUP	13
ACTIVE	4
RECOVERY	23
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

Brief upper-body armor from frame 3+ if you don't release fierce instantly; when blocked, allows late V-Trigger cancel; on counter-hit: Crush Counter (grounded spinning), +27 advantage on Crush Counter and +150 V-gauge

CHARGED STANDING FIERCE HOLD HP

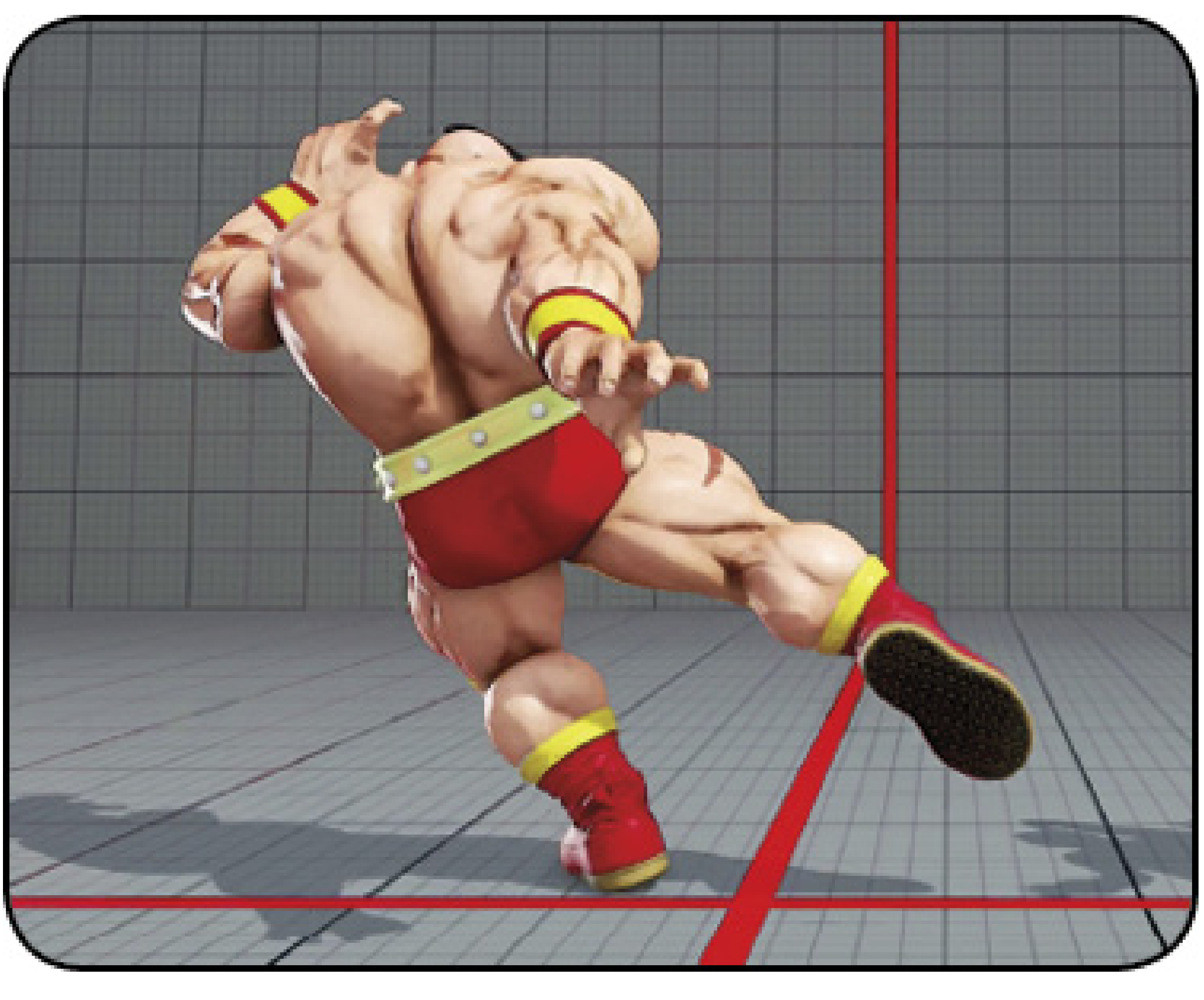


STARTUP	37
ACTIVE	4
RECOVERY	23
GUARD LEVEL	HL
ON HIT	D
ON GUARD	2
CANCEL	V
DAMAGE	130
STUN	200
METER GAIN	50/25

NOTES

Frames 3-33 upper body armor; when blocked, allows late V-Trigger cancel; on counter-hit: Crush Counter (grounded spinning), +31 advantage on Crush Counter and +300 V-gauge

STANDING SHORT LK

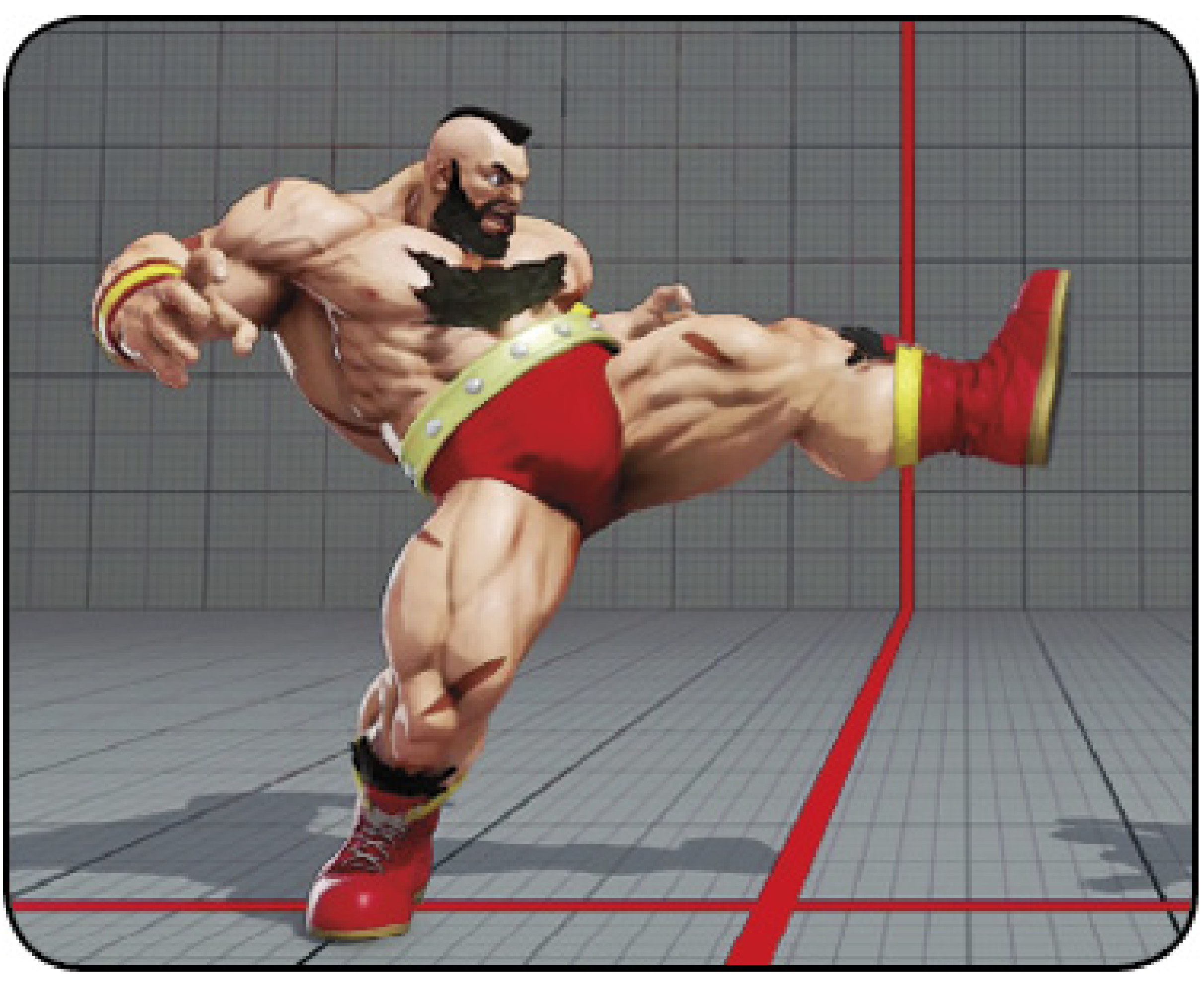


STARTUP	5
ACTIVE	2
RECOVERY	12
GUARD LEVEL	HL
ON HIT	2
ON GUARD	0
CANCEL	SP,V
DAMAGE	30
STUN	70
METER GAIN	20/10

NOTES

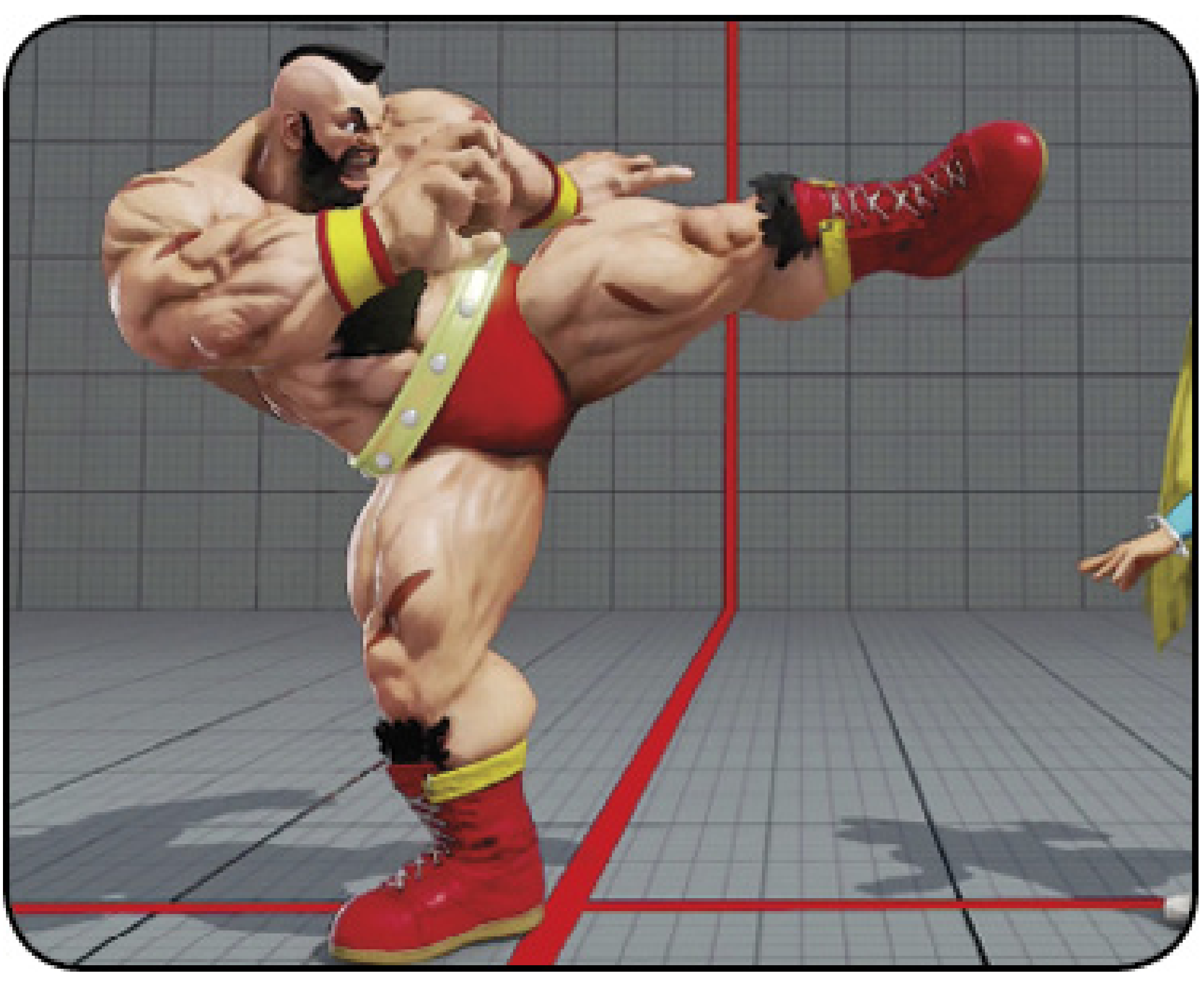
Moves Zangief forward slightly during kick before returning to original position

STANDING FORWARD MK



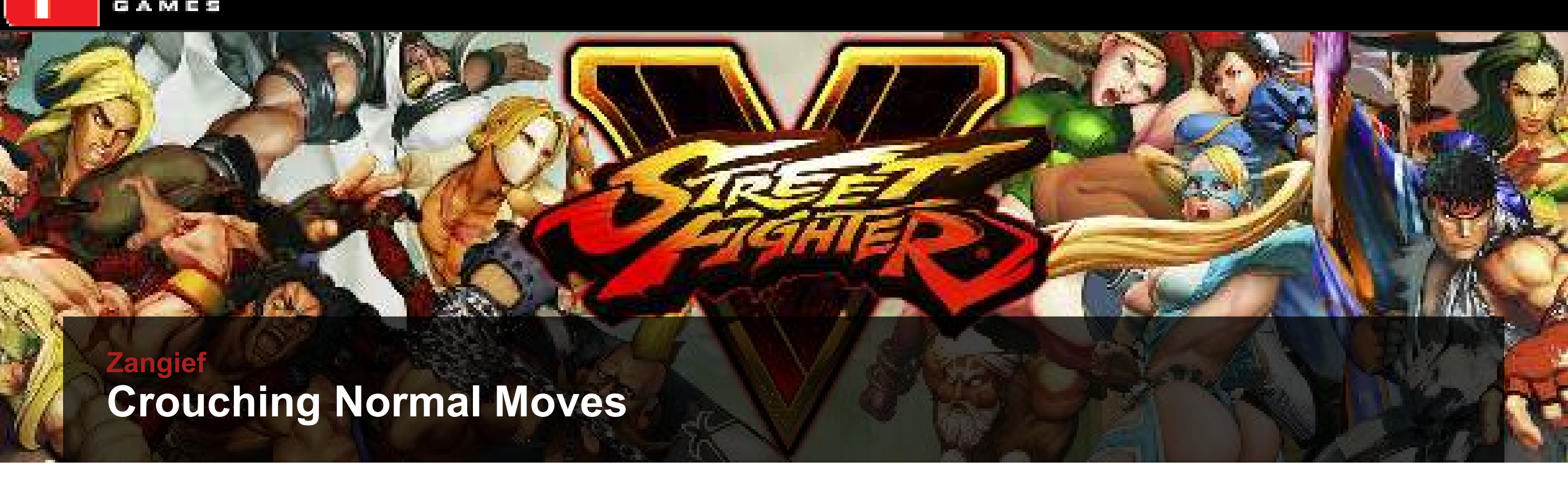
STARTUP	9
ACTIVE	3
RECOVERY	17
GUARD LEVEL	HL
ON HIT	0
ON GUARD	-3
CANCEL	V
DAMAGE	60
STUN	100
METER GAIN	30/15

STANDING ROUNDHOUSE HK



STARTUP	11
ACTIVE	4
RECOVERY	22
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-2
CANCEL	V
DAMAGE	90
STUN	150
METER GAIN	50/25

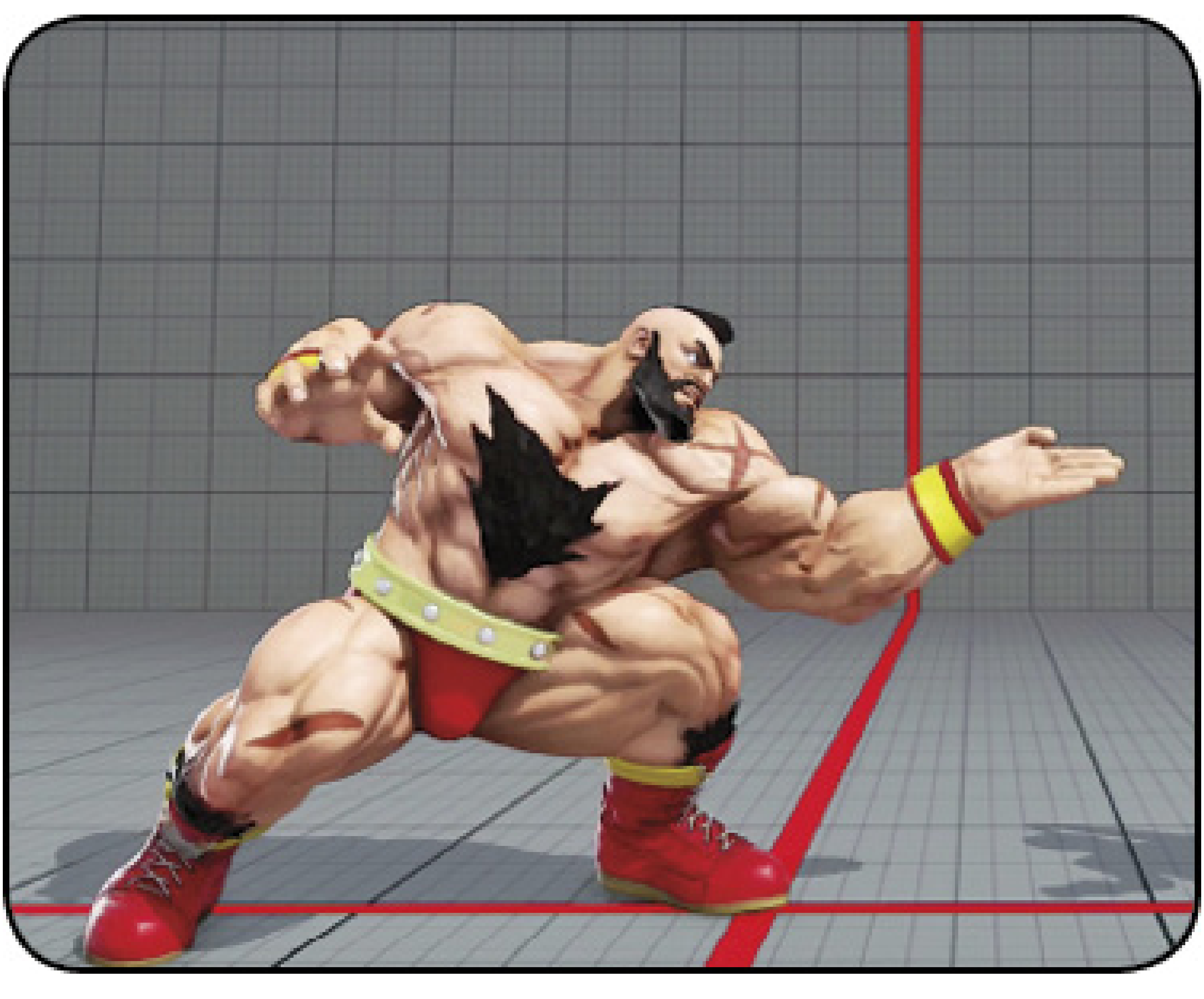
NOTES



Zangief

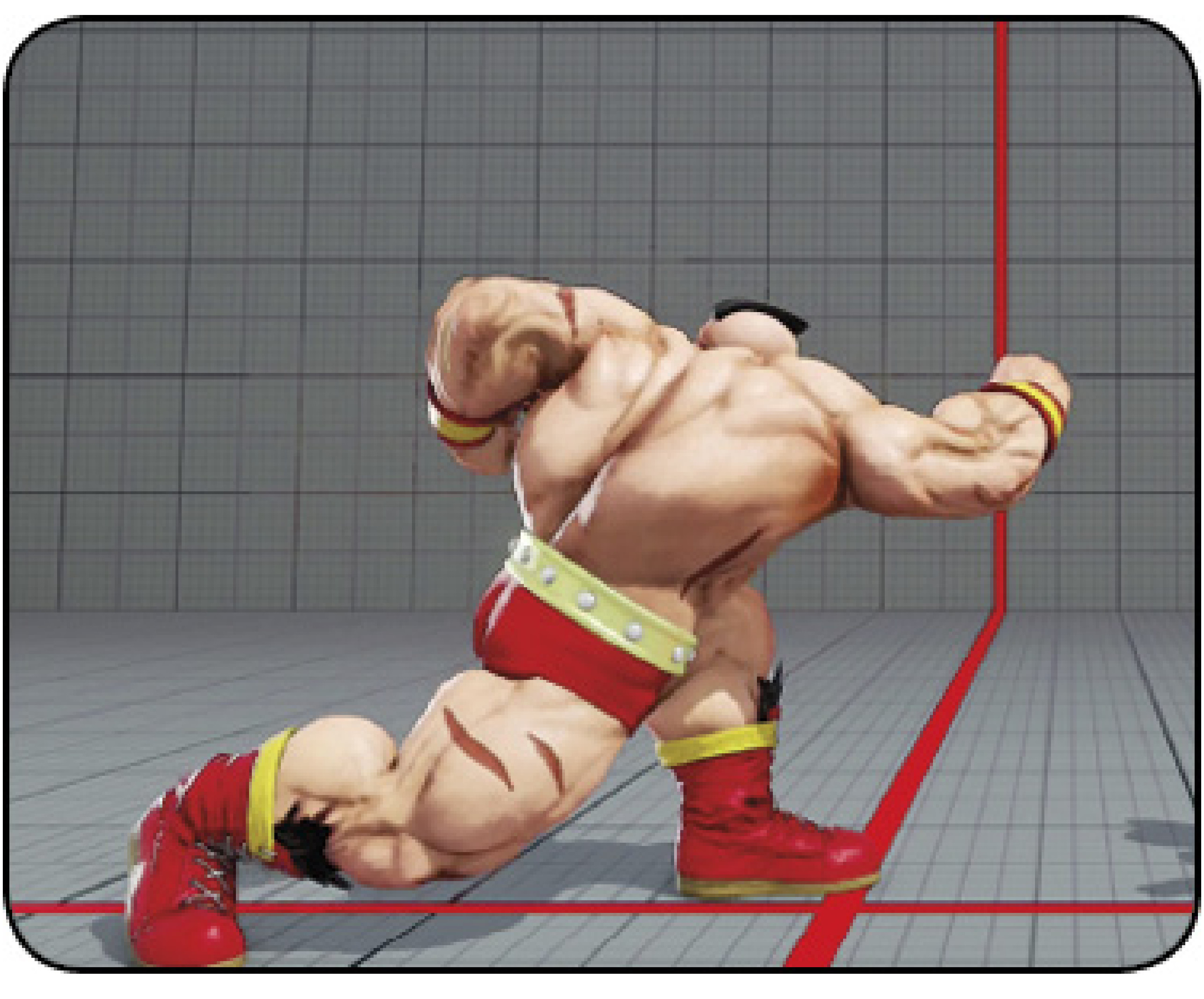
Crouching Normal Moves

CROUCHING JAB LP WHILE CROUCHING



STARTUP	4
ACTIVE	3
RECOVERY	6
GUARD LEVEL	HL
ON HIT	5
ON GUARD	3
CANCEL	SP,V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING STRONG MP WHILE CROUCHING



STARTUP	7
ACTIVE	3
RECOVERY	12
GUARD LEVEL	HL
ON HIT	5
ON GUARD	3
CANCEL	SP,V
DAMAGE	60
STUN	100
METER GAIN	30/15

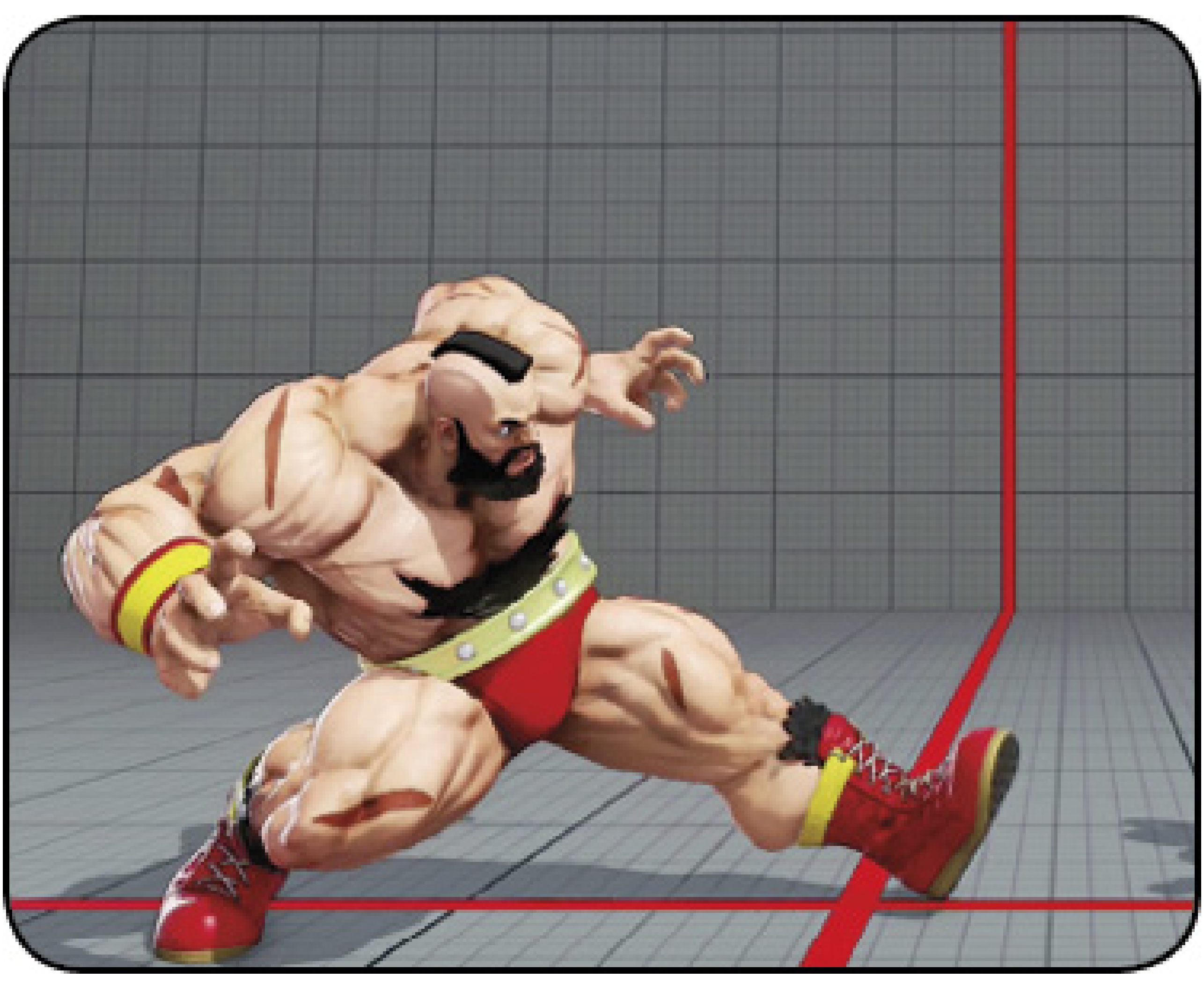
CROUCHING FIERCE HP WHILE CROUCHING

STARTUP	9
ACTIVE	6
RECOVERY	7+13 landing
GUARD LEVEL	HL
ON HIT	1
ON GUARD	-4
CANCEL	CA, V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

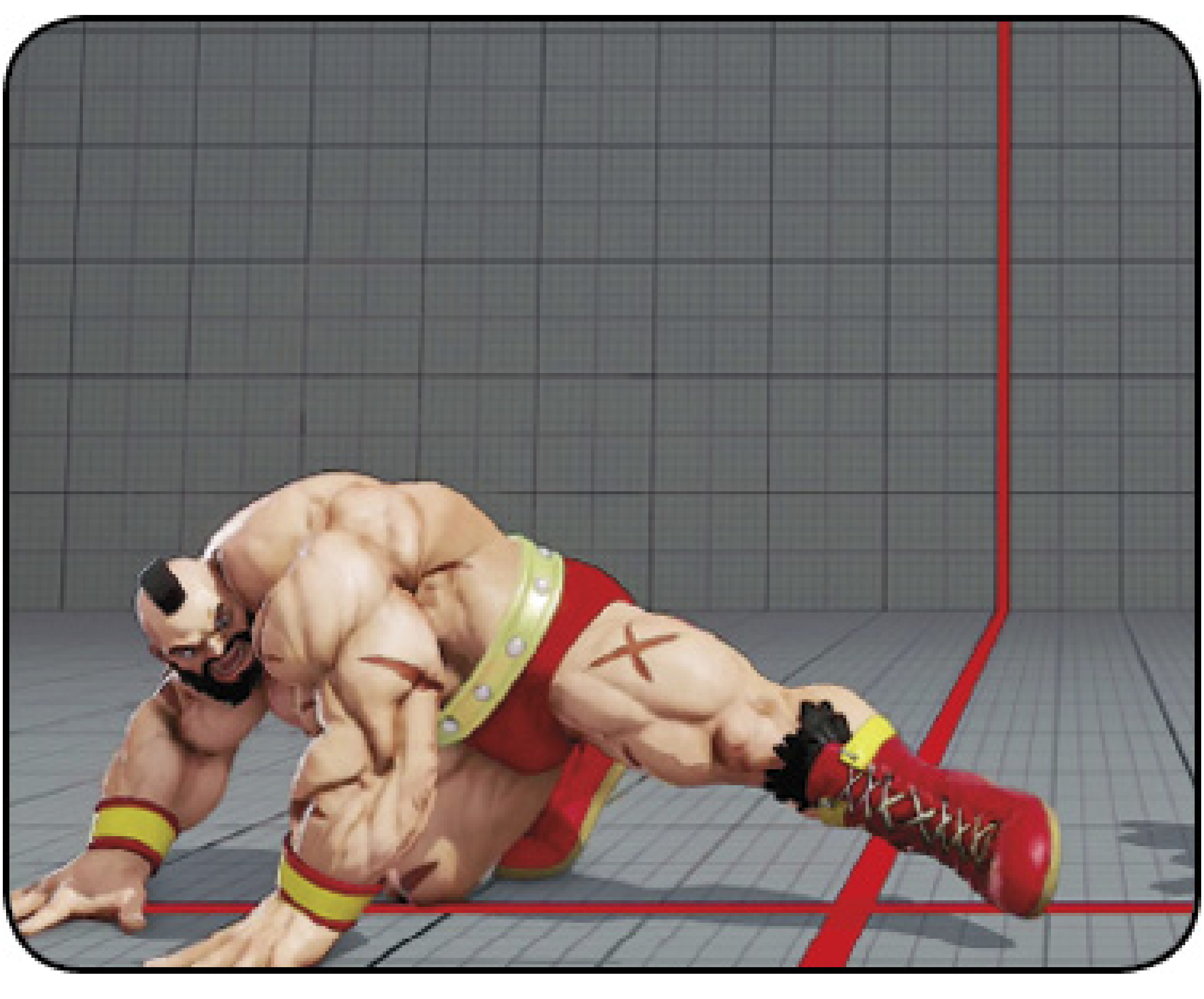
Frames 10-21 airborne

CROUCHING SHORT LK WHILE CROUCHING



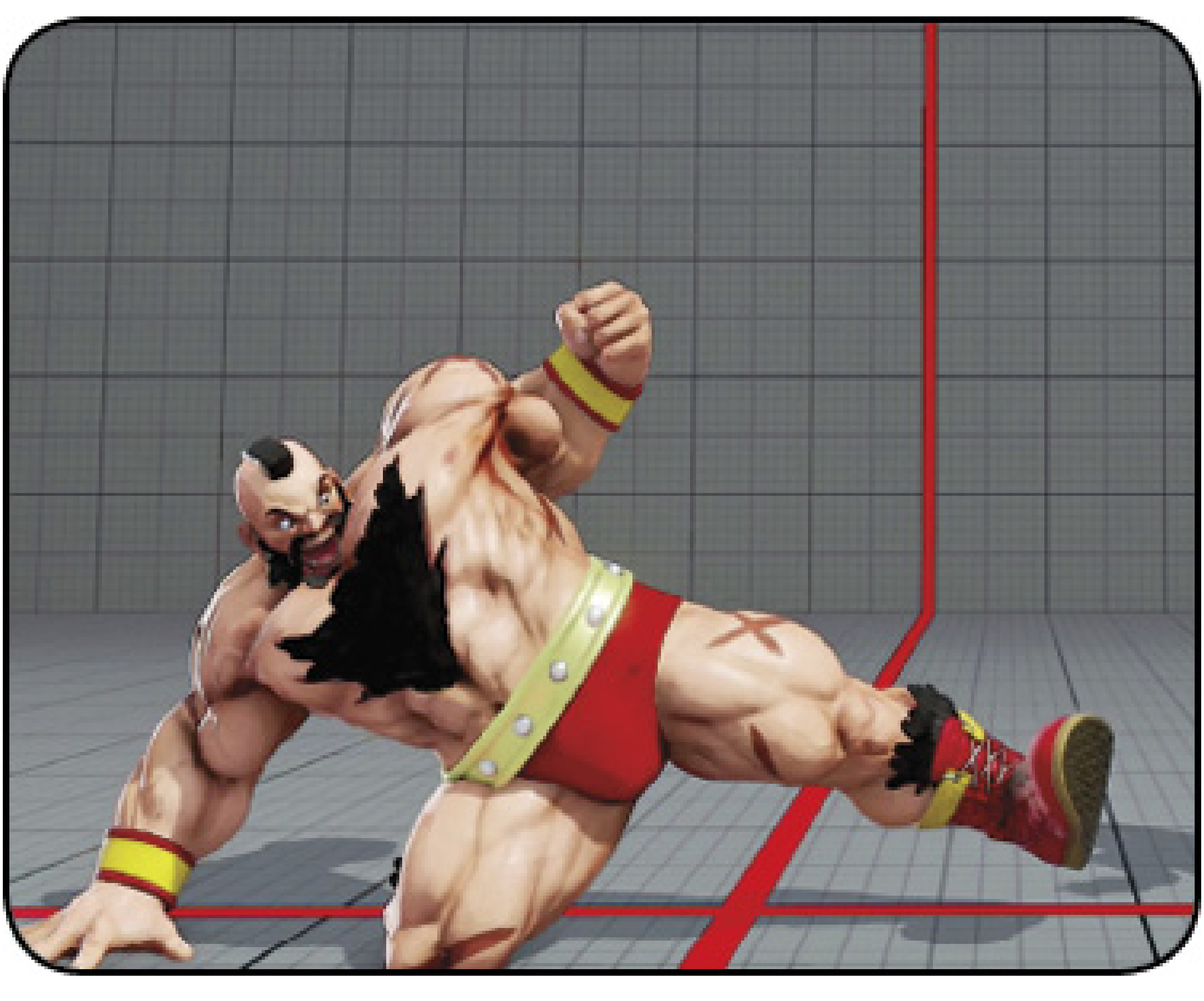
STARTUP	4
ACTIVE	2
RECOVERY	8
GUARD LEVEL	L
ON HIT	4
ON GUARD	1
CANCEL	SP,V
DAMAGE	30
STUN	70
METER GAIN	20/10

CROUCHING FORWARD MK WHILE CROUCHING



STARTUP	8
ACTIVE	2
RECOVERY	16
GUARD LEVEL	L
ON HIT	0
ON GUARD	-4
CANCEL	SP,V
DAMAGE	60
STUN	100
METER GAIN	30/15

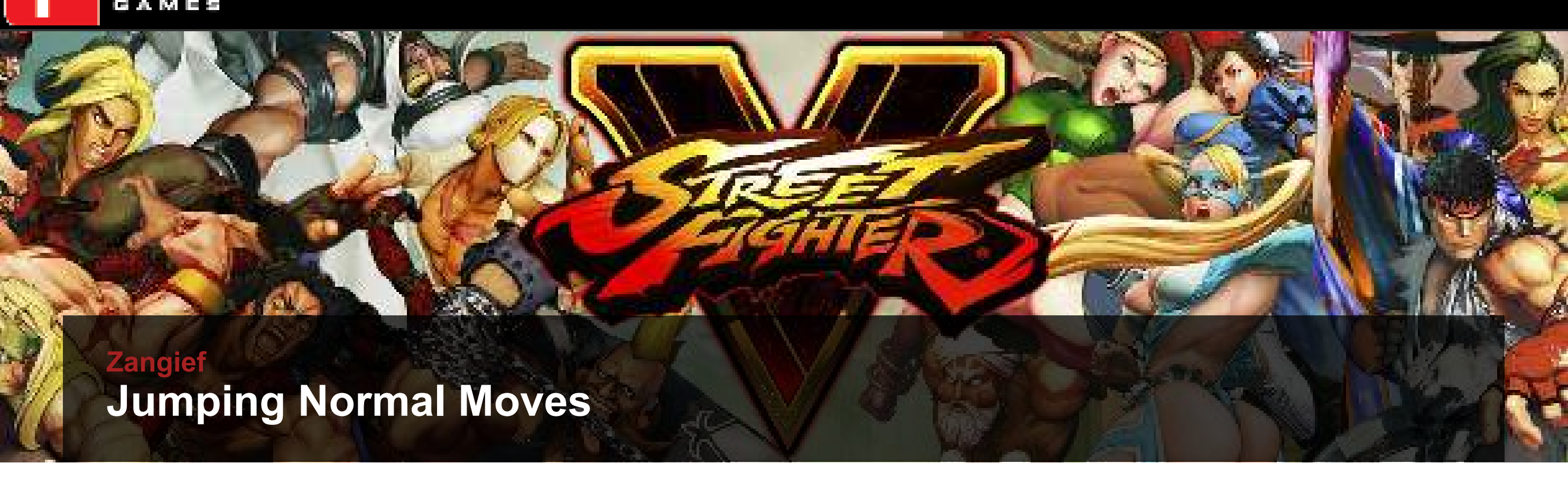
CROUCHING ROUNDHOUSE HK WHILE CROUCHING



STARTUP	10
ACTIVE	3
RECOVERY	26
GUARD LEVEL	L
ON HIT	D
ON GUARD	-10
CANCEL	V
DAMAGE	100
STUN	150
METER GAIN	50/25

NOTES

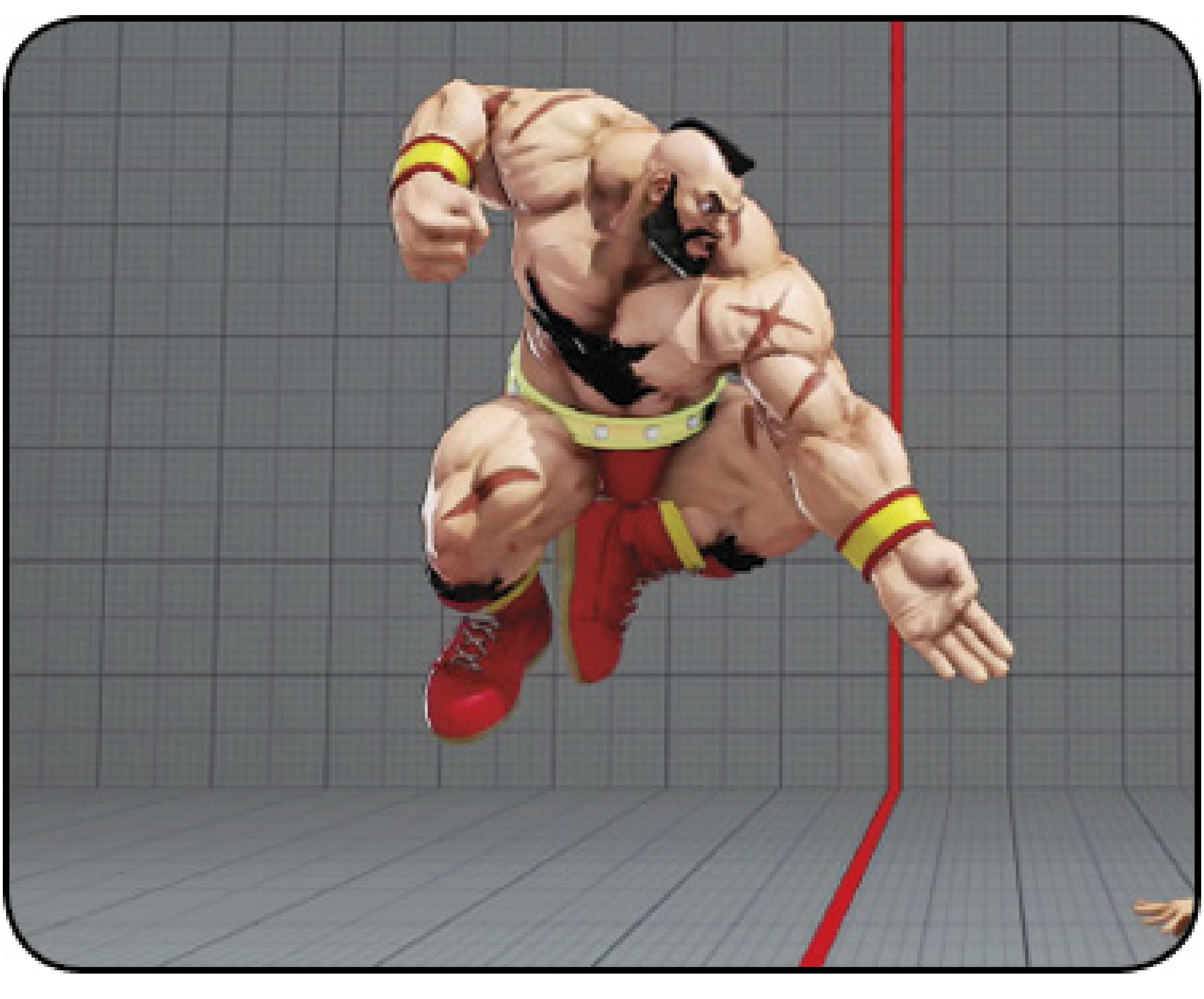
On counter-hit: Crush Counter knockdown prevents quick recovery, +150 V-Gauge



Zangief

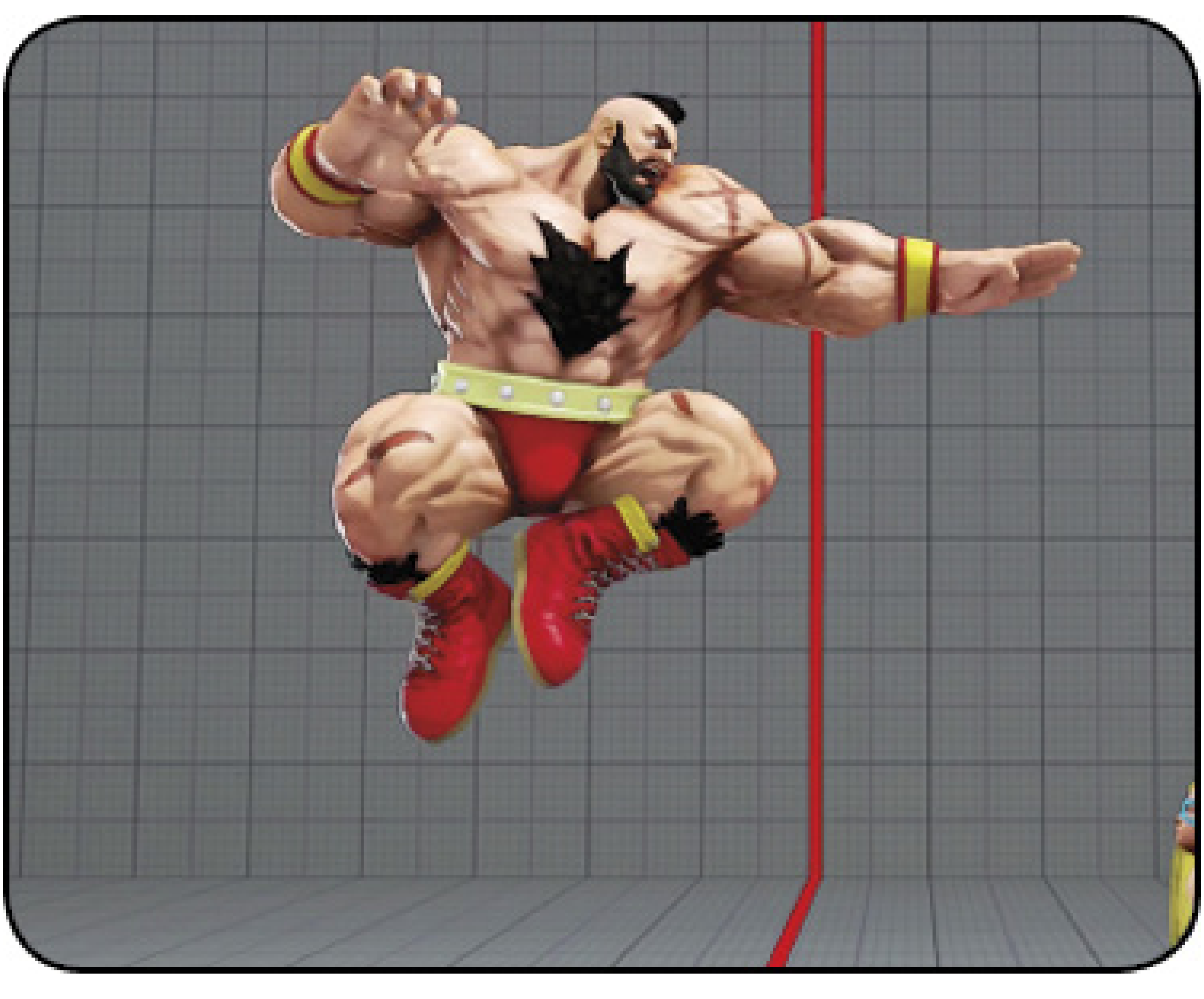
Jumping Normal Moves

JUMPING JAB LP WHILE JUMPING



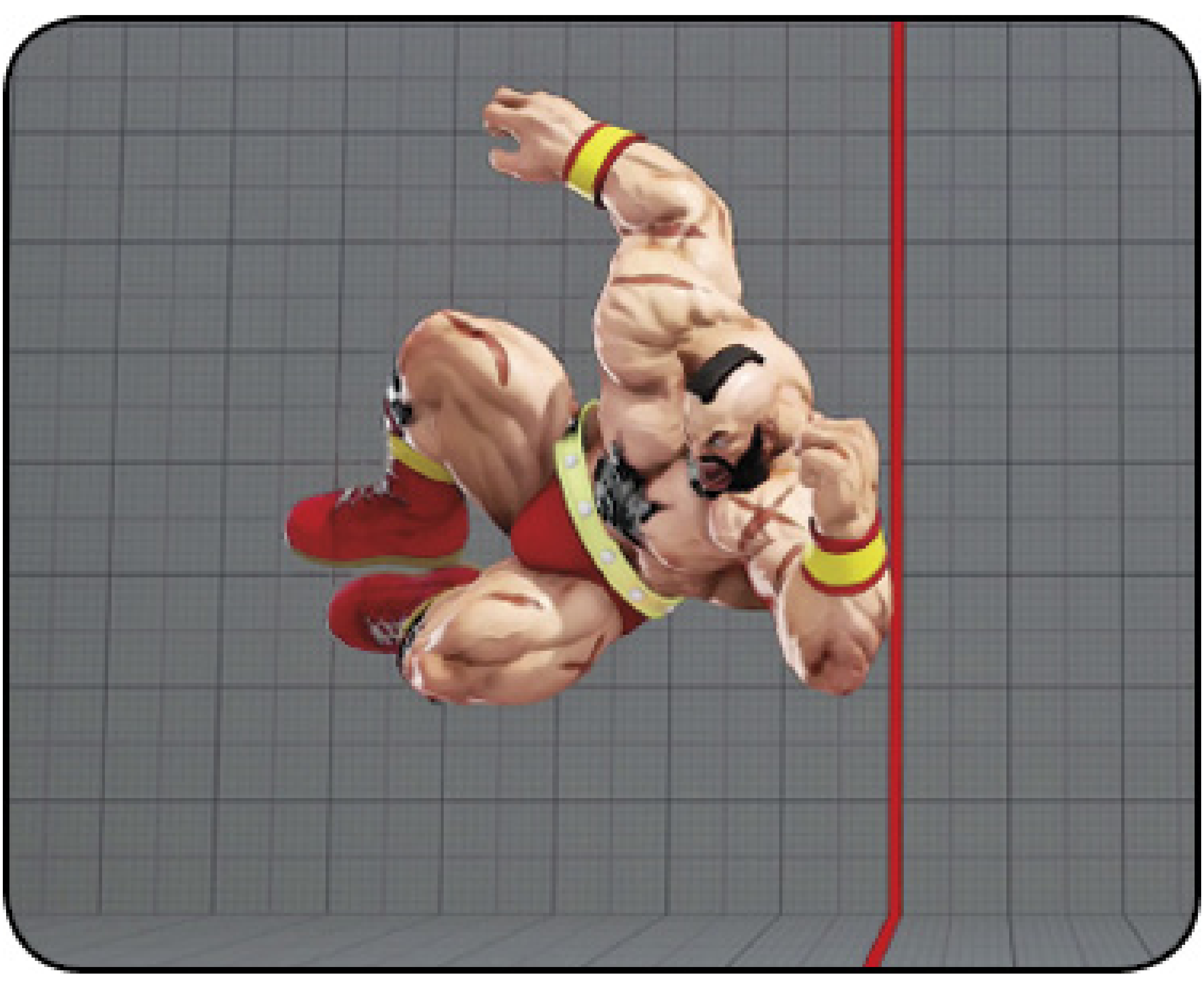
STARTUP	5
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	50
STUN	70
METER GAIN	20/10

JUMPING STRONG MP WHILE JUMPING



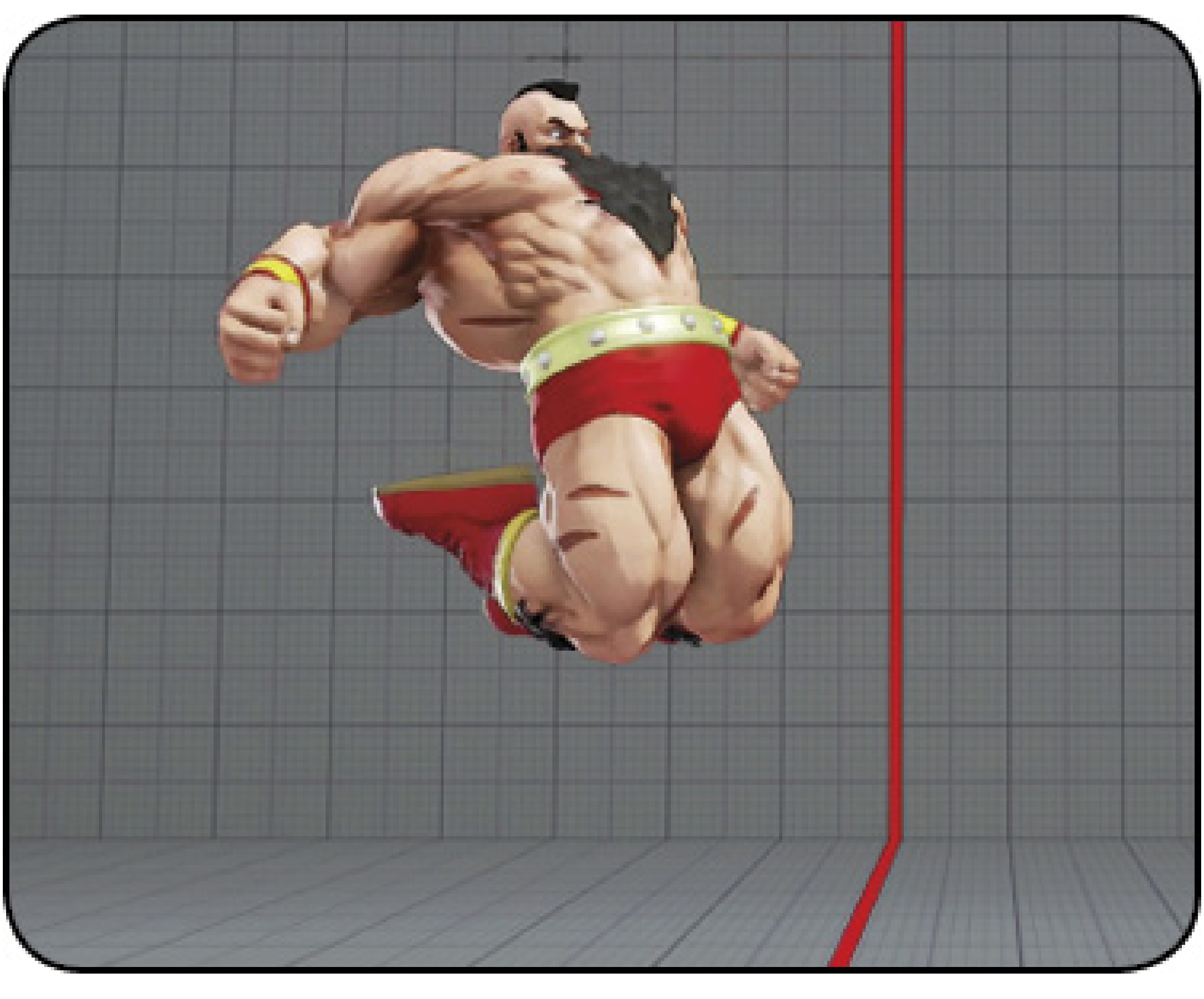
STARTUP	6
ACTIVE	4
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	80
STUN	100
METER GAIN	30/15

JUMPING FIERCE HP WHILE JUMPING



STARTUP	7
ACTIVE	6
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

JUMPING SHORT LK WHILE JUMPING

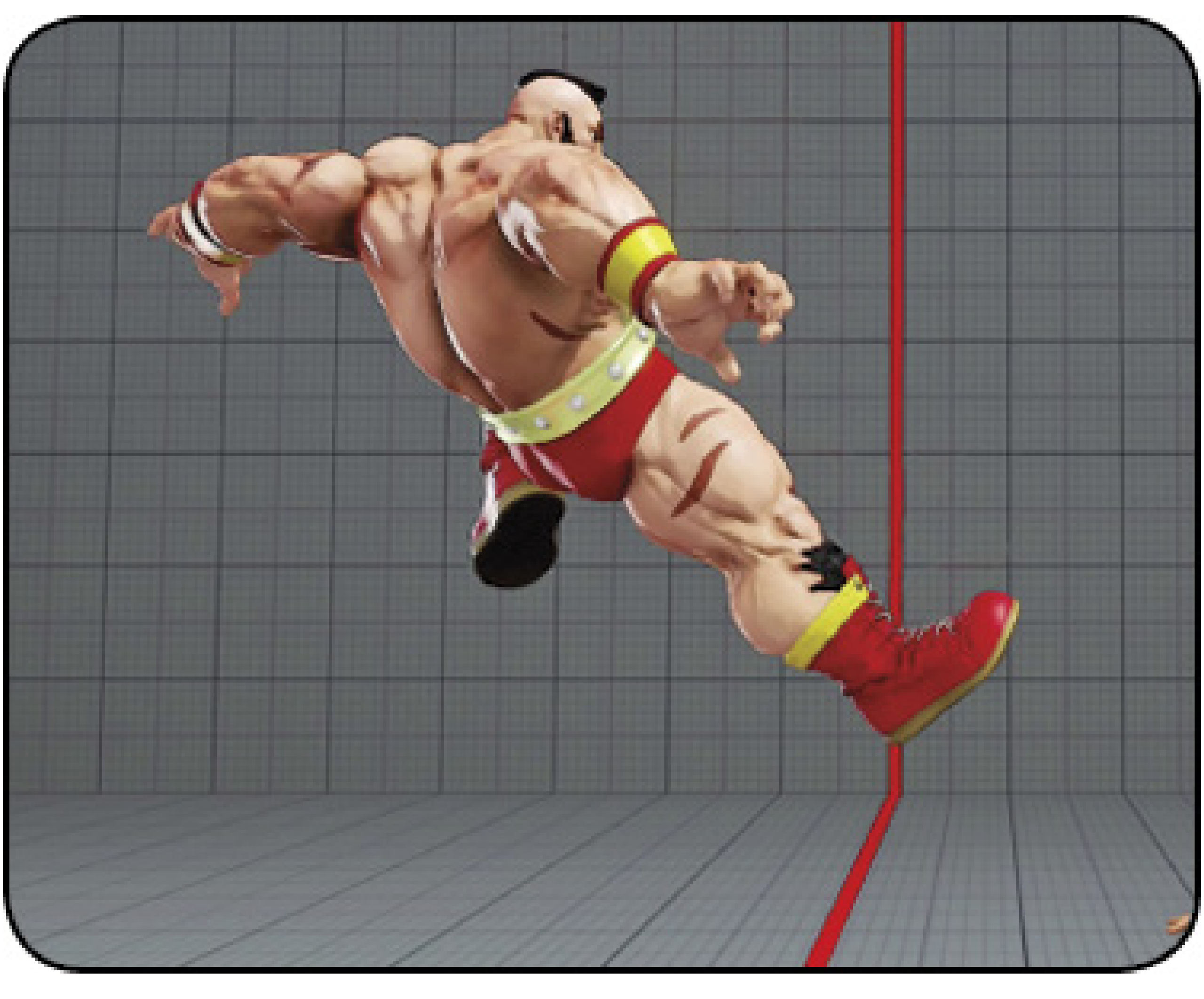


STARTUP	6
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	50
STUN	70
METER GAIN	20/10

NOTES

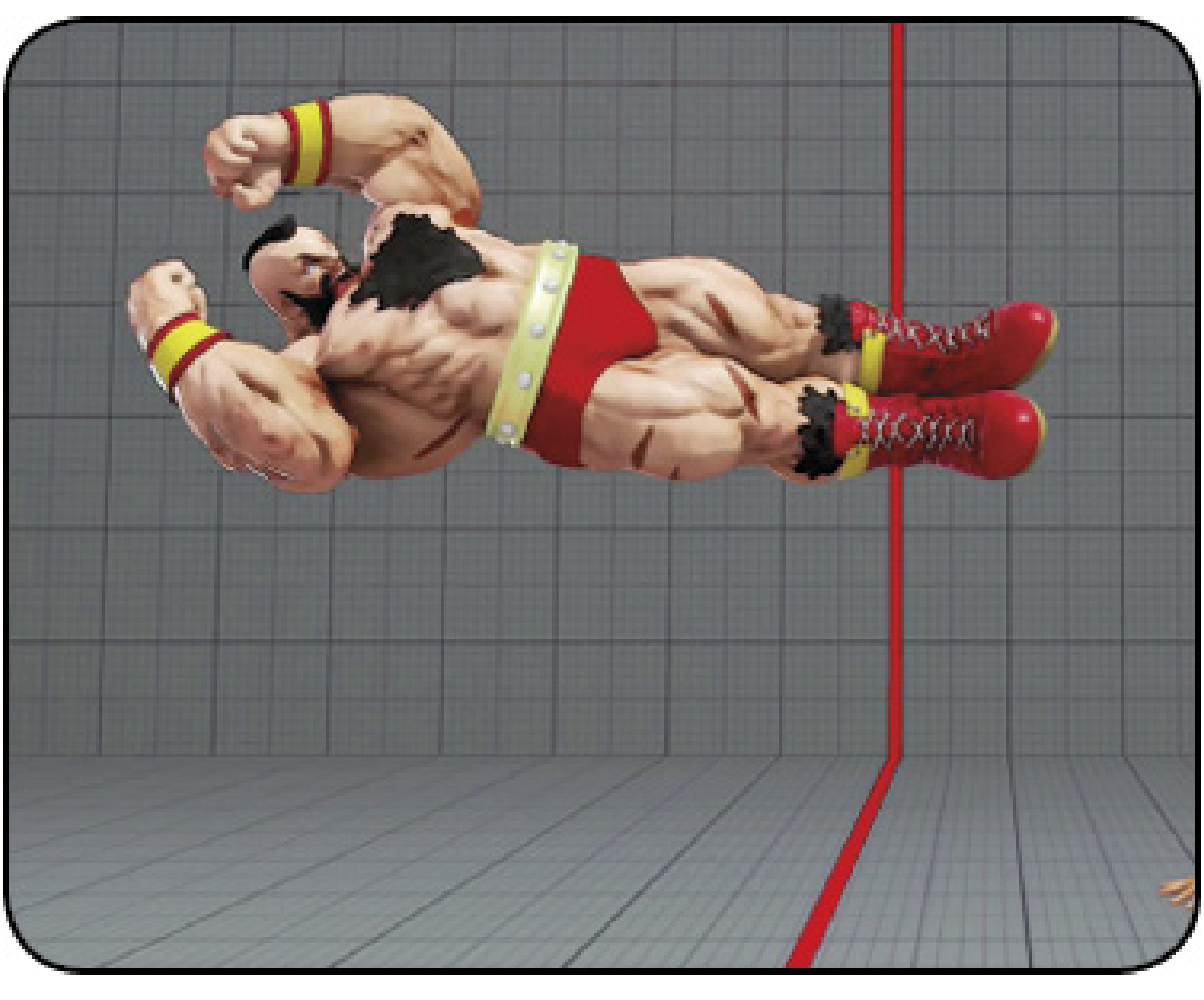
Cross-up

JUMPING FORWARD MK WHILE JUMPING



STARTUP	7
ACTIVE	3
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	60
STUN	100
METER GAIN	30/15

JUMPING ROUNDHOUSE HK WHILE JUMPING



STARTUP	9
ACTIVE	5
RECOVERY	—
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

DEVELOPER NOTES

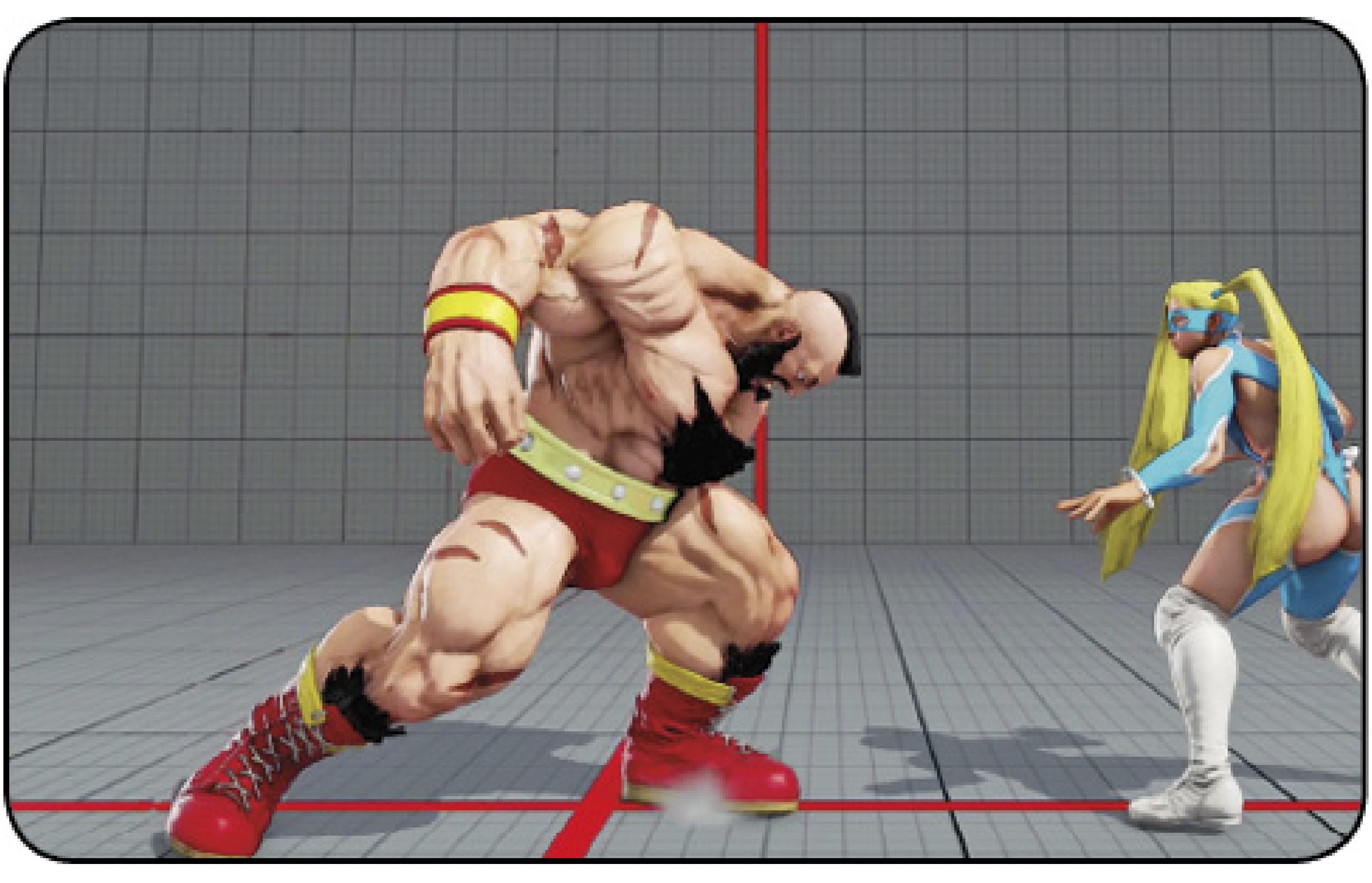
Although the core of Zangief's strategy (getting in and throwing the opponent) has not changed, how he pulls this off has. Zangief has been tooled with the new Cyclone Lariat which brings opposing characters to him and the Iron Muscle ability which allows him to absorb attacks. We felt that these new tools would give Zangief players a fresh take on the character and differentiate him from past entities.

—Peter Rosas, Associate Producer

Zangief

Unique Attacks

HEAD BUTT → + HP



STARTUP	12
ACTIVE	4
RECOVERY	14
GUARD LEVEL	HL
ON HIT	7
ON GUARD	2
CANCEL	CA
DAMAGE	100
STUN	200
METER GAIN	50/25

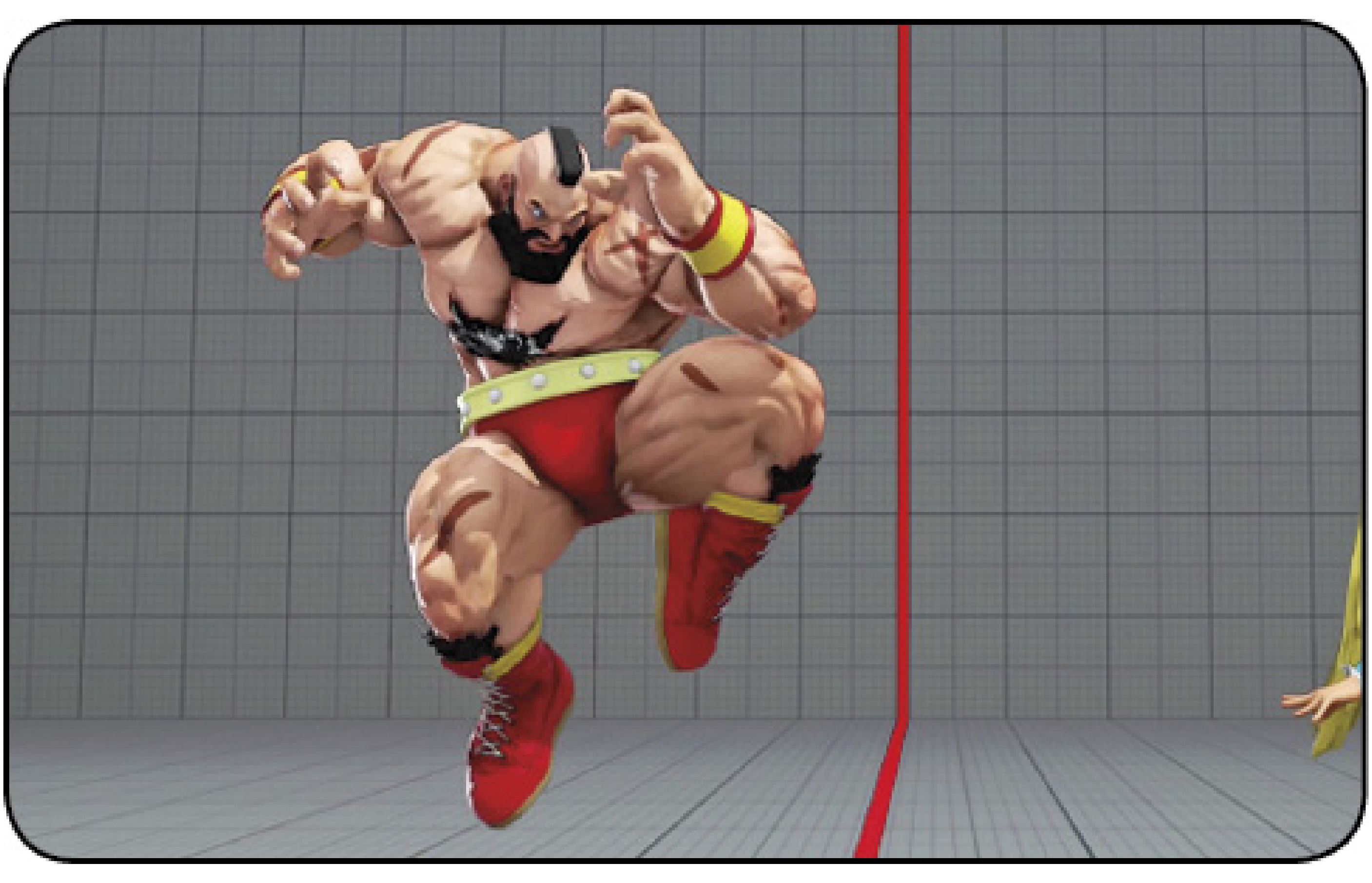
NOTES

Projectile hitbox, active frames destroy single-hit projectiles

Head Butt: Zangief rears back, then swings the hardest thing he can find into the air directly in front of him. This heavy head smash actually has a projectile hitbox (and a projectile-invulnerable hurtbox around Zangief's head), so it'll wipe out incoming single-hit fireballs. Smacking away projectiles with Head Butt requires less commitment than jumping over them (which may get you anti-aired) or using Double Lariat (which allows projectiles to pass through harmlessly but has a lot of recovery at the end). Just watch out from mid range or closer against opponents loaded with full EX Gauge: they may intentionally throw a slow projectile to fish for Zangief's Head Butt, then unleash their Critical Art when you take the bait. You'll still need to just block some fireballs in cases where Head Butting or neutral jumping over them leads to punishment.

Up close, Head Butt works as a solid poke when you have decent frame advantage. The speed isn't great (its speed falls directly between standing HK and standing HP, Zangief's other hard-hitting poke options), but it leaves Zangief at +2 on guard. It also allows a rare chance for conversion into a combo on hit (see **Combo 3**), whether canceling Head Butt or linking from it. Additionally, as a heavy unique attack, it'll overpower any light or medium-strength pokes that hit at the same time as Head Butt.

KNEE HAMMER → + MK



STARTUP	12
ACTIVE	4
RECOVERY	5+7 landing
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-3
CANCEL	—
DAMAGE	70
STUN	100
METER GAIN	30/15

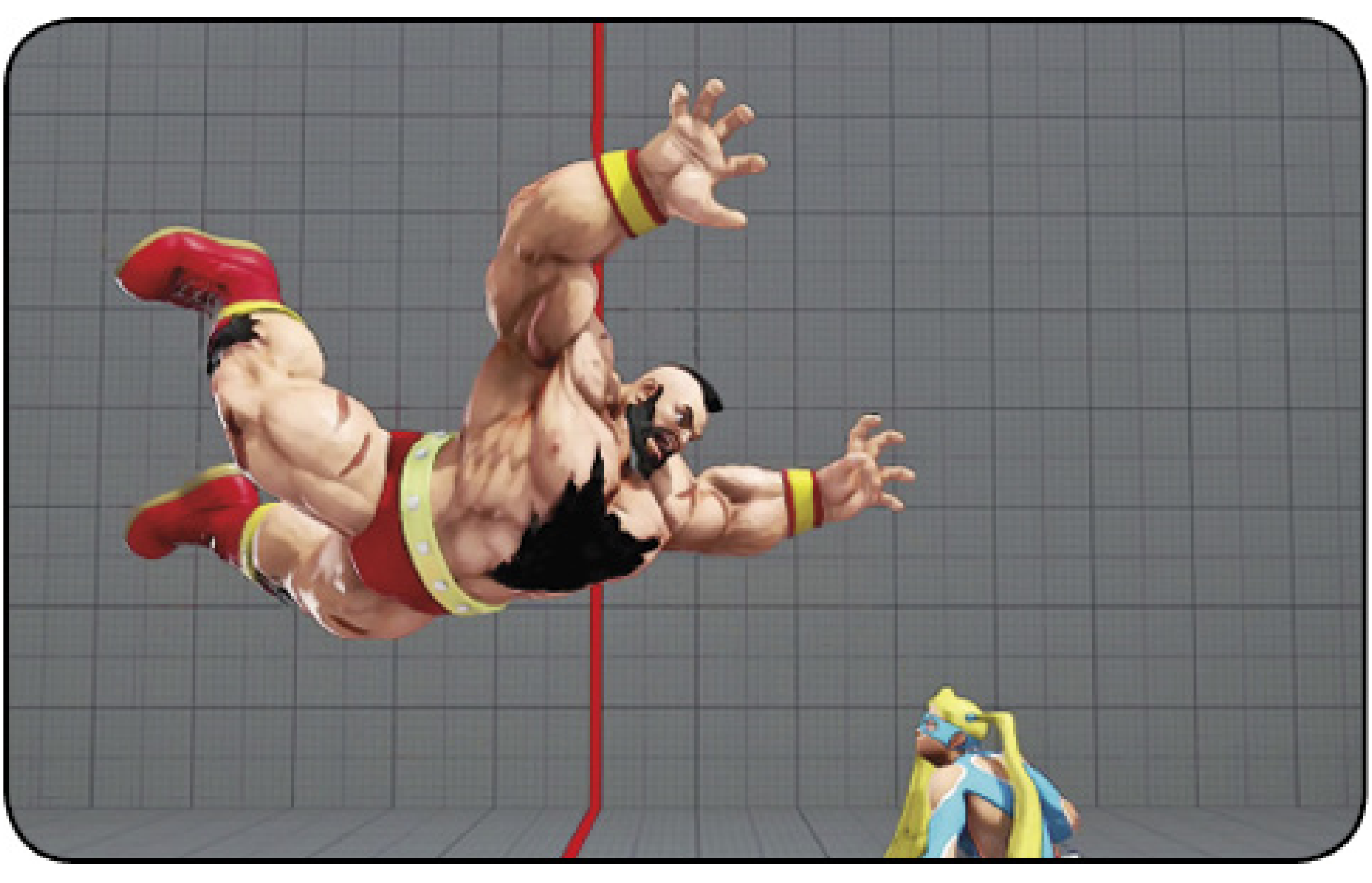
NOTES

Frames 7-20 airborne

Knee Hammer: Zangief hops forward a bit (about half his width) and puts his weight behind an airborne knee attack. This functions somewhat like a miniature dive kick, advancing on the opponent with a move that dodges throws and low attacks. It's similar to Zangief's *Street Fighter II HD Remix* → + HP or his V-Ism → + MP /X-Ism → + HP from *Street Fighter Alpha 3*. Players accustomed to Zangief's extreme ground-gaining *Street Fighter IV* power using Banishing Flat and standing HK will have to get used to his steadier, more plodding pace in *SFV*.

Combined with the threat of the enormous range of LP Screw Pile Driver, hopping toward the opponent with Knee Hammer can be very threatening. This move's greatest value isn't so much in actually striking the foe as it is in moving Zangief just close enough to them for LP SPD to reach, while hopping over any low footsies they happen to stick out. Up close, a clean hit leaves Zangief in prime mix-up position, while a countewr-hit (possible if the enemy stuck out a low poke or tried to dash) allows a link combo of standing LK X> Double Lariat. (Beware, though—the Double Lariat will whiff against crouching characters outside of point-blank range, even during this counter-hit link.) If Knee Hammer is guarded, Zangief is left at -3, safe from all but the fastest reversals. But note that Knee Hammer isn't a good poke on its own and will lose to just about any incoming poke that strikes Zangief's midsection or above. It is most useful for its ability to make Zangief hop forward, but at close range, other poke options are better.

FLYING BODY PRESS ↓ + HP DURING FORWARD JUMP



STARTUP	7
ACTIVE	7
RECOVERY	Till landing
GUARD LEVEL	H
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	100
STUN	150
METER GAIN	50/25

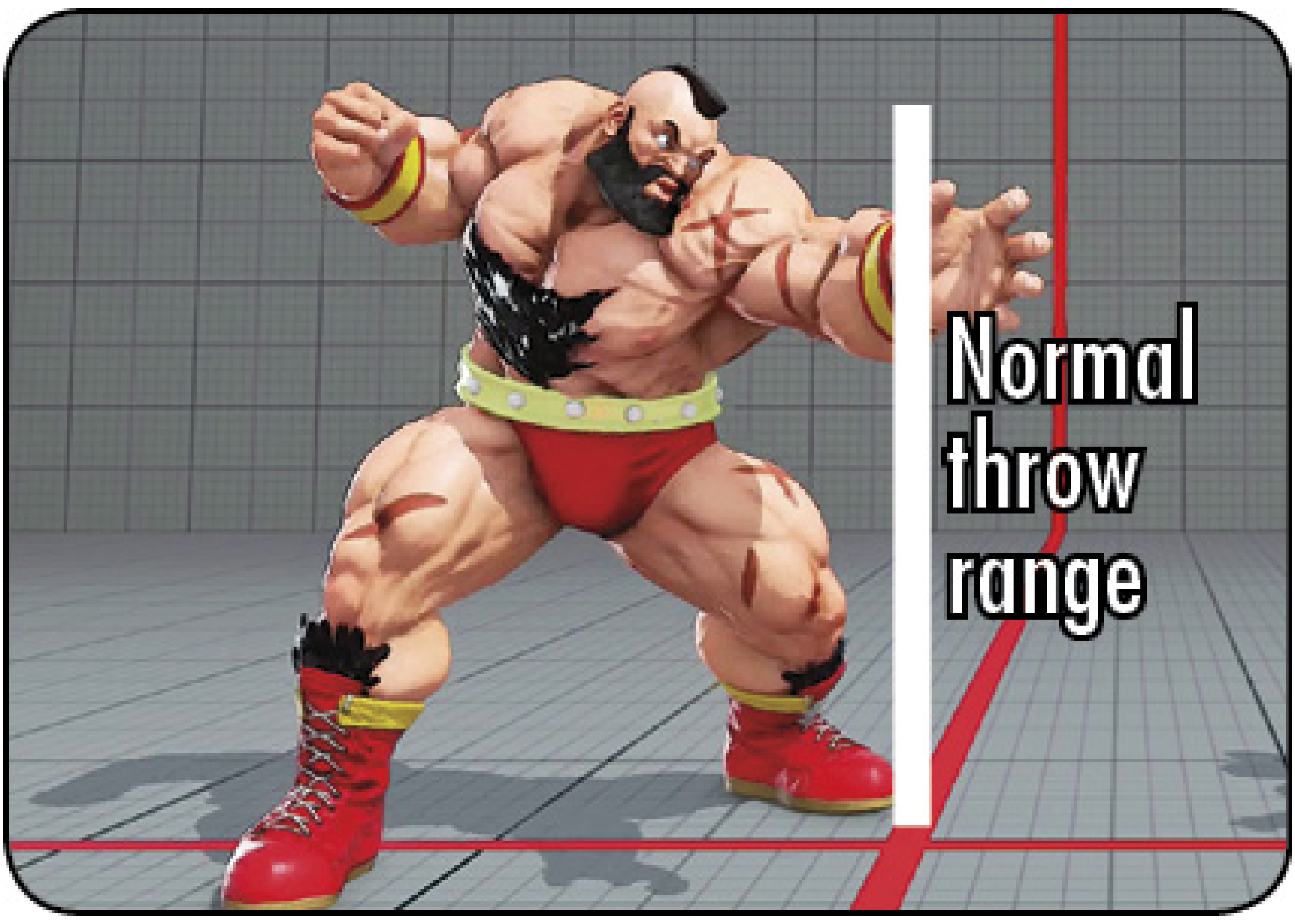
NOTES

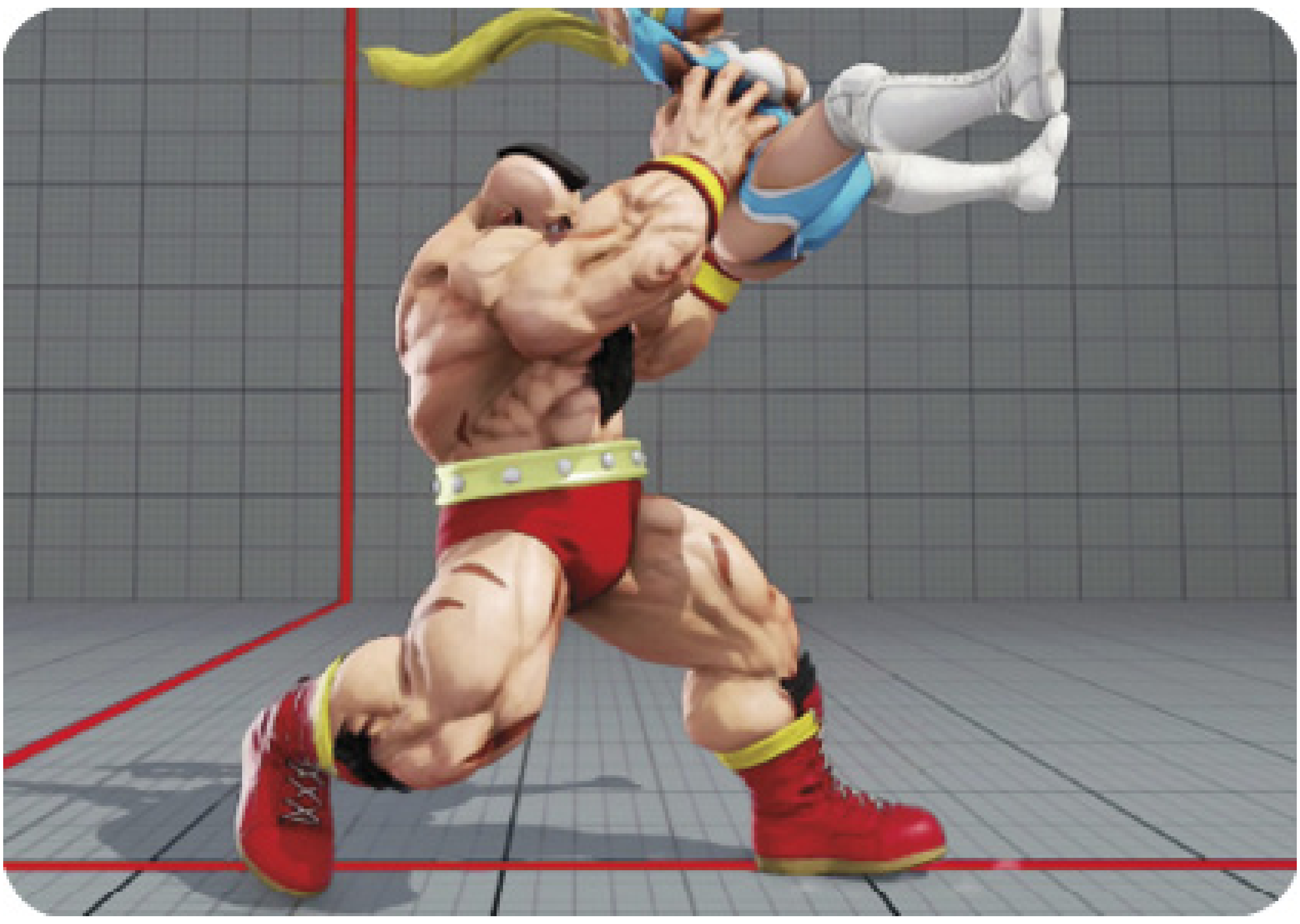
Cross-up

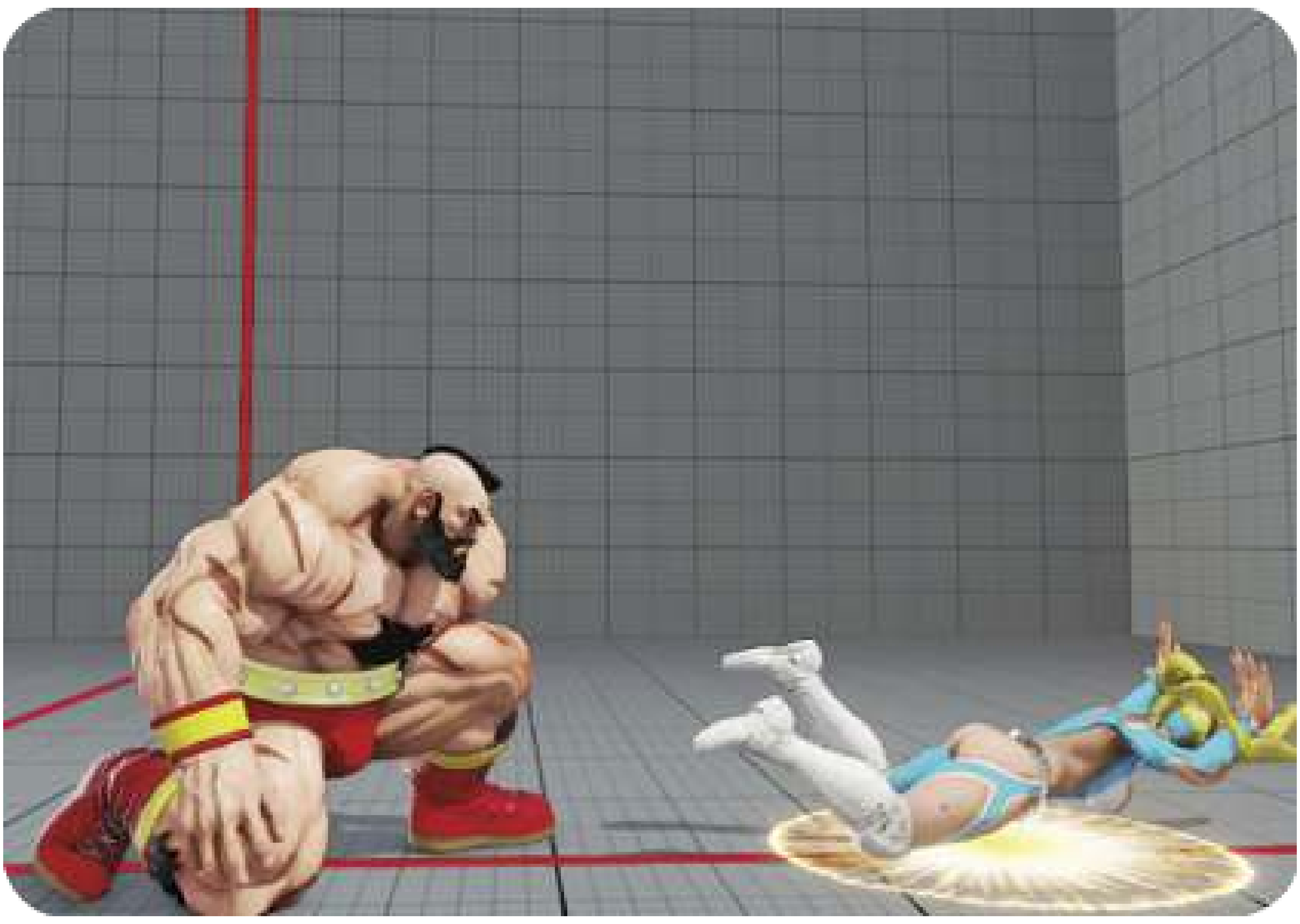
Flying Body Press: During a forward jump, Zangief splays his limbs and falls from the sky in a glorious "splash." This classic Zangief move has an enormous jumping hitbox that easily crosses foes up high or deep, early or late. It's the beefier counterpart to jumping LK, which also easily hits on both sides as a jump-in but causes much less hitstun/guardstun/hitstop.

Flying Body Press's importance to Zangief is a little diminished in *Street Fighter V* since opponents can quick-rise from any knockdown, eliminating most opportunities you might have to place a really meaty, ambiguous Flying Body Press over them as they get up. However, against adversaries who don't quick-recover every time, by all means abuse their wakeup by varying between cross-up Flying Body Press, jumping LK, or nothing at all. Hit high up on their bodies with jump-in LK, and you'll be able to go for a throw immediately upon landing. However, you won't be safe from invincible reversal attempts or be able to create airtight blockstrings. Hit deep into their bodies with Flying Body Press to create airtight blockstrings and combos on landing (see Combo 2 and Combo 3). If you "tick" with Flying Body Press, hesitate a bit before the throw. You can't throw enemies within two frames of them leaving guardstun/hitstun, and you shouldn't risk a throw whiff up close.

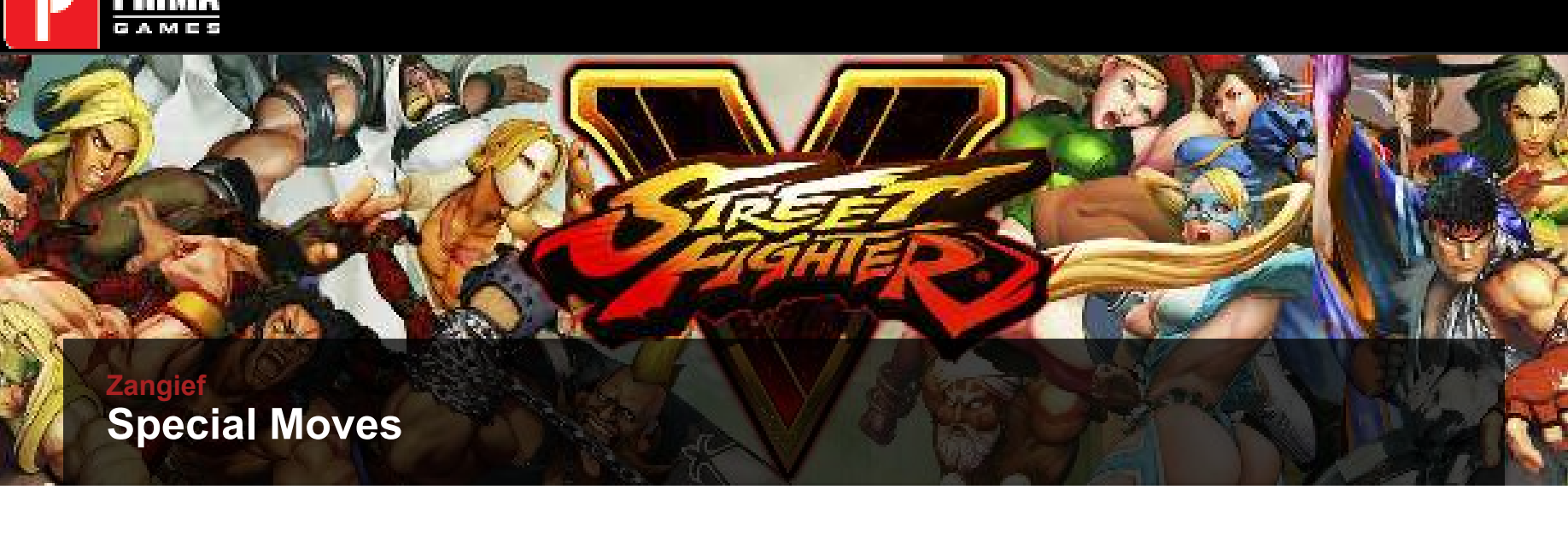
ATOMIC DROP LP + LK


Normal throw range





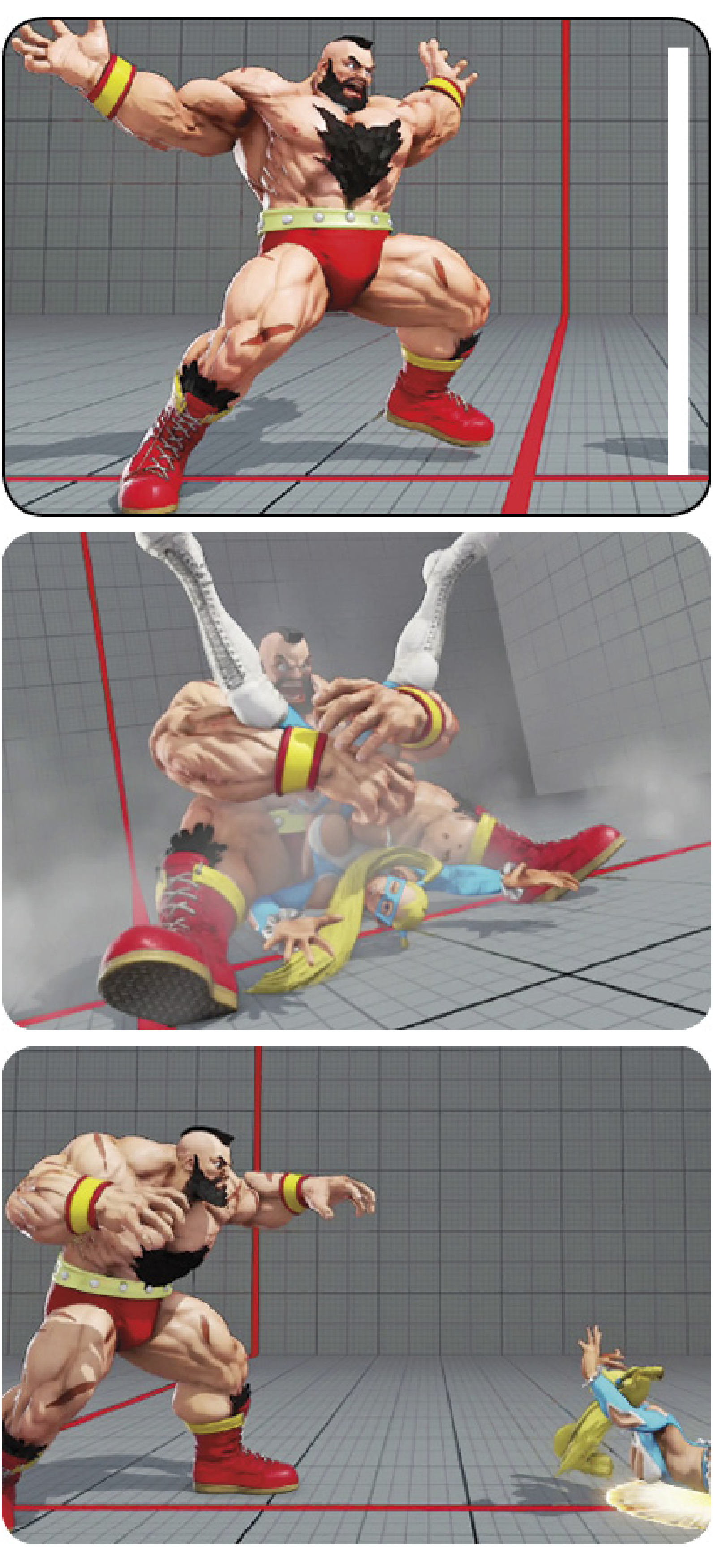
STARTUP	5
ACTIVE	2
RECOVERY	18
GUARD LEVEL	Throw



Zangief

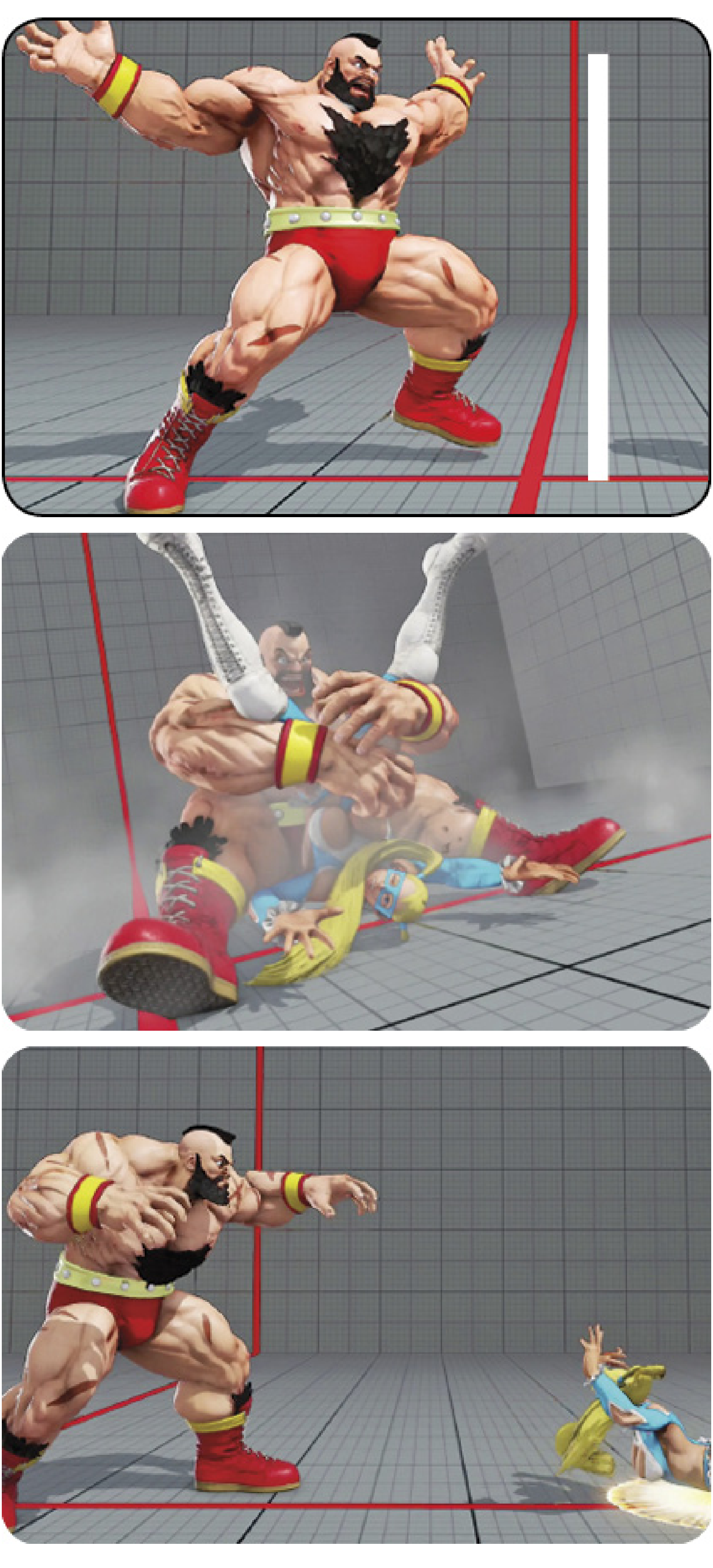
Special Moves

LP SCREW PILE DRIVER ↻ + LP



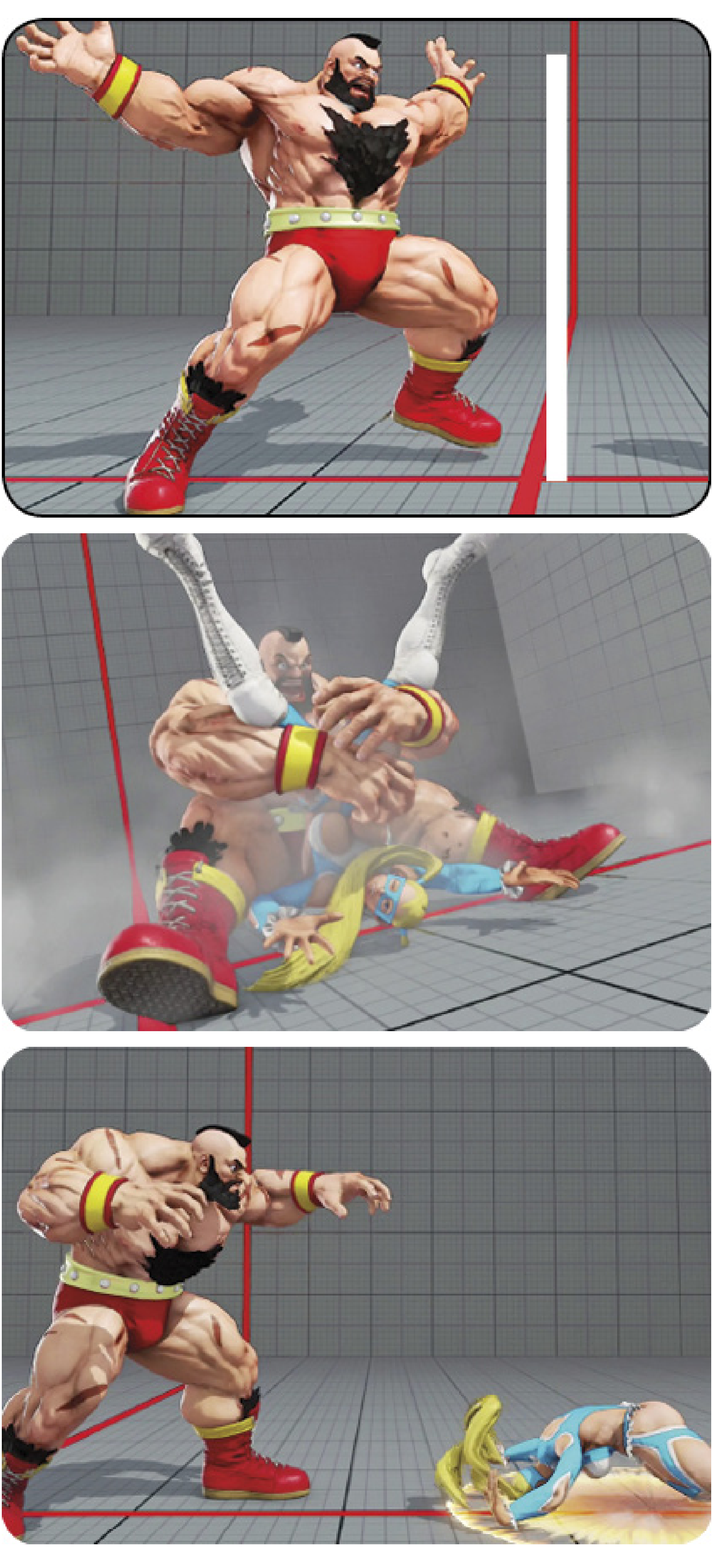
STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	180
STUN	250
METER GAIN	40/80

MP SCREW PILE DRIVER ↻ + MP



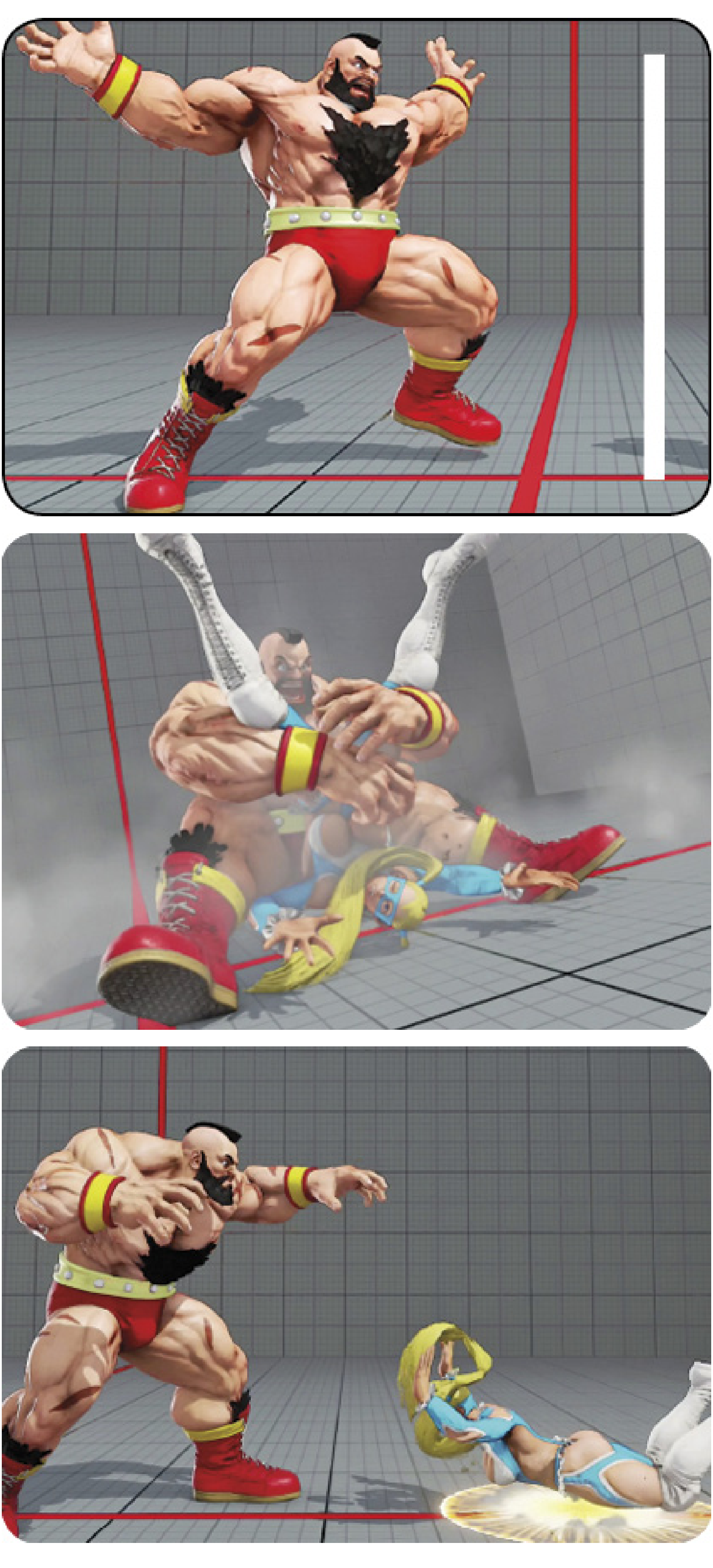
STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	200
STUN	250
METER GAIN	40/80

HP SCREW PILE DRIVER ↻ + HP



STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	240
STUN	250
METER GAIN	40/80

EX SCREW PILE DRIVER ↻ + P P



STARTUP	5
ACTIVE	2
RECOVERY	52
GUARD LEVEL	Throw
ON HIT	D
ON GUARD	—
CANCEL	—
DAMAGE	240
STUN	300
METER GAIN	-300

NOTES

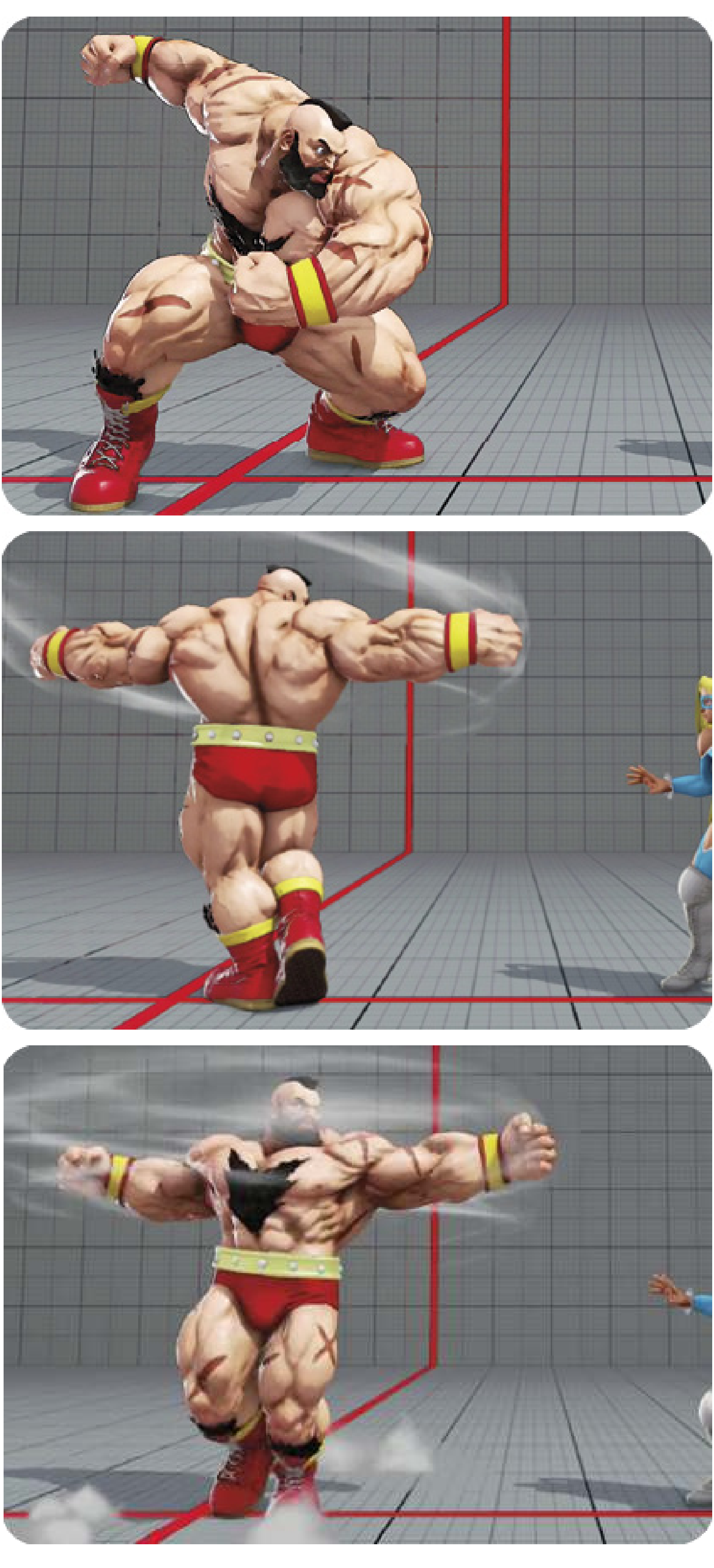
Frames 1-6 throw invincible

Screw Pile Driver: The command throw all others are judged against: Zangief flips his victim upside-down and launches skyward, spinning like a helicopter before slamming them onto the ground on their backs. The LP version has insane reach, the HP version deals insane damage, and the MP version is in between. The EX version reaches almost as far as the LP version, deals the same damage as the HP version, and is throw-invulnerable during startup. LP and HP SPD will suffice for virtually all situations: either you want max possible reach to increase the odds of success for footsie throws/reversals/tick-throws, or you know you're flush and you're going for max damage anyway. The throw invulnerability of the EX version is not really worth using EX Gauge considering the usefulness of EX Siberian Express, EX Borscht Dynamite, and Bolshoi Russian Suplex, Zangief's Critical Art.

SPD uses the classic 360 motion, and you can certainly perform it by simply spinning the stick or d-pad and hitting P — Zangief actually has more pre-jump frames than any other character specifically to make stick-spinning SPDs more reliable. However, a strict circle is not actually what the game is asking for. The minimum required to trigger SPD is four non-repeating and opposed cardinal or intercardinal inputs. Basically, you input any leftward direction, any rightward direction, any downward direction, and any upward direction, in any order you want. That means that ← ↑ → ↘ qualifies as an SPD input, and so does ↗ ↖ ↙ ↘. You can even go non-circular with ← → ↑ ↓ or ↖ ↗ ↙ ↘ and still register the motion. This isn't really relevant except for players using keyboards or button-centric custom controllers, but it at least explains why an incomplete "270" circle motion works.

Regardless of which method you use, find one you're comfortable and consistent with. It's crucial that you can SPD at will from any position: from a standing position on the ground, with proper timing after "tick" pokes and jump-ins, immediately after forward dash and Knee Hammer, and after Crush Counter standing HP (among other uses).

DOUBLE LARIAT P P P



STARTUP	9
ACTIVE	6(5)4(8)3
RECOVERY	31
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-32
CANCEL	—
DAMAGE	100
STUN	200
METER GAIN	10/60/30

NOTES

Frames 1-11 upper body invincible; frames 1-41 projectile invincible; whiffs against crouching characters after first three active frames

Double Lariat: Zangief twirls with his arms outstretched, bashing anyone nearby for three spins. While spinning, Zangief is totally immune to projectiles, which will pass through his body without dissipating. You can hold ← or → to move slowly in that direction while Zangief twirls. After the third spin, he comes to a stop while flexing and is briefly vulnerable.

This is a deceptively complex move, considering its simplicity of execution. The first three active frames strike directly in front of Zangief while he's wheeling into his first spin. These frames are upper body invincible, making them great anti-air, but only for a brief window. These frames also still hit low enough to the ground (from Zangief's wrist and forearm to the top of his shoulder) to beat low-profile pokes like sweeps or shoto crouching MK. For the next three active frames, Zangief completes his first rotation by hitting both sides with a shoulder-height spin, and then there are small gaps between the second and third spins. These spins whiff over the heads of crouching characters and are also not as good at anti-air as you'd think because Zangief's head is vulnerable higher up than his whirling arms.

Basically, the very beginning of this move is excellent both as anti-poke and anti-air, but the rest of it is unwieldly and will get you into trouble against players with good habits and reactions. Up close, they can simply crouch and wait for the recovery flex at the end, then feed you a full combo; Zangief was much less vulnerable at the end of a Lariat in *SFIV*. From farther out, the opponent will probably be able to at least walk forward and sweep the flex. Using Double Lariat as a mid-range to close-range footsie tool can still have value just to remind your adversary that they need to be aware of it, but it is dangerous to use.

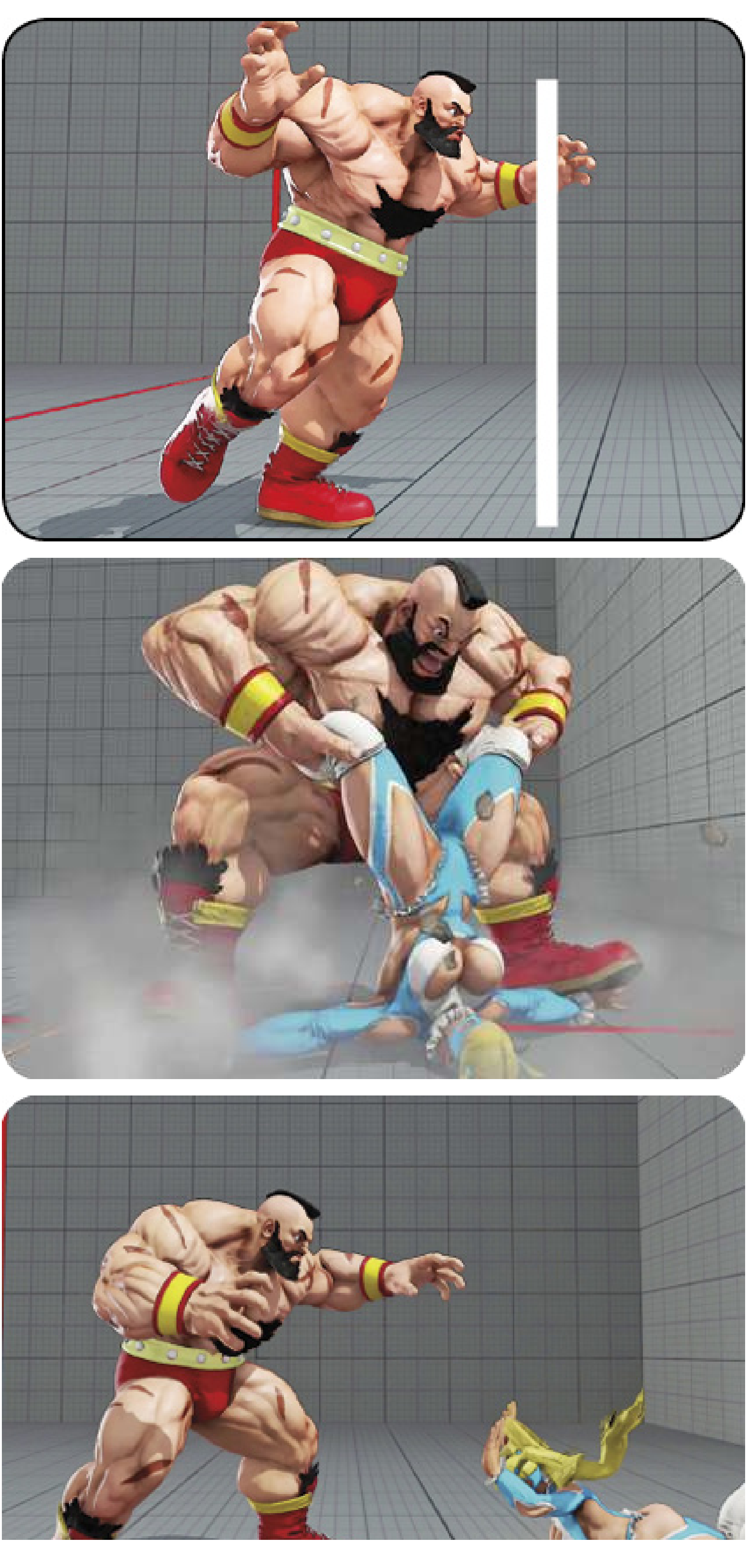
On the other hand, a useful P P P special is priceless since you won't ever worry about execution under pressure. Double Lariat is an excellent non-deep anti-air, especially since the input means that you can begin it from a crouching posture. This keeps Zangief's profile low all the way through the initial three active frames, meaning basically only Dhalsim jumping in irrationally with early LP can reach down far enough to hit Zangief's vulnerable lower body during the beginning of Double Lariat. Double Lariat is also great for crushing neutral jumps, like when someone jumps straight up in Zangief's face hoping for an SPD whiff to punish. It also easily snuffs out ill-timed cross-ups when you're upright and ready for them (like when your opponent pokes from mid range and then just goes for the cross-up, hoping you won't be watching for it). Double Lariat won't suffice against deep, meaty jump-ins and cross-ups, though. Against airtight pressure, you'll still have to just block (and if you really want some relief, blow a V-Reversal).

DEVELOPER NOTES

Patience is the key to winning with Zangief. Most of the time your opponent will try to keep you away by throwing out random attacks and projectiles. By maintaining your composure and using well timed attacks, as well as his Iron Cyclone to pull the opponent in for a mix-up, you'll be able to out damage your opponent and win before they even know what happened.

—Peter Rosas, Associate Producer

LK SIBERIAN EXPRESS ↺ + LK



BOLSHOI RUSSIAN SUPLEX G G + P

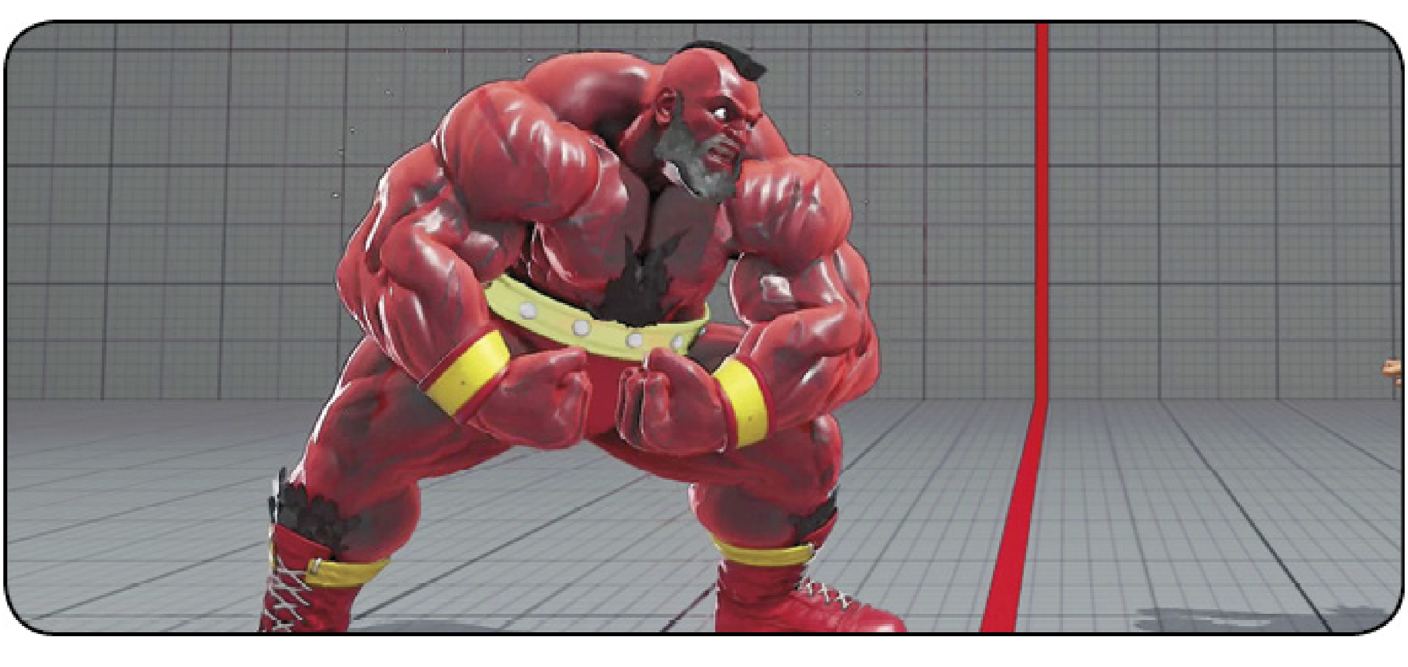
STREET FIGHTER V

Zangief

V-System

V-SKILL

IRON MUSCLE MP + MK

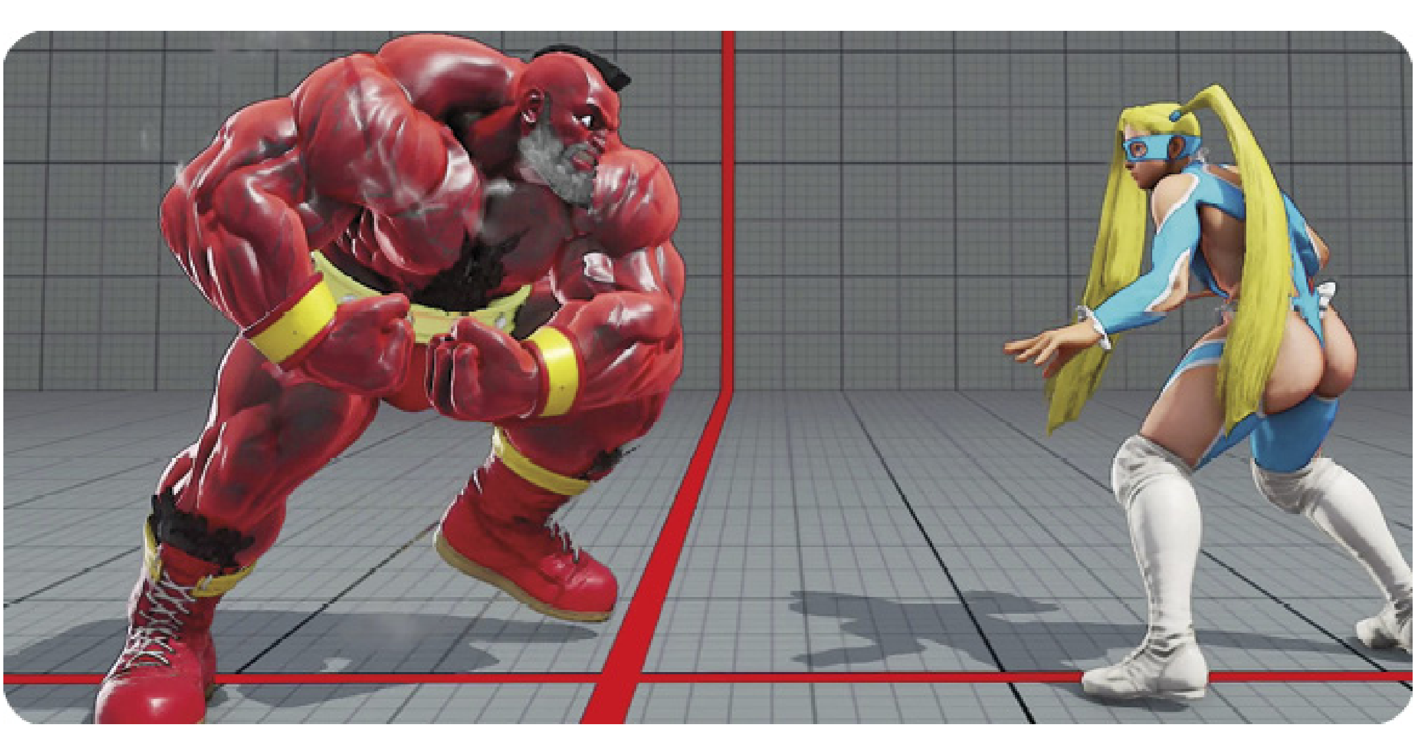


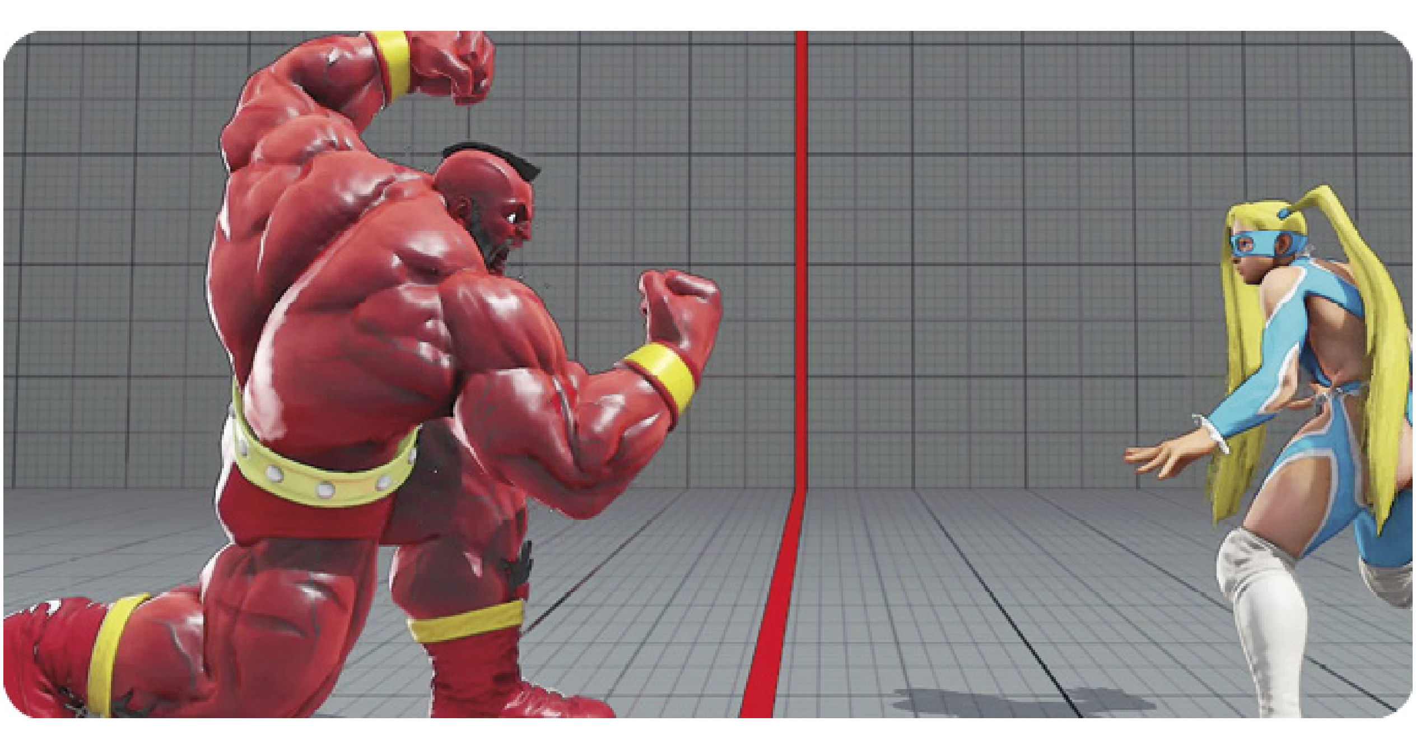
STARTUP	—
ACTIVE	—
RECOVERY	25 total (minimum)
GUARD LEVEL	—
ON HIT	—
ON GUARD	—
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	—

NOTES

Can hold inputs to extend duration; two hits of armor starting on frame 1 against incoming attacks (during V-Trigger, increased to 100 hits of armor); hold, walk forward, and release to produce flexing follow-up attack; earliest possible flex attack startup frame is 22

IRON MUSCLE (WALK) HOLD → + MP + MK AND RELEASE





STARTUP	22 minimum + 9
ACTIVE	5
RECOVERY	15
GUARD LEVEL	HL
ON HIT	2
ON GUARD	-2
CANCEL	—
DAMAGE	50
STUN	100
METER GAIN	V-Gauge 50

NOTES

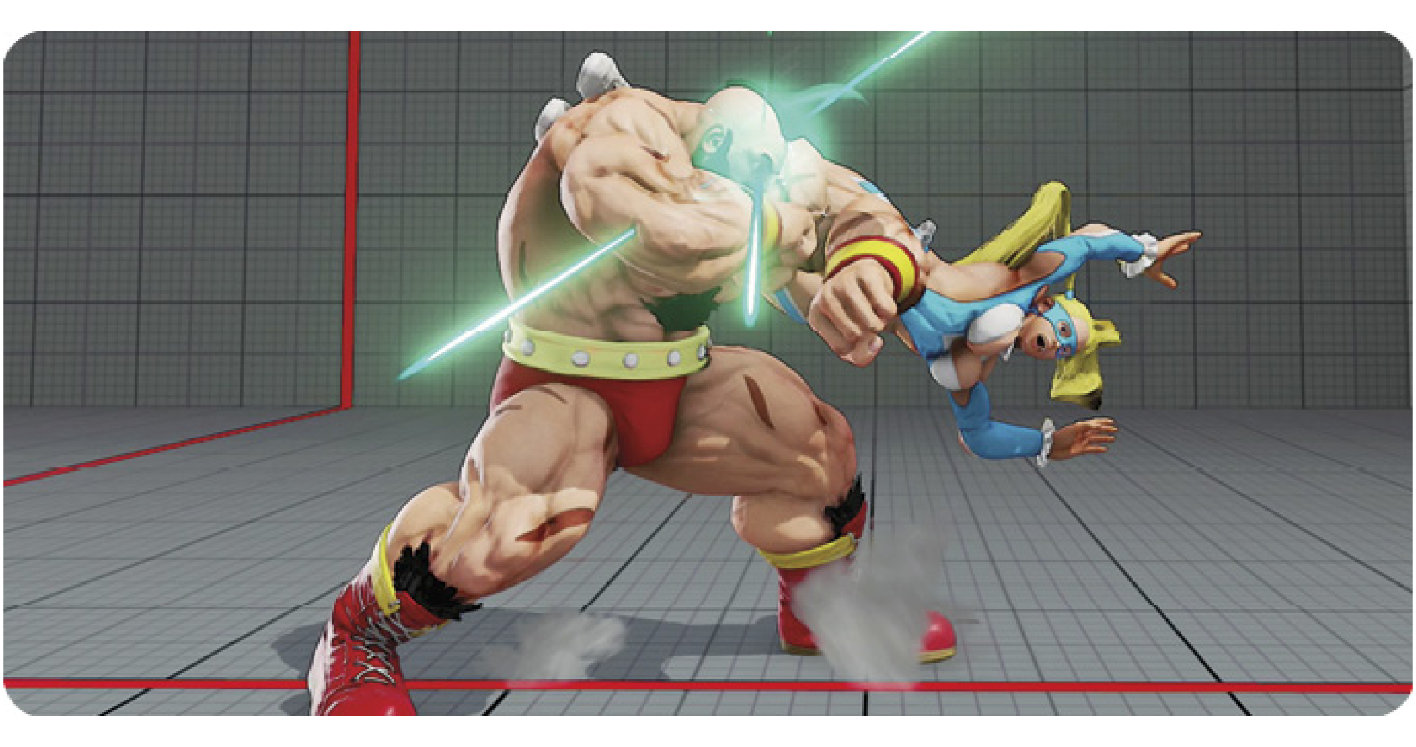
While walking forward, absorbs up to two incoming hits with armor (increased to 100 during V-Trigger); release inputs to produce flexing attack

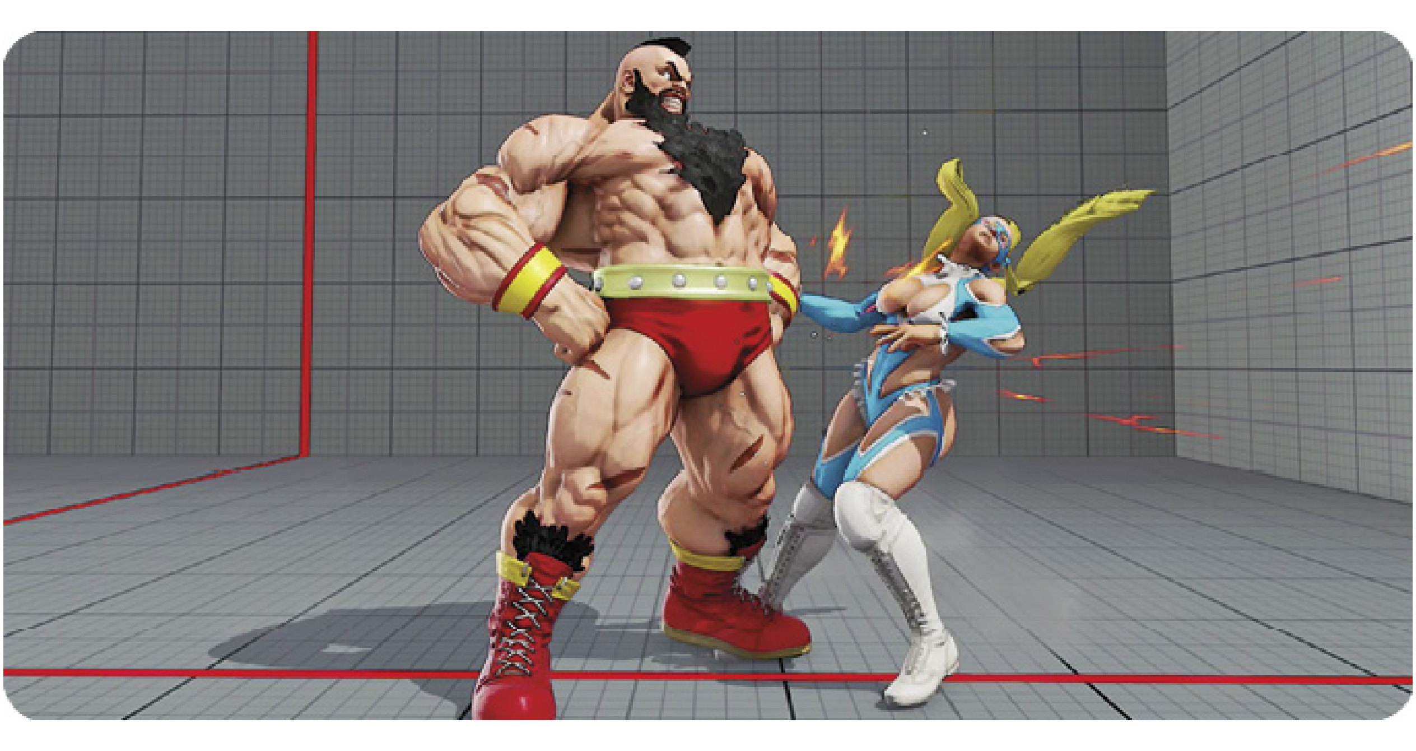
Iron Muscle: This move is a throwback to Zangief's Iron Body Hyper Armor modes from the "*Vs.*" crossover games, where he can absorb anything thrown at him without getting put into hitstun. If you tap for activation, Zangief's briefly flushes with the intensity of his sheer strength, turning a deep red and steaming. If you just tap and release medium buttons, he'll steam briefly and then return to normal. This functions as a two-hit parry because Zangief will absorb up to two incoming hits while red. Against moderately laggy attacks, it's possible to tap Iron Muscle to parry against an incoming poke or jump-in, then retaliate with LP Screw Pile Driver. Hold the medium buttons, and Zangief flushes and stays red. Hold forward while steaming to lumber forward slowly. Once you've committed to holding Iron Muscle, Zangief will complete the motion whenever you release MP + MK by flexing so hard that it functions as a strike. While walking forward during Iron Muscle, Zangief retains the two hits of armor until they're used up, then will be interrupted by hitstun on the third incoming hit. Armor also disappears when Iron Muscle is released and the flexing follow-up commences. The flexing follow-up leaves Zangief with +2 advantage on hit or -2 on guard, and it also builds a little bit of V-Gauge. The hit itself can also be V-Trigger-canceled for a full sequence involving two hits of armor while lumbering forward, into a relatively safe punch attack, into V-Trigger suction (which will combo on initial activation from a V-Skill hit).

During V-Trigger, Iron Muscle's armor potential while charging/walking increases from 2 to 100.

V-REVERSAL

MUSCLE EXPLOSION → + K K K WHILE GUARDING





STARTUP	10
ACTIVE	2
RECOVERY	17
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-2
CANCEL	—
DAMAGE	60
STUN	0
METER GAIN	0

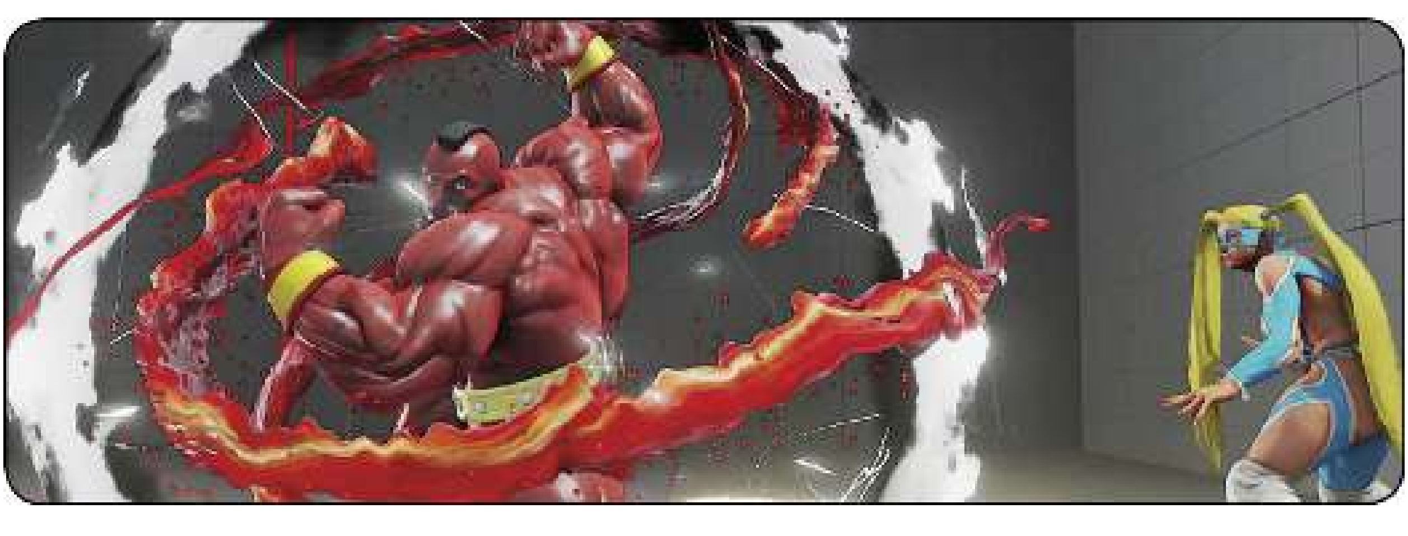
NOTES

Recovers 200 stun damage, frames 1-28 invincible to strikes and projectiles

Muscle Explosion: Zangief explodes out of blockstun by standing rigidly at attention and thrusting his pelvis, thwacking his attacker with the whole front of his body. This grants a tiny bit of advantage on hit, but not enough to convert it into anything concrete. Cyclone Lariat is such a strong tool that you won't want to make Muscle Explosion a regular part of your defensive arsenal, but you may feel compelled to use it to escape pressure when someone is bum-rushing Zangief and he's on the edge of being dizzied. Wasting a little V-Gauge in those situations is better than getting stunned and then eating a round-ending combo. Zangief's only other true reversal is his Critical Art, none of his specials is truly invincible, and Double Lariat is a tad slow to work as a reversal under nearly airtight pressure.

V-TRIGGER

CYCLONE LARIAT HP + HK

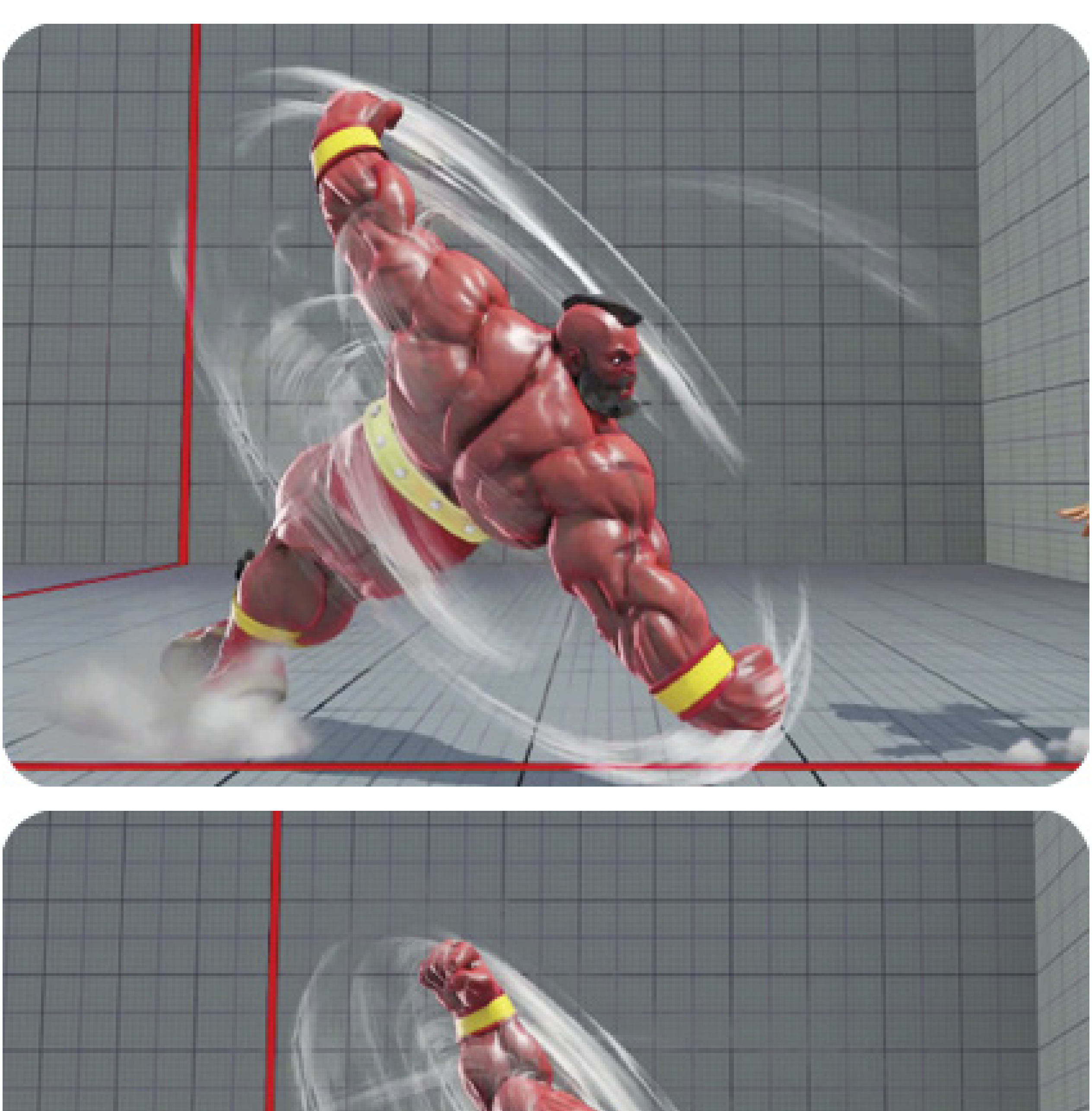


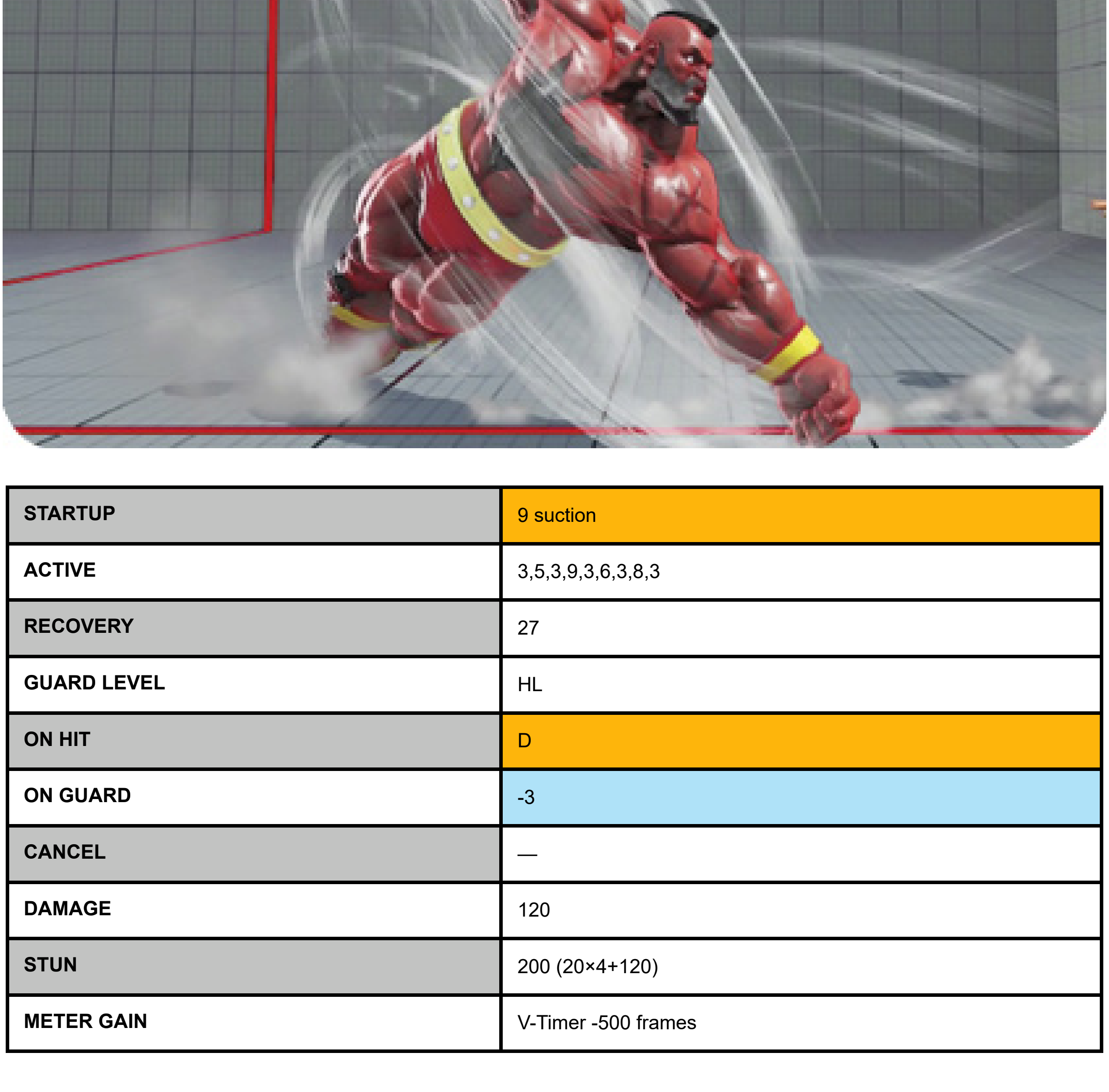
STARTUP	1+18 suction
ACTIVE	19
RECOVERY	16
GUARD LEVEL	HL
ON HIT	3
ON GUARD	-6
CANCEL	—
DAMAGE	—
STUN	—
METER GAIN	V-Gauge -900

NOTES

V-Timer duration 1800 frames; 1st, pre-freeze frame fully invincible; tap input for suction effect, hold for Cyclone Lariat attack, hold → to advance during spin; full body projectile invincibility during spin; retriggering suction spin consumes 500 frames of duration

CYCLONE LARIAT ATTACK HOLD HP + HK



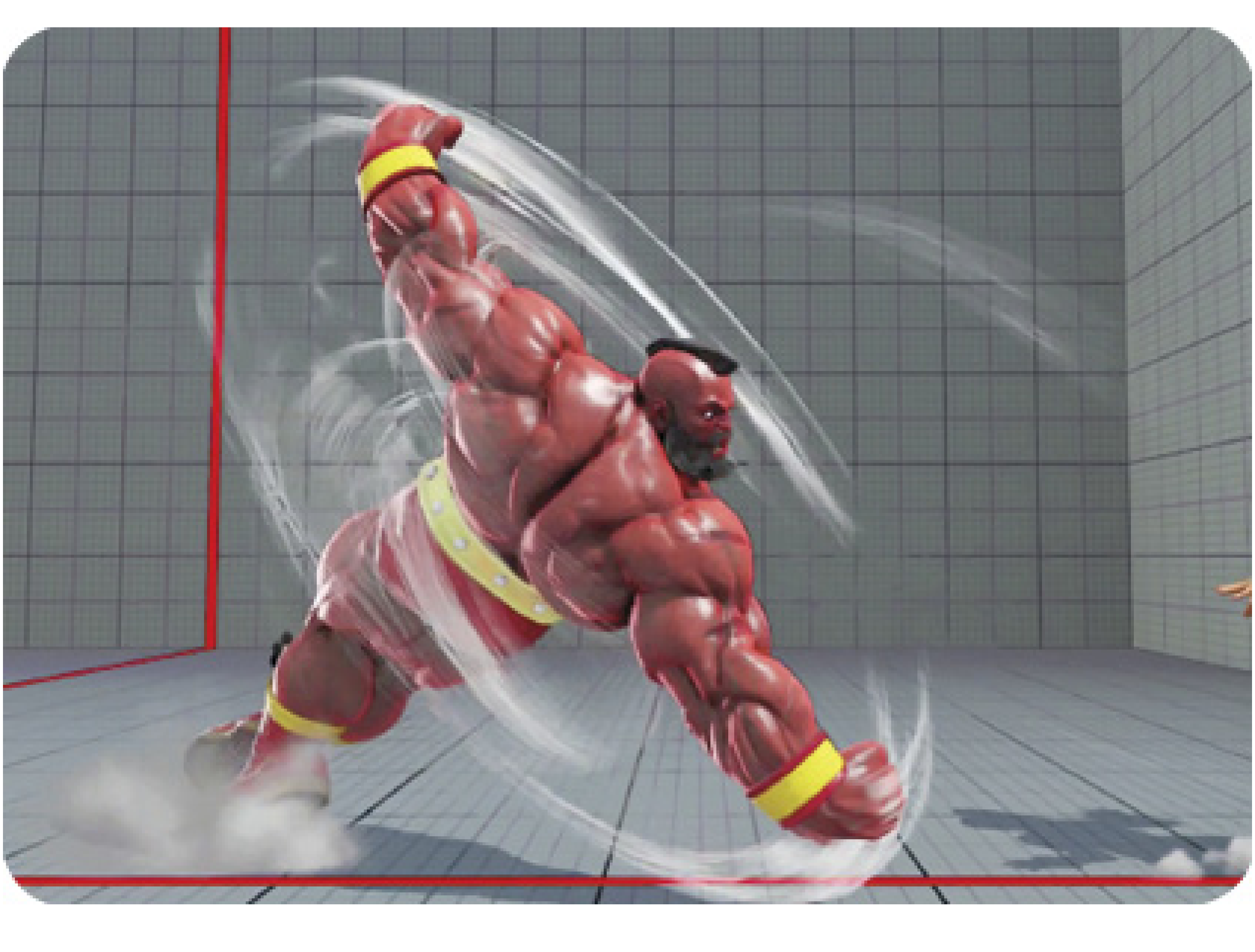


STARTUP	9 suction
ACTIVE	3,5,3,9,3,6,3,8,3
RECOVERY	27
GUARD LEVEL	HL
ON HIT	D
ON GUARD	-3
CANCEL	—
DAMAGE	120
STUN	200 (20×4+120)
METER GAIN	V-Timer -500 frames

NOTES

Projectile invincible; shorter Cyclone Lariat attack produced by releasing buttons early or running out of V-Timer

CYCLONE LARIAT MAX ATTACK HOLD HP + HK



STREET FIGHTER V

Zangief

Overview

PROS

- Opponents must always respect LP Screw Pile Driver, the game's longest-reaching command grab.
- Zangief has reliable pokes and generally outputs high damage.
- He's sturdy; Zangief is tied with Birdie for the highest stamina total, and he stands alone when it comes to highest stun threshold.
- Cyclone Lariat is a versatile, scary, game-changing V-Trigger.

CONS

- With slow walk speed and dashes and jumps that are both short, Zangief has plodding movement and requires persistence and patience while he's moving in.
- Large size can be a liability; a wider horizontal hurtbox means a bigger target for cross-ups, and a taller vertical hurtbox means a bigger target for overheads and moves that arc downward.
- He has little combo potential (which could also be neutral or even a positive if you want a truly old-school grappler).
- He lacks a truly fast or invincible reversal without full EX Gauge.

The Red Cyclone returns as a real throwback to what defined him in *Street Fighter II*: a grappler wielding a brutal arsenal of the undisputed best grabs in the game. Gone are the Banishing Flat combos of *Street Fighter IV*, replaced with a quick running grab, a V-Skill that functions as a parry, and an LP Screw Pile Driver that harkens back to the grab range Zangief had in *SFII*. He also has an interesting V-Trigger that has both suction and combo capability, eliminating some of his weaknesses when V-Gauge is ready to go. Zangief is the game's purest grappler: his fondest wish is to be in close quarters with the enemy, in range for ticks, harassing anti-airs, and grab attempts.

Your objective is to move Zangief to close range. Achieve this by:

- Walking forward steadily: any backward movement is a failure, inching forward is a success, and simply blocking as needed is A-OK
- Being ready to respond to incoming fireballs and pokes on short notice, reacting with neutral jump, forward jump, Iron Muscle, Head Butt, or Double Lariat as needed
- Anti-airing foes who jump in at Zangief
- Plowing through telegraphed or scouted mid-range moves with EX Siberian Express

Zangief
Strategy

LONG RANGE

From far away, Zangief doesn't have anything that directly affects the enemy, so there's not much to do here. If your opponent is being extremely passive, you can whiff full-screen Screw Pile Driver (or Double Lariat, if they're throwing the occasional projectile your way) to gain a little EX Gauge. Otherwise, you'll want Zangief to walk forward, steadily moving inside. Even if your foe responds by moving or jumping backward, maintaining the space between you, they'll eventually be backed into a corner and unable to backpedal anymore. Don't feel discouraged if the enemy runs away continuously, since any progress toward a corner can potentially lead to victory. If you achieve close range before pushing them into the corner, it can almost be considered a bonus.

Some characters want to be in close as much as Zangief does, so the problem of closing in will solve itself. Fighters like R. Mika, Karin, Laura, and Cammy might not be as gung-ho as usual about getting into point-blank range while fighting Zangief, but they still have to get close enough for their own attacks to hit to be in danger from him.

F.A.N.G. and Dhalsim may attempt to zone Zangief out entirely, staying at full screen whenever possible and peppering the sky with parabolic projectiles. Dhalsim can get an arcing Yoga Fire going, then protect the space under it with long pokes like standing MP, MK, HP, and HK. F.A.N.G. can fire off double-hitting Nishikyu projectiles back-to-back while Ryobenda land mines lay before him. Dhalsim's limbs have huge hurtboxes of their own, so it's possible to counter-poke him at full screen with crouching LP, standing HK, or Double Lariat (the latter two giving Zangief a chance to move forward during Dhalsim's knockdown). If Dhalsim is hesitant to do predictable things like poke immediately after shooting Yoga Fire, then that means you have a few moments to walk forward freely. His most assertive lateral control is with EX Yoga Fire, which is a slow-moving, two-hit traditional fireball that you can't destroy with Head Butt. Use Double Lariat to let it pass while also potentially counter-hitting Dhalsim's poke or teleport cross-up attempt, or simply block. Jumping over Dhalsim's fireballs in the neutral game will usually lead to getting anti-aired; when you do jump in at Dhalsim, use jumping MK on the way down to put an attack out in front of Zangief at the max distance possible.

Likewise, F.A.N.G.'s arching Nishikyu can be very annoying, and F.A.N.G. can cancel the end of his Nishikyu animation into his Nikankyaku movement special, transitioning instantly to offense from any distance. But if you Double Lariat in response to his Nishikyu fireballs, his offensive Nikankyaku will just run into the Lariat. He's more likely to keep zoning from afar, so walk him back to the corner, and then be watchful for his attempts to escape when you're not looking via HK Nikankyaku through Zangief's body. A F.A.N.G. who is peppering you with poison bounce balls is sitting on ↓ charge, so they're not moving forward to punish Double Lariat optimally. Therefore, you can use Double Lariat to pass through Nishikyu safely, while gaining a little ground by holding →. If F.A.N.G. is willing to give up ↓ charge to move forward and potentially punish Double Lariat recovery, you might just be better off blocking Nishikyu when he aims it well. Don't carelessly eat random Nishikyu hits or get anxious and jump into them in mid-air. They do paltry damage individually, but the poison effect they inflict adds up, which is F.A.N.G.'s whole strategy. You might never have taken a "real" hit from the poison monk (just chased him around and ate an occasional bounce ball), but you then realize that you're almost K.O.ed. Don't give up anything for free: the safest play is often to slowly but surely walk forward, ready to snap to blocking when needed.

More traditional projectile characters like Ryu, Ken, and Nash will throw slow-moving versions of their projectiles to control space between you, then watch for Zangief to jump poorly over a projectile, giving them a chance for anti-air damage. You can

simply Head Butt their projectiles to stand ground when they don't have EX Gauge ready (but don't do that when Ryu, Laura, or Chun-Li is ready to follow up your Head Butt clash on reaction with their Critical Art into your recovery). You can also use Iron Muscle to absorb projectiles and thwart certain tactics without ceding ground; with Iron Muscle, Zangief can actually absorb *both* hits of a tactic like Dhalsim poking with standing MP just as one of his Yoga Fire shots falls on Zangief's head.

There isn't a guaranteed easy way forward, and opponents won't be eager to simply let Zangief waltz forward, either. Siberian Express is fast, but it's not fast from a half screen away or farther, and using it this way opens you up to big punishment while evincing tactical desperation. Playing successful Zangief involves accepting that the ranged game will often be an uphill battle of slowly but confidently walking foes backward until Zangief achieves close range or arrives at the corner, whichever comes first.

Opponents may jump in from far distances to poke Zangief with well-spaced jump-ins; if you're ready for this, you can anti-air with standing HK, which leads to an EX Borscht Dynamite juggle chance on counter-hit. This move isn't suitable as an anti-air closer in, but it works against long-range jumps because the big boot's hitbox extends around Zangief's foot's hurtbox a little bit on all sides.

MID RANGE

Within half-screen distance of the opponent, Zangief's options begin to present themselves. Here, a good read against a traditional zoner's fireball toss can lead to a jump-in combo for you (see **Combo 4**). This is also where you begin to flirt with the edge of LP Screw Pile Driver's range. LP Screw Pile Driver is the backbone of Zangief's offense. The mere threat of it forces opponents to approach Zangief differently than any other character. He can threaten with an untechable grab from a range where some characters can't even reach with a sweep.

From beyond the edge of LP SPD range, Zangief can hop forward repeatedly with → + MK Knee Hammer at almost no risk, ready to bust out the command grab when in range. The central, throwable portion of a character's hurtbox (which also represents their "push" collision box for when walking/jumping against other characters) extends forward a little bit during most pokes, meaning that you can catch some errant attacks from even farther than normal when playing at this range. Depending on your opponent's habits, Siberian Express begins to have usefulness from this range (within jump-in/poke territory). EX Siberian Express even starts to work as an anti-fireball move on reaction to your foe's single-hit projectile startup when you've scouted out their habits. One great thing about snagging adversaries with Siberian Express is that it keeps Zangief relatively close after the knockdown. But knowing you'll use it can encourage challengers to use neutral jumps at mid range, safely stalling the match (unless you're a real wizard with air Borscht Dynamite on short notice) and potentially falling on your overly ambitious Siberian Express attempts with a full combo.

For less risk attacking laterally, use standing HP, a far-reaching heavy punch that leaves Zangief at -4 when guarded but still relatively safe when connected from max range. Standing HP also has a charge version, which has a long period of single-hit armor during startup and hits much harder. Charged standing HP is also safe on block, leaving Zangief at +2 so he retains momentum afterward, perhaps even for an LP SPD grab. If either version of standing HP strikes as a counter-hit, it's a V-Gauge-generating Crush Counter, and you can proceed into a combo afterward (see **Combo 6**). With its period of upper-body armor (from the top of Zangief's head to the bottom of his chest hair, so he's still vulnerable to lower-striking attacks) and awkward startup time, charged HP may be used to absorb and punish the enemy's jump-ins and high-hitting pokes from mid range; it can also hit opponents neutral jumping at mid range on the way down. As a change-up, you should sometimes use the uncharged, quicker version, which can preemptively tag foes who are eager to act early, thinking they'll interrupt the charged version. If you hold HP for a bit but not long enough to trigger the full-on charged version, you'll get a variable period of armor and a slight delay but still ultimately produce the normal version on release. There is at least some leeway to play with the timing to coax adversaries into reacting poorly, eating counter-hits against standing HP either early or late. Both uncharged and charged versions of standing fierce are excellent mid-range pokes, but with their lengthy overall execution time, they're both in danger (when whiffed) of getting Zangief jumped on for full combos. Standing fierce's recovery, along with Double Lariat's overall lowered usefulness as a counter-everything special compared to previous games, may embolden challengers to jump in and attack Zangief in his own comfort zone. Therefore, while poking with standing HP, you'll also want to be ready to sometimes pretend to punch, perhaps coaxing out a punishable forward jump.

If the opponent jumps in from mid range when you're really looking for it, you can anti-air it early with "tiger knee" Borscht Dynamite, jumping into an immediate LP version of the air special grab. Being ready to anti-air early this way is similar to watching for chances to anti-air a jump very early with LP Shoryuken in *Street Fighter IV*. It's also a bit like the anti-air tactic of preemptively jumping into an aggressor with an early air throw (from Nash, Chun-Li, or Vega). If you're not ready to anti-air Borscht Dynamite, use crouching HP if you have enough time to get it out. This is solid but a little slow for an anti-air move, striking in nine frames but remaining active for a long time. As a bonus, it creates a close-range air recovery situation immediately afterward. If Borscht Dynamite and crouching HP aren't fast enough for their jump-ins, rely on standing LP for an anti-air. Standing jab is a "sure thing" fail-safe anti-air, as its first two active frames have terrific anti-air properties, with hitboxes that hit high above and in front of Zangief's hurtbox. Standing LP doesn't actually strike at grounded targets until its third active frame.

You can also use Double Lariat as an effective anti-frontal jump-in anti-air, but only for a very specific window. Only the first three active frames are upper body invincible and thus good for snuffing out incoming air attacks, and only on one side. Against jumps that start from the border of close and mid range and potentially lead to cross-ups against Zangief, Double Lariat will not function as an anti-air consistently, unlike in past *Street Fighter* games. Instead, you'll have to catch foes on the way up with standing LP, or simply block the cross-up.

At standing HP poke/mid-range anti-air distance, you can also mix in standing MK, a decent poke with about the same reach. It doesn't lead to the same combo opportunities, but it also isn't as laggy and vulnerable to jump-ins. If your opponent whiffs their own laggy pokes into this space while you're fishing with standing HP and standing MK, or if you feel they'll try to move around quickly by dashing, you can floor them with Zangief's crouching HK sweep. This is a great quick ticket into close range because Zangief can just walk forward while they're rising from the sweep knockdown. If your sweep happens to counter-hit, they won't be able to quick-recover, either, giving you a rare chance to set up a deep cross-up Flying Body Press.

Rashid presents unique problems starting at mid range, with his upward-arcing projectiles and his extreme mobility. A good read on a mid-range fireball throw against Ken, Nash, Chun-Li, or Ryu can result in a jump-in combo for you (and the mere threat of a sudden forward dash or Siberian Express from you makes F.A.N.G. and Dhalsim projectiles less powerful). But here, you'll just land on Rashid's rising Whirlwind Shot. And with Rashid's ability to cancel HK and EX Whirlwind Shot into his Front Flip or Rolling Assault V-Skill movement, it's impossible for Zangief to cover everything Rashid can do when either zoning him out or setting up his own Eagle Spike rushdown. Bad guesses to punish one thing or another will also have serious consequences upon failure, likely leading to Rashid getting a Spinning Mixer hit and just resetting his anti-grappler, mid-range Whirlwind Shot pressure. You'll have to rely on solid reads, and make any openings that you do get count.

CLOSE RANGE

Zangief may earn close-range distance after walking the enemy back into the corner, performing a counter-hit sweep, landing Siberian Express, or having a frontal jump-in or cross-up guarded. This will also apply if the opponent goes for their own unsafe offensive opening and he guards it, earning positive frame advantage.

Your options are based around the five-frame Screw Pile Driver, especially the far-reaching LP version from virtually anywhere in close and the high-damage HP version when Zangief is flush with the enemy. You may earn this position after jump-in LK or Flying Body Press, cross-up or not. If you only ever go for HP SPD in close-range situations, your opponents will just start holding an upward direction whenever Zangief gets in close, knowing they'll escape (and maybe get a punish combo off a neutral jump) as he swings for the fences every time. You'll have to base your up-close offense mostly around Zangief's crouching LK and LP, keeping your adversary honest about staying on the ground. Once they know they have to go from guarding your jump-in high to blocking on the ground at least briefly, you can go back to periodically using a jump-in tick to a point-blank throw, or even an empty jump into throw. When you are up close and ticking your foe, depending on how close Zangief is, you can feed them crouching LK two or three times, checking their low guard repeatedly and keeping them uncertain about when you might stop poking and go for LP Screw Pile Driver.

Starting your tick attempt with crouching LP leaves Zangief with a bit more advantage when guarded (+3 vs. +1 for crouching LK), meaning smaller gaps for the opponent to mash counter-pokes/reversals through. It also has more vertical and horizontal reach than crouching LK. Ticking with crouching LP to crouching LK has only a one-frame gap on block and has the low hit second, so it'll cause hitstun (+4 after crouching LK) on foes trying to walk/backdash away or jump late. A tick string of crouching LK to crouching LP has a three-frame gap on block before the crouching jab but is better at catching enemies who try to jump early. One useful change-up gimmick is to sparingly cancel crouching LK pokes up close into EX Siberian Express. If your challenger ate the crouching LK for whatever reason, the brief hitstun will signal to fighting game veteran lizard brain that they need to block and block low, which only helps the quick grab to work. And, the armor of the EX version will protect Zangief if they tried to counter-poke into an anticipated gap in your ticks. Both crouching LP and crouching LK are active in four frames, so sadly, Zangief lacks a quick three-frame jab-into-special punish like several characters have.

Standing LK is also a good poke, moving Zangief forward a bit during startup, though it slightly advances his vulnerable hurtbox, too. It isn't active until the fifth frame, making this move unsuitable for shooting through blockstring gaps. After a hit-check of crouching LK ▷ crouching LP, you can confirm a hit and end with standing LK for a low-damage three-hit combo. As a complementary attack, standing LP is best regarded as an insurance policy against jumps rather than an anti-ground poke. It doesn't hit standing opponents until the seventh frame, excruciatingly slow for a jab attack. If you do poke grounded targets with standing LP, you're at least left at +3 when guarded, ideal for more ticks or a command grab attempt. For a close-range change-up poke, crouching MP also works. It hits slowly at seven frames but has a solid low-profile hitbox and an advantage of +3 when guarded, which is as advantageous as blocked crouching/standing LP. Knee Hammer also works in close range for hopping over low counter-pokes and gaining a little ground.

It's natural for many experienced players to learn to kind of "chicken" guard against your close-range tactics, going from standing guard against Zangief's jump-in, to brief crouching guard to block a potential follow-up low attack, and then to ↖ to either continue guarding a blockstring standing or jump away if there's a gap or throw attempt. There are two main ways to counter this: one easy with low payoff, and one hard with high payoff. The easy way is to sometimes just end your tick strings with standing LP, as in crouching LK ▷ crouching LP ▷ standing LP (not strictly links on block, but you get the idea). The sweeping air-to-ground chop of standing jab will snuff the early ascent of any jump away from close range, putting the foe into air recovery in front of Zangief and basically resetting the close-range situation. The hard way is to sometimes stop your ticking blockstrings by just doing nothing, while focusing like a hawk for a jump. If you see your enemy leave the ground, nail them with a "tiger knee" LP/EX Borscht Dynamite input of ⟳ ↗ (pause) + LP / P P. As a less risky version of the "poke and wait and see" strategy, just stop your blockstring sometimes and be ready to anti-air their neutral jump. Any variation to your tick tactics that causes your opponent to hesitate on the ground at all (rather than just jumping up/away all the time) creates extra opportunities for you to be successful when you actually do go for close-range SPD.

Rather than jumping away, defensive players (especially veterans of *Street Fighter IV*) may try relying on backdashes to escape from tick-grab setups. This is made easier by the nine-frame input buffer for dash inputs, which helps players transition directly from blocking or being floored to dashing without a gap. Someone may correctly read that you feel like doing two ticks into LP SPD, so they crouch-guard against your crouching LK x2 opener, then mash on ← ← while in guardstun. Your low shots recover, you whiff an SPD that they backdash directly through, and they gain position and tempo advantage. When you recognize that your opponent is using backdash to dodge your grounded grabs, start poking with standing HK. This big boot kick will Crush Counter dashing adversaries and will also cleanly counter-hit enemies who poke back late with weaker attacks that overlap with standing HK. This causes a flipping knockdown you can juggle off of, most notably with an immediate jumping EX Borscht Dynamite. It's a terrific use of EX Gauge and an enormous deterrent against the enemy feeling confident about ground movement. It will also even catch certain jumping actions, depending on timing. The only disadvantage is that it'll whiff over the heads of crouching characters, but this is simply a matter of making a decision. If you thought they'd be crouching, then it was time to do SPD instead; standing HK is for when you feel like they'll backdash or jump.

Of course, an invincible reversal can cut through all your tick tricks up close, if your opponent is willing to commit. Depending on how skittish they think you might get if you eat a few reversal specials trying to get your offense going, it can absolutely be worth getting "risky" coming back at Zangief. This is another instance of you having to go with your gut. If you think they'll just sit there, whether out of indecision or waiting to react to a blocked move, then it's time to go for a throw. If you think they'll try to preemptively jump away, use standing LP to end blockstrings. If you think they'll try to backdash, banking on your throw attempt, then stick out standing HK. If you expect a big reversal, though, just do nothing and block. If something like Ryu's MP Shoryuken or Karin's EX Ressenha does indeed materialize, punish its recovery hard (HP SPD or HK Siberian Express, or see **Combo 6**).

When Zangief is in close because you've successfully cornered the enemy, you can actually back off a bit and just leverage his good normals to keep them boxed into the corner. If they have an option like F.A.N.G.'s Nikankyaku slip-through move or Dhalsim's Yoga Teleport, you'll want to retreat slightly just so you're ready to step back and punish on reaction to their attempt at a "get out of jail free" move. If you over-commit to pressuring a cornered opponent by mad-dogging them immediately, you'll actually make it a bit easier for them to escape. Box them back with the tips of crouching LP, crouching MP, and standing MK, and anti-air their pressured attempts to jump out with standing LP and crouching HP. If they attempt to use some special shenanigans to get out, Zangief can walk back and punish the end of it with SPD. When they're hesitant enough to crouch-block in the corner, hoping you'll over-commit to offense, then you can go right in for a tick-throw, Head Butt, and charged HP pressure. Err toward using normal throws over SPD or Siberian Express when Zangief's actually truly flush with the corner, where the attacker will almost certainly try to neutral jump long before they're worried about grounded tech throws. If they jump up from a normal throw whiff, you can anti-air them and keep your position advantage.

On defense up close, when foes use pressure tactics with gaps of three frames or fewer, you'll just have to block. Zangief's fastest normals are four frames, and he has no invincible reversal without EX Gauge ready. Whenever you can squeeze out a four-frame crouching LP defensively, you've briefly turned a pressured situation into a positive one (+3 on block, +5 on hit) and can return to close-range offensive options. Grounded offensive gaps of five frames or longer can and should be met with LP SPD. The best anti-air for jump-ins directly above Zangief (if you have time to squeeze it out) is actually standing LP, thanks to the initial downward-slapping hitboxes on frames 5-6 that almost reach the ceiling.

WITH CYCLONE LARIAT ACTIVE

Cyclone Lariat's use can be quite variable, depending on the situation. You can simply activate it when ready, then advance on the opponent with two or three solid suction mix-ups. If you have V-Gauge filled and the adversary hands you a huge opening, you can combo into it. From a confirm like jump-in HP ▷ crouching HP, such as a perfectly read jump-in over a mid-range fireball throw, just V-Trigger cancel into holding down HP + HK. You can also confirm from counter-hit standing HP by reacting to the Crush Counter animation and system message, linking Cyclone Lariat; this is great for reversal counter-hit punishes (as in **Combo 8**). You can also whiff standing MP directly in front of the foe, slapping HP + HK; if they dash or stick out an attack that gets counter-hit by standing MP, you can actually press and hold HP + HK to combo Cyclone Lariat's spin. Against the enemy's mid-range movement, you can use Cyclone Lariat suctions to fish against their attempts to poke or dash. If they're already doing those things when you activate the suction within 40 percent of the screen's distance, they can't also be blocking, and they'll get sucked into the spinning hits. This can feel sort of like a slower version of *Street Fighter Alpha 2*'s ultra-fast Custom Combos, states that power up so quickly that they can "grab" foes who've committed to ground movement.

When the suction pulls an enemy in blocking, you can place them into a point-blank 50/50, with escalating stakes depending on how much EX Gauge you're willing to invest. For the thermonuclear option, you can activate Cyclone Lariat suction, then immediately perform Bolshoi Russian Suplex when the attacker is pulled into close range. If your opponent did anything besides preemptively jump in this situation, they're about to have a bad day; if they were caught in hitstun or briefly staggered from the suction, the Critical Art will actually combo. With the fear of a near-guaranteed grab instilled upon them, you can now expect foes being pulled in by V-Trigger suction to be ready to either jump or mash out invincible moves of their own. Now begins the guessing game of going for grab, waiting to punish a reversal or backdash, or being ready to shoot down a jump. One built-in counter is to sometimes just let the Cyclone Lariat attack activate, even though you expect that they'll probably block; someone trying to jump or attack erroneously in this situation may just eat the spinning hits clean. Otherwise, treat the suction as a free shot at a close-range mix-up and act accordingly, as described in the Close Range section.

Some players may be worried that Zangief lost mobility by losing Banishing Flat (the "green hand"), but he's now able to pull people into his mix-ups instead of rushing toward them. The game-changing potential of Cyclone Lariat means that you should generally reserve V-Gauge for this instead of using any on Muscle Explosion V-Reversals. Using close-range to mid-range standing HP and standing HK pokes is enhanced in value because of the V-Gauge built on counter-hit, leading to Cyclone Lariat sooner in rounds.

Zangief

Combos

LOW HIT-CHECKS

COMBO 1A

CROUCHING LK ▷ CROUCHING LK ▷ ⟳ ⟳ + P

COMBO 1B

CROUCHING LK ▷ CROUCHING LP ▷ ⟳ ⟳ + P

COMBO 1C

CROUCHING LP ▷ CROUCHING LP ▷ ⟳ ⟳ + P

377 damage, 133 stun (requires full EX Gauge)

In a first for *Street Fighter* (at least since the mostly forgotten *SNK vs. Capcom: Match of the Millennium* on the Neo Geo Pocket Color!), Zangief can actually combo into his Critical Art, Bolshoi Russian Suplex. All you need is an advantage of at least +2, and this works whether you link the Critical Art or cancel into it. You can link any two crouching light attacks, confirm the hits, and then immediately link ⟳ ⟳ + P. You can also simply cancel the second light hit into the Critical Art, and it will still work. Go with whichever is easier for you, the link or the cancel. Either way, you might find it helpful to "mask" the first ⟳ rotation during the first poke, so your overall motion becomes something like:

↙ + LK ↖ ↗ ↘ ↙ + LK ↖ ↗ ↘ + P

This lets you do the Bolshoi Russian Suplex motion more slowly than trying to squeeze it all in after the second tick, but it requires precision. You don't want to get an erroneous standing LP or LK, which won't link and will result in you blowing all your EX Gauge with a whiffed Critical Art. Start your ⟳ ⟳ rotation at down-back with the first tick, and link the second tick when you're starting the downward part of the second rotation.

You can perform Zangief's circular Critical Art motion in either direction, clockwise or counter-clockwise. Many players find they prefer one direction or the other, regardless of which side Zangief faces. But when fishing with crouching LK, it's best to roll down and toward the opponent rather than up and away. In other words, start at ↙ + LK and roll ↻ and so on instead of starting at ↖ + LK and then rolling ← ↘ and so on. This removes the risk of accidentally triggering Siberian Express during the second crouching LK.

GROUNDED HIT-CHECKS

COMBO 2

CROUCHING MP, THEN LINK EITHER:

STANDING LK XX P P P
167 damage, 323 stun (whiffs against crouching characters; 137 damage replacing crouching MP with crouching LP to hit crouchers)

⟳ ⟳ + P
420 damage, 100 stun (requires full EX Gauge)

STANDING LK (OR CROUCHING LP / LK) XX ⟳ ⟳ + P
367 damage, 163 stun (requires full EX Gauge)

Zangief's beefy crouching strong leaves him with lots of frame advantage on hit (+5) or guard (+3). Standing LK moves Zangief ever so slightly forward during the kick, allowing Double Lariat to combo. Beware that this whiffs against crouching targets because crouching strong pushes Zangief a little too far away. If you think your opponent might get hit crouching, use a hit-check of crouching LP ▷ standing LK XX Double Lariat instead for a little less damage but a guaranteed finisher. Crouching LP and LK also link after crouching MP, but they leave Zangief too far away for Double Lariat to connect, even against standing foes. You'll most often have a chance to go for crouching MP after a cross-up jumping LK or Flying Body Press, or as a meaty poke (like after anti-airing the enemy with crouching HP or standing LP, or after scoring a counter-hit sweep). But if the adversary whiffs something punishable in front of you, it's actually better to just go for HP Screw Pile Driver for damage, or HK Siberian Express to push them toward a corner. Both deal more damage than this combo unless you use versions that end with Critical Art instead of Double Lariat.

With full EX Gauge, Bolshoi Russian Suplex can be linked after crouching MP. With great reactions, there's time to poke with up-close crouching MP, pump ⟳ ⟳, then press P on reaction to a successful hit. It's also possible to link a light normal attack (except standing LP) and cancel it into the Critical Art. It has to be a cancel; while BRS links after light normals up close, Zangief is too far away after crouching strong linked to a light attack.

COMBO 3

→ + HP, THEN LINK EITHER:

STANDING LK XX P P P
207 damage, 423 stun (whiffs against crouching characters)

⟳ ⟳ + P (CAN ALSO BE CANCELED INTO FROM HEAD BUTT)
460 damage, 200 stun (requires full EX Gauge)

CROUCHING MP XX ⟳ ⟳ + P
434 damage, 290 stun (requires full EX Gauge)

Head Butt combos are like crouching MP combos, but a little juicier. The catch is that Head Butt's startup is much slower than crouching strong's. This can be good against opponents who are in the habit of pressing buttons really late. It's also good after very deep, heavy jump-in attacks or cross-up Flying Body Press. One bonus of poking with Head Butt up close instead of crouching MP is that it'll spike down jumping enemies who've just left the ground, giving Zangief a chance to step forward and pressure a floored target. This may occur often if your adversaries try to jump away frequently, scared of Screw Pile Drivers.

JUMP-INS

COMBO 4A

JUMP-IN HP, CROUCHING MP XX P P P

234 damage, 400 stun

COMBO 4B

JUMP-IN HK, STANDING LK XX P P P

207 damage, 373 stun

From a clean cross-up Flying Body Press, you'd most optimally link into Combo 2 or 3. These combos are for frontal jump-ins that do not realistically feature point-blank normals. You're likely to land these when you make a good read jumping over your opponent's mid-range projectile throw, or over their laggy poke or special. If Zangief's jump-in is blocked, don't perform the Double Lariat finisher; instead, transition into close-range options following a blocked tick attack. When you want a frontal jump-in that hits as early as possible for tick/interruption potential, jump in with jumping MK instead.

GROUNDED COUNTER-HITS

COMBO 5

COUNTER-HIT STANDING HK, THEN (DEPENDING ON RANGE):

AFTER MAX-RANGE STANDING HK, FORWARD JUMPING ⟳ + P P
288 damage, 360 stun (requires one stock of EX Gauge)

AFTER MAX-RANGE STANDING HK, STANDING HP
198 damage, 315 stun

AFTER CLOSE-RANGE STANDING HK, → + HP
198 damage, 360 stun

Standing HK whiffs over crouching characters, but it's great at nailing backdashes and jumps. And foes will be particularly inclined to backdash and jump for fear of Zangief's LP Screw Pile Driver, his main tool of aggression. If standing HK strikes a dash attempt or an incoming move, it will cause a Crush Counter, launching the victim into the air in a juggle-ready position. Since it's a roundhouse attack, standing HK will also cleanly counter-hit lighter-strength pokes that clash with its active frames. With a stock of EX Gauge to spare, you can jump and grab them with aerial EX Borscht Dynamite, even from a max-range standing HK. "Tiger knee" EX Borscht Dynamite adds real teeth to this counter, making it even more dangerous than the SPD your foe tried to dodge in the first place. If you're out of meter or simply don't react in time, you can juggle them with standing HP instead for solid damage. If Zangief is up close (whether they happened to forward dash into your roundhouse poke, or you used standing HK up close expecting the opponent to backdash away from a throw), you can also juggle with Head Butt, which deals more stun damage and smacks them to the ground directly in front of Zangief.

COMBO 6

COUNTER-HIT STANDING HP (OR CHARGED HP), THEN (DEPENDING ON RANGE):

AFTER STANDING HP FROM JUST INSIDE THE TIP OF ITS RANGE, STANDING HP
210 damage, 315 stun (246 damage, 375 stun after charged HP)

AFTER MID-RANGE STANDING HP, ⟳ + LP
282 damage, 405 stun (318 damage, 465 stun after charged HP)

AFTER POINT-BLANK STANDING HP, ⟳ + HP
336 damage, 405 stun (372 damage, 465 stun after charged HP)

AFTER CLOSE-RANGE STANDING HP, ⟳ ⟳ + P
480 damage, 180 stun (requires full EX Gauge; 516 damage and 240 stun after charged HP)

Standing HK whiffs against crouching opponents, but standing HP doesn't. It can also be charged to a more powerful version during which it has armor that absorbs one incoming attack. The payoff for landing a charged HP as a Crush Counter at close range can be enormous—up to 372 damage for a *meterless two-hit combo!*

If adversaries whiff big reversals in front of you, smash their recovery with Crush Counter standing HP into Screw Pile Driver for a huge punish. You won't have time to charge HP for max damage, so just let it rip with regular standing fierce. Which Screw Pile Driver you use will depend on how close Zangief is when you let loose with standing fierce.

If you strike with the very tip of standing HP, you won't actually be able to link anything guaranteed. Take the opportunity to walk forward unimpeded for a moment, closing in on your victim and pushing them toward the corner.

V-TRIGGER AND SITUATIONAL COMBOS

COMBO 7

CROUCHING OR STANDING HP XX HOLD → + HP + HK, FORWARD JUMPING ⟳ + P P

384 damage, 490 stun (requires full V-Gauge and one stock of EX Gauge) 384 damage, 490 stun (requires full V-Gauge and one stock of EX Gauge)

With V-Trigger locked and loaded, Zangief gains some nasty combos into Cyclone Lariat. Crouching HP is best up close after a clean jump-in, like jump-in HP over a projectile or a cross-up Flying Body Press. Standing HP works from farther away. Standing HK can also cancel into V-Trigger to enable ground combos, but this may backfire if the opponent does something like dash into it, causing them to be launched in the air and potentially making your V-Trigger combo miss.

To get the full damage out of Cyclone Lariat, hold the heavy attack buttons, and then be ready to tack on a final hit at the end. For max damage, jump forward and juggle the enemy with EX Borscht Dynamite. Like after Crush Counter standing HK, the easiest way to perform this is with a motion of ← ↙ ↓ ↘ → ↗, slight pause, P P. The slight pause gives Zangief time for his pre-jump frames to elapse so that he actually leaves the ground.

If you don't have EX Gauge to spare, if you have trouble performing a "tiger knee" aerial 360 move, or if you would rather have a reset opportunity, you can also juggle after Cyclone Lariat with any of Zangief's unique attacks. → + HP Head Butt will spike foes into the ground in front of him, → + MK Knee Hammer will land them on their feet up close, and forward-jumping ↑ + HP Flying Body Press will push them toward the corner. If you can score an immediate command grab, you'll actually get more total damage than after ending Cyclone Lariat with the EX Borscht Dynamite air grab, without spending any EX Gauge.

COMBO 8

COUNTER-HIT STANDING HP (OR CHARGED HP) ▷ HOLD → + HP + HK, FORWARD JUMPING ⟳ + P P

404 damage, 520 stun (440 damage, 580 stun starting with charged HP; requires full V-Gauge and one stock of EX Gauge)

Charged standing HP builds an entire stock of V-Gauge when it lands as a Crush Counter. The Crush Counter animation gives you time to visually confirm the hit and link directly into Cyclone Lariat. In situations where you're poking with charged fierce while you have two out of three V-Gauge stocks filled, on contact, you can simply slap HP + HK and hold them for a simple option select. On guard, nothing happens. If your opponent eats the punch as a normal hit, nothing happens. However, if your challenger eats the punch as a Crush Counter, Zangief's V-Gauge will be full, so your HP + HK input cancels into V-Trigger, which easily combos off of the spinning Crush Counter hitstun.

Matchups and Versus/Online Play

Matchups

Fighting games are imbalanced. With both characters being played optimally, one character will always have either an **advantage** or **disadvantage** over another character (with the exception of **mirror matches**, of course). Understanding matchups will not only help you make better-informed decisions on how to defeat certain characters, but it will also help you mitigate your own disadvantages. This guide does not lay out a specific character-versus-character matchups rating table, as these are incredibly fluid over time and anything whipped up a month before release will almost certainly be outdated quickly, but it does mention glaring weaknesses that you can exploit in certain matchups.

Metagame

The term “metagame” has varying connotations depending on the game you’re talking about. It etymologically means “outside of the game,” so it can be a bit vague to players new to fighting games. In *Street Fighter*, metagame can refer to several aspects of the game, but we’ll be focusing on the ones concerning competitive play. The most common uses of metagame in fighting-game vernacular are to describe optimal ways to win, player archetypes, character matchups, and tactics. For instance, if playing a conservative zoning style tends to win the most tournaments, you might hear someone say, “The meta currently favors Dhalsim and Ryu.” That would be an example of describing dominant characters in a particular era or tournament format. An example of metagame being used for specific tactics would be, “Wakeup reversals work more often than not in this meta since everyone is leaning toward using meaty setups.” Since fighting games are extremely diverse in strategy, the metagame can and will fluctuate often.

STREET FIGHTER

Classifying Player Types

Once you've learned how to use **frame data** and you're able to apply the fundamentals of **advantage** and **disadvantage** in your matches, you'll want to learn the extremely vital skill of "**reading**" opponents. This concept at its core is simply the idea of classifying your opponent (the actual human being on the other end, not the character) into certain categories. In doing so, you're able to make better decisions in fighting them. For instance, if you've gauged your opponent through playing matches with them or by watching them play other players, you might come to the conclusion that they're a reckless "**abare**" type of player who will more often than not jump at you from mid range. You can use this information to play more conservatively against said player, using more **jump-baiting** techniques (such as faking a **projectile** with a light attack).

While this is a basic example, classifying opponents can be difficult for newer players, especially because of the mechanically demanding nature of fighting games where you have to worry about not making your own executional mistakes. Additionally, some players can be much more difficult to read than others. The highest echelon of elite tournament players are notoriously difficult to categorize, and their habits can be difficult to exploit. Nevertheless, this is a skill that all competitive players should look to actively master. Simplifying and categorizing your opponent results in fewer choices you must consider in your decision-making process in specific situations, freeing up a lot of your mental **focus** for more important things. For example, instead of worrying about a plethora of paths your opponent can take on their wakeup, you instead plan your next moves in anticipation of their likely defensive patterns. If they're prone to wake up with a reversal Shoryuken, you already have your punish combo in the back of your mind, and you'll be able to pull it from muscle memory seamlessly.

After losing a set of matches, you might come out wondering what you've been doing wrong, even if your strategy is sound. This kind of classification approach helps you improve by giving you more confidence and less hesitation in your play, while also making it easier to learn from losses because of the simplified thought process behind your actions. The less you second-guess yourself in the heat of a match, the easier it becomes to identify and fix your weaknesses.

There are several types of players, and the more experience you get under your belt playing fighting games, the finer your classifications will become and the easier it will get to classify your opponents. For starters, you'll want to at least be able to identify between four types: **aggressive**, **defensive**, **risk-prone**, and **risk-averse**. Of course, there are many more nuances, and some players can even alternate between various styles. Still, learning to categorize players into one of these four early on is crucial, even if you turn out to be wrong in your characterization. Additionally, the character your opponent plays should give you a large clue about their mindset, as well. This is especially true in *Street Fighter V* since characters are designed with particular traits in mind.

For example, offense-based characters like Cammy and Laura are usually played by aggressive players, while zoning-based ones like Dhalsim and F.A.N.G. are played by defensive players. Since *SFV* heavily rewards these characters for playing to their strengths, you can bet that players playing them will be predictable in that sense.

To gauge a player's risk aversion, it may take more than a couple of rounds to exploit the classification of these opponents because you have to bait out or eat certain attacks, cataloging their habits in the back of your mind (colloquially known as "downloading" a player). For example, if you're up against an elusive Rashid player and you finally manage to catch them with a knockdown, you'll naturally be eager to attack with a meaty to keep them pinned down. However, there's no telling if they'll wake up with EX Spinning Mixer, which completely nullifies your offense if they guess correctly. You can deal with this by taking the risk of attacking or by feigning an attack and then blocking. The latter is obviously safer, but it isn't as rewarding since they have a chance to slip away. What's important in this scenario is that you take a mental note of what they did on their wakeup, then classify them appropriately so you can use this information the next time you put them in a similar situation.

Character Archetypes

Characters are designed to be best-suited toward some general approaches.

- Offensive characters want to get up close and set up **mix-ups** in their favor, and their success tends to be **momentum**-based.
- Balanced characters can play an opportunistic game, using **mid range** as a staging ground. They are also adaptable to more offensive or defensive play, as the situation or preference dictates.
- Defensive characters stay at ranges where they can **zone** effectively while reacting to incursions against their position. There's a lot of variance between the defensive characters in how they actually achieve this.
- Grapplers smash! Grapplers tend to want to get close and deploy their **untechable command grabs**. Their brand of getting close is distinct from that of offensive-archetype characters.

Characters don't have to be played this way, but this is how they were designed. Within each category, characters are listed in order of intended difficulty of play, from easiest to hardest. Again, this is not a hard-set parameter but a tool to help think about the characters, and perhaps to help select which you'll practice. And, as mentioned in "Classifying Player Archetypes," your opponent's character selection is the first clue about what kind of player they are.

INTENDED ARCHETYPE AND EASE OF USE	OFFENSE	BALANCE	DEFENSE	GRAPPLING
Easier to play	Cammy	Ryu	M. Bison	Birdie
Moderate	Ken	Rashid	Vega	R. Mika
More difficult	Necalli	Chun-Li	Dhalsim	Laura
Harder to play	Karin	Nash	F.A.N.G.	Zangief

STREET FIGHTER V

vs. Birdie

BASHING BIRDIE

Bull Horn and Bull Head are both punishable on whiff or block. Look for whiffs, and punish them hard. Ditto his scary crouching HP. In general, all of Birdie's actions have a lot of recovery. Although he dishes out probably the game's highest average damage, he's also the biggest target, and he has to take mild risks with basically anything he does. Avoid being too intimidated by the threat of his damage, and instead, dedicate yourself to punishing him when his gambles fail.

Train yourself to realize when he's using his leaping Bull Revenger throw. This move is reliant on you having your attention elsewhere. You can easily poke him out of any non-EX version if you're looking for it. The EX version grabs earlier, while he's still airborne, but at least he has to spend EX Gauge to grab you that way.

Don't mistake his Hanging Chains for projectiles, as they're actually long-range striking moves. You can't simply use projectile-invulnerable moves to dodge these long-range hit-throws, and you can't clash them with projectiles; the chain will pass straight through, perhaps grabbing you before your fireball hits. If Birdie misses a Hanging Chain (or you block something like crouching HP XX HK Hanging Chain), you'll be able to punish him if you're even remotely close, so take advantage.

Once his V-Gauge is filled and he chows down on Enjoy Time, be even more careful. He gets faster and stronger, and all his bull-charging specials gain armor (rather than just EX Bull Head outside of V-Trigger). They're all still very punishable guarded, so block and punish against Birdie players who think they can just mash out armored V-specials.

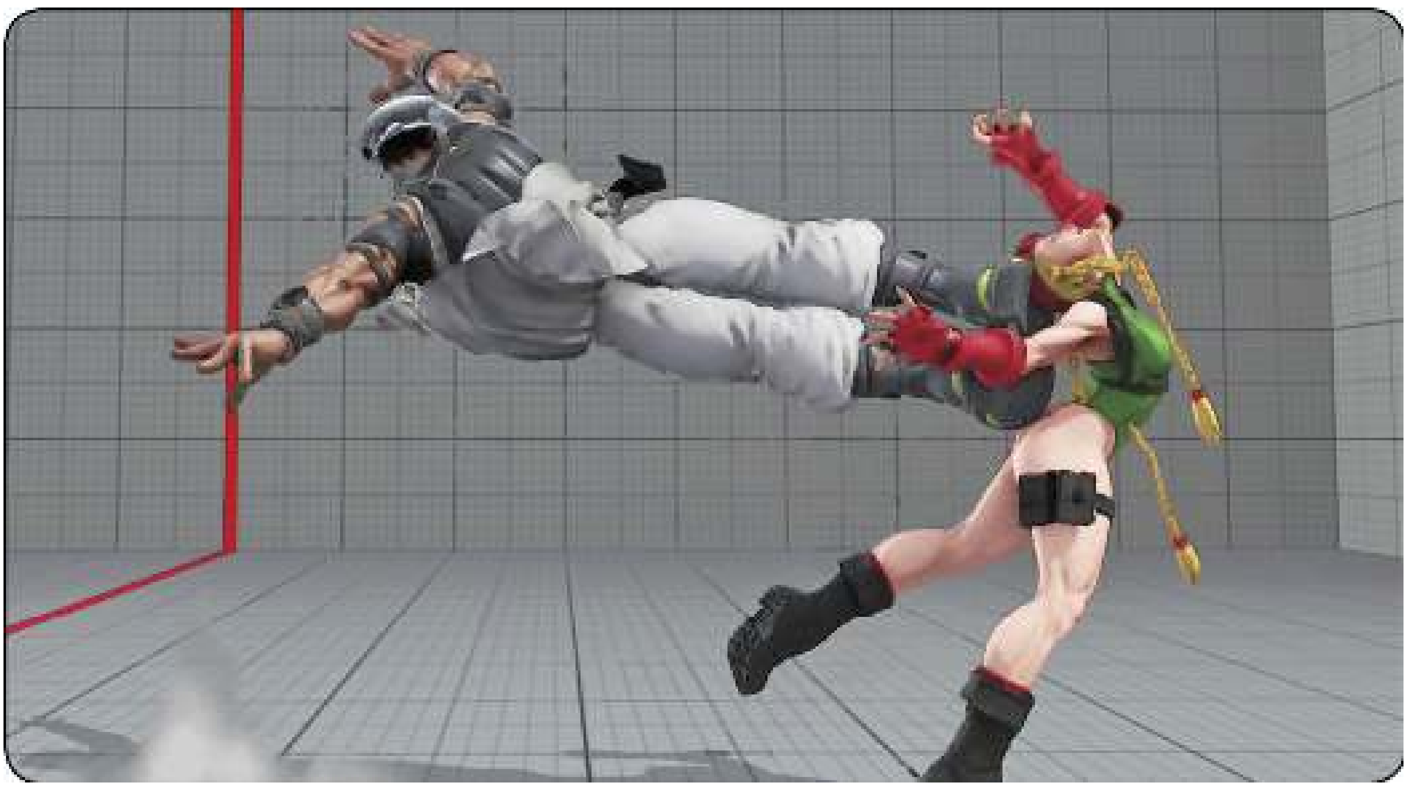
Use Birdie's size against him, if your character is equipped for it. With his short jumps and huge size, he has trouble getting around dedicated zoning, and no one is more susceptible to overheads and cross-ups.

CRUSHING CAMMY

Watch out for Hooligan Combination Cannon Strike. LP Hooligan into Cannon Strike is generally safe on block, unless you're a taller character (like Birdie, F.A.N.G, and Zangief).

It's almost never safe to jump at Cammy because she has an anti-air for every single angle you can think of. It's best to fight her on the ground. For the most part, she has to come to you, so be prepared to stand your ground and not get cornered. Also, don't be too afraid of her frame traps. It's often better to just eat a throw and quick-rise it; she has no good setups off of a normal throw (she's always at disadvantage after a throw into dash).

Her crouching MK may seem like an awesome mid-range move, but the height of its hurtbox is twice the size of most characters' crouching MK attacks. This means that you can counter-poke or even outright beat it with many midsection-hitting attacks, like Ken's standing HK or Laura's standing HP .



Although all of her Cannon Spike versions are completely invincible, you can easily win a round if you just bait one out, block it, and punish with a reversal punish counter-hit combo. Thanks to her low stamina, a well-planned, high-damage Crush Counter combo can easily deal over half of her total health bar.

Cammy struggles against strong zoning characters with quick jabs. She has ways to get past projectiles, but they can be baited out with fakes and punished. For example, Ryu can fake a Hadoken with ↓↘→ + K , baiting out her Axel Spin Knuckle, and then he can punish its initial startup before it hits with a counter-hit combo. She's also a bit predictable since her primary objective is to attack, so as long as you're ready with appropriate defensive maneuvers, you can deflect her offense.

Versus/Online Tips for Specific Characters

vs. Chun-Li

CHECKING CHUN-LI

Chun-Li's primary weakness is her lack of an invincible reversal (without EX Gauge). If you can bait out EX Spinning Bird Kick, you can heavily punish her with a Crush Counter combo. Watch out for her dominating mid-range attacks, such as her → + HK hop kick. You can interrupt and counter it with mid-hitting attacks like standing and crouching MP. However, it's a heavy-priority attack, so you'll have to be quick to the punch or else you'll get counter-hit yourself.

All of her normal Hyakuretsukyaku ("Lightning Legs") versions are punishable on block (always at least -8). EX Hyakuretsukyaku is -2, so you can force her to block a light attack, taking back tempo. Kikoken can be annoying, but you can simply jump away if she's trying to engage with it. Just be careful not to sacrifice too much ground since Chun-Li's mid-range offense is extremely frightening if she corners you.

If you're playing an offense-based character, you'll want to be extremely aggressive when given the chance. Aim to score a knockdown, and then force her to burn her EX Gauge since her only invincible reversal is EX Spinning Bird Kick. If you manage to block or evade it, you can devastate her low-stamina bar with a Crush Counter combo.

Chun-Li is strong against passive characters that she can bully, but she's weak against offense-based ones with good mid-range attacks that can challenge her own mid-range game. Characters like Cammy and Laura can pressure her successfully without sacrificing too much ground.

vs. Dhalsim

DOWNING DHALSIM

Dhalsim's limbs have large hurtboxes and are relatively easy to counter-poke from a distance, if he's predictable. They're even vulnerable to hit-throws from almost full screen. He'll supplement his long-range poking with Yoga Fires if you give him room, but his startup on this arcing fireball is actually quite long, giving you time to move in on the ground. Don't respect Yoga Fire startup.

He'll likely Yoga Teleport often for mobility, offense, and reversal escapes. You'll have to get used to blocking sudden jumping HP overheads when he teleports directly above your character's head. Training Mode can help immensely: go use two recording slots, one with Dhalsim's tiger knee punch teleport into cross-up HP and another with the kick teleport into front-hitting HP. Then, just drill yourself blocking/reacting to both.

For Yoga Teleport escapes, you'll have to make some hard reads and perhaps use option selects, depending on your character (like a shoto jump-in or meaty poke buffered into Tatsumaki Senpukyaku). A jump-in or meaty over Dhalsim's wakeup that he teleports away from can just lead to him getting hit, if you prepare adequately. Getting a feel for Dhalsim's teleport tendencies is important. Thanks to Dhalsim's low stamina, catching him on an escape even once in a round can make all the difference.

When Dhalsim drops Yoga Burner on your side of the screen, you'll slowly build up white damage that Dhalsim can make permanent with any single hit. Watch out for him to strike suddenly with low-hitting slides or overhead-hitting instant jumping LP. If you're not cornered and you're not at critically low stamina yet, it's usually worth it to just make some big, bold lateral movement to get away from Yoga Burner. This could include Vega jumping to the opposite wall, Karin using EX Sappo forward, F.A.N.G. slithering past with EX Nikankyaku, Rashid V-Skill leaping over, Chun-Li performing V-Skill jump into Head Stomps, shotos forward-jumping into aerial Tatsu or simply using "random" grounded Tatsu, and so on. Dhalsim isn't the fastest character, so the likelihood that he'll actually be able to punish you hard for an edgy escape attempt is low, unless he simply reads you like a book. Once you're clear from Yoga Burner's area, it's really hard for Dhalsim to force you back in at midscreen.

FLOGGING F.A.N.G

F.A.N.G.'s pestering factor is high, and his space control and poke priority are great, but his damage is low. He can supplement damage with poison, which you'll take from eating any of his specials or his V-Skill, but this requires that lots of time elapses without F.A.N.G. getting hit. If your character has good offensive capabilities or you favor an aggressive playstyle, you should rush F.A.N.G. down. Avoid giving him a chance to establish an entrenched position, mashing out Nishikyu specials at you while putting up HK/EX Ryobenda walls. If he tries to poke and keep you out with his Sotoja sleeve swipe, punish it with fast, long-reaching pokes (or full combos, if he does it too close).

Although he has lots of projectiles and projectile hitboxes, F.A.N.G.'s lateral space control against other projectile characters is actually bad. His V-Skill poison fireball doesn't overpower other projectiles, and his arcing, low-damage fireballs don't interfere with a conventional fireball's trajectory. He can be put in a position where he's forced to use his long forward jump, low-profile coward crouch, and forward-slipping Nikankyaku, which you can be aware of and even punish.

F.A.N.G. may end blockstrings in LK Ryobenda to bounce back. If you have a fast, far-reaching attack, this is not safe for him—hit him back. His stronger Ryobenda versions—which plant a temporary ground projectile you'll want to avoid—are susceptible to counter-hits during their recovery. You can use projectile-invincible attacks to blast through and counter-hit him; you might even get a Crush Counter shot if you read his intent to plant a poison cloud correctly and jump in over it as he puts it down.

When his toxic V-Trigger is active, he can poison you merely by approaching. If he stays close, you won't be able to knock the effect off while the V-Trigger is going, and you'll just have to accept the damage over time while trying to fight F.A.N.G. in close. If he's the type to approach with Dokunomu active, poison you, then back off again, letting the toxins work, then remember that you can only actively remove this if you have some attack that will travel through F.A.N.G.'s poison area-of-effect cloud and strike him, without your character needing to be close. It's almost inevitable that he deals at least some damage to you during his V-Trigger. Be secure knowing that at least he cannot K.O. with poison. He still needs either a clean hit or Critical Art chip damage.

vs. Karin

CLOBBERING KARIN

Karin is a solid rushdown character who isn't quite as tricky as she might seem initially. She can cancel normals into her Sappo command dashes, like Ken or Laura canceling normals into V-Skill movement options, but she is never better on block doing this than -6 (after standing HP; she's also -8 after crouching HP XX LK Sappo, one of her Crush Counter fishing options). As when fighting Ken, try to react assertively to these dash tactics on block by hitting her dash recovery with a medium combo starter.

Aside from her Sappo dash, she can also move in with the Ressenha overhead punch, which branches into an anti-standing throw or a knockdown slide. This isn't a real mix-up because you can block standing against the initial overhead punch, then just block crouching. The flipping throw follow-up will whiff, and the slide follow-up will get blocked and leave Karin punishable. If she opts not to branch away from blocked Ressenha, she's left at -4 from the HP version and -6 from the LP version. Her ability to use these moves as real mix-ups surfaces when her V-Trigger is activated, allowing her to cancel from her Guren Ken double-punch into any of her other specials.

Karin has excellent ground pokes in standing and crouching MK and crouching HK. Her walk speed and poke range allow her to stand at the tip of where these kicks strike and walk back and forth, trying to bait whiffs from you and jump-in/counter-hit chances for her. Standing MK is her baseline, but to threaten you low, she'll often poke with crouching MK canceled into a special. If she uses Mujinkyaku or Tenko and you block it, you can punish her if you're fast, depending on range and your character. If she cancels into her Orochi shoulder check, she's safe, but at -2. You should at least force her to block a three-frame or four-frame normal as you take back tempo command.

Her EX Ressenha provides her an invincible reversal, albeit one that's susceptible to Crush Counter combos on recovery. Be ready with a punish combo if she whiffs this attack.

CREAMING KEN

Ken has a decent zoning game with Hadoken, but his Hadoken is much more predictable than Ryu's. The only differences in his are the travel speeds; the recovery on each is rather long, so don't be afraid to test him with a forward jump.

His mid-range game can be annoying to deal with, especially his standing HK. You'll want to block this (he's -4 on guard) and punish with a four-frame light attack. If you're out of range for a light attack, you can use this advantage to poke at him with one of your mid-range attacks or advance for pressure.

His Quick Step V-Skill can be troublesome if you're not ready to punish it. Whenever you see him cancel a normal into Quick Step, be ready to hit him back. At best, he's -6, which is off of his standing HP. If you see a standing HP into Quick Step cancel, you can go for a medium attack punish if you can react fast enough. Some characters have six-frame Crush Counter-capable attacks (like Ken's crouching HP), and you can devastate him with these if you're on point.

When you have him knocked down and you're on offense, always be mindful of wakeup Shoryuken. It's often worth sacrificing meaty pressure for a chance at evading or guarding his Shoryuken so you can punish it with a massive Crush Counter combo.

From long range, Ken has a really easy time transitioning into close range through his HK Tatsumaki Senpukyaku. Treat this as you would a jump-in attack, and deflect it with an appropriate anti-air if you see him go airborne from near full screen. Otherwise, at closer distances, you can dash under it to punish him.

Versus/Online Tips for Specific Characters

vs. Laura

LEVELING LAURA

Laura doesn't have many low-hitting hit-confirm combos, so you can make her life more difficult by being evasive, using jumps and backdashes when she's next to you. However, good Laura players will adapt and start committing to counter-hitting your backdash with standing HP, turning the close-range scrambles into a rock/paper/scissors guessing game. You want to avoid close range as much as possible, depending on your character.

Her attacks canceled into Linear Movement – Avante are generally unsafe (although she's only -3 off of crouching MP XX Linear Movement – Avante). If she gets you to block LP Bolt Charge, she's at -2, so you can force her to at least block light attacks, giving you a swing in advantage. All other Bolt Charge versions are at least -7 on block, easily punishable with medium-strength combos.

Additionally, she has nothing completely invincible on wakeup aside from her Critical Art, so you can safely use meaty attacks against her when she doesn't have a full EX Gauge (her EX Bolt Charge doesn't armor up until the third frame). As the saying goes, the best defense is a good offense, particularly against Laura. You want to force her to make the difficult decisions, otherwise you'll be on the receiving end of her plethora of throws and hit-throws (which you can't back recover away from to safety).

vs. M. Bison

EMBALMING M. BISON

M. Bison's walk speed is the game's worst, making him commit to specials, dashes, and jumps for mobility. You should already be looking to anti-air as reliably as possible against any character, but start treating M. Bison's dash as a lateral jump, too, sort of like looking to punish a roll in the *Capcom vs. SNK* series. He has an invulnerable period in the middle of his dashes that gets better during his Psycho Power V-Trigger, but you can still punish the end of them if you're watchful.

Devil Reverse is a good move that you must watch out for, but if M. Bison is being predictable with it, you don't have to respect it—nearly anything you use as anti-air early will beat out Devil Reverse, which has an enormous hurtbox under M. Bison.

Non-EX versions of Double Knee Press (usually called Scissor Kicks) leave M. Bison at between -2 (for the HK version) and -4 (for the LK version, a punishable disadvantage). Be sure to take back tempo advantage every time if M. Bison continually ends his blockstrings in Double Knee Press.

His EX Psycho Blast is a different story. This is one of the game's best projectile attacks, traveling slowly while plowing through one-hit projectiles, paving the way for him to follow it for pressure and screen control and knocking down on hit. When he deploys it, unless you have some pass-through move like Karin's EX Sappo or F.A.N.G.'s EX Nikankyaku, you'll probably just have to block and watch out for a cross-up.

M. Bison during V-Trigger is basically "Shin M. Bison," with a dash that can pass through for ground cross-ups, better versions of all his specials, and the alarming ability to cancel any EX special into any other EX special. This gives him monstrous V-Trigger combos and allows an almost bulletproof full-screen entry play of EX Psycho Blast XX EX Head Press.

M. Bison's medium and heavy attacks are somewhat slow, he has no true defensive reversal of his own, and as mentioned already, his walk speed is dismal. If you're playing an offensive character, especially one with a three-frame jab, bully inside and then don't let up with close-range offense.

vs. Nash

NULLIFYING NASH

Like M. Bison, Nash has a terrible walk speed but a terrific forward dash, which he must rely on frequently to close in. Try to watch out for this like it was a forward roll. He does not have an invincible reversal attack (besides his Critical Art), so you don't have to worry about being blown out while attacking him when he's knocked down. His best anti-air is upper body-invincible but requires the use of EX Gauge.

His throws are also weak advantage-wise, so don't be afraid to take a throw at close range if he happens to dash in. His counter-hit frame trap attacks are much more frightening than his throws. His best range is mid range, where Sonic Boom and Moonsault Slash shine. If you see him going airborne, be ready to use an anti-air or a fast air-to-air attack.

When he has a loaded V-Gauge, be careful of his HP/EX Sonic Boom into Sonic Move cross-up setups. You can mostly avoid these by holding ↗ as soon as you see a sequence of Sonic Boom into V-Trigger screen freeze. Nash has to use a particular setup to counter this tactic, but it involves sacrificing damage (he doesn't get a full grounded combo).

vs. Necalli

NEUTRALIZING NECALLI

Necalli is weak to anyone with a strong mid-range game. His best mid-range attack is standing HK, but it can't be special-canceled and it's not particularly fast. He's also weak to certain jump-in angles, especially if you can jump in with a cross-up attack. His invincible HP Raging Light does not cover the area directly above his head, and he doesn't have something like Cammy's ← + MP vertical anti-air attack. His main strength is in his frame traps and command throw setups at close range. However, he doesn't have a decent follow-up to LP and MP Mask of Tlalli command throws, so it's okay to eat one or two in order to escape his more damaging Valiant Rebellion frame traps. Mask of Tlalli isn't as effective as other command throws. When compared with Laura's and Zangief's, it's considerably worse. It starts up at eight frames and doesn't have the reach that Zangief's command throw boasts. This means it's much easier to back away from. A solid strategy in defending against Necalli in your face is to block low initially, then immediately start holding ← to get away from his throws. Besides his crouching MK canceled into LK Valiant Rebellion, he doesn't have an exceptionally good low hit-check combo, so simply just walking away from him is an even more attractive option.

Although his → + MP + MK ground pound doesn't reach the farthest edge of the screen, it will still clip you if you use any kind of advancing projectile attack. For instance, Ryu and Ken take a step forward with an exposed hurtbox when they perform Hadoken, so they will actually step into Necalli's ground pound range and get hit.

Necalli relies heavily on his Torrent of Power V-Trigger transformation. He becomes a completely new character with several enhancements for the remainder of the round. You'll have to play cautiously when he's powered up, especially from mid range. He can cancel his standing HP into HP The Disc's Guidance (the lunging claw attack) without the charge requirement. He also has access to more damaging combos, much faster mobility options, and a better reversal with his HP Raging Light extending much farther forward. However, his V-Gauge is the three-stock variety, so if you can pressure him enough into using his V-Reversal, you can diminish the threat of his V-Trigger. Otherwise, you can attack him enough to bait out and block his invincible Raging Light, scoring a Crush Counter combo opportunity on him.

STREET FIGHTER

vs. Rashid

ROUTING RASHID

All versions of Eagle Spike are punishable on block. However, it may be awkward punishing Rashid's running Eagle Spike because he bounces off farther, so pay close attention to whether he is transitioning into it from his dash. Most characters can punish his Eagle Strikes by blocking, then dashing, and going for a light or medium attack combo.

At mid range to long range, Rashid's Whirlwind Shot can be extremely annoying because of its awkward travel arc. It's essentially an anti-air projectile, so resist jumping over it as if it were a normal projectile (unless you're close enough to clear its ascent with your jump). Otherwise, you can wait for it to move out of the way and then make your advance into your preferred range.

Rashid doesn't deal that much damage off of his combos (usually less than 100 damage off of crouching LK), but he will have enough advantage after knocking you down to either set you up with a mix-up or frame trap (especially after LP and MP Spinning Mixer). Take note of these combo enders, and vary your quick-recovery to keep him guessing.

One of the most annoying strategies to deal with is his crouching MK XX LP Spinning Mixer blockstring. He's left at -2 afterward, so be prepared to jab him out of whatever he does next. Alternatively, you can hit him with a quick medium-strength attack if you have one that starts up in five frames. It might take some getting used to if you're not accustomed to retaliating with lights quickly against it, so keep an eye out and try to poke him back as soon as you see him initiate LP Spinning Mixer.

vs. R. Mika

ARRESTING R. MIKA

R. Mika has no real low threat besides a low-damage point-blank combo from crouching LK to LP Shooting Peach. Otherwise, her crouching HK slide is bad, not reaching very far and leaving her at a punishable disadvantage on block. However, she has a unique normal throw against crouching characters that gives her great position for wakeup pressure. There just isn't incentive to block low against R. Mika. You're free to block high and watch out for her command throws and potential left/right cross-ups with Dive Bomb and jumping LK, and forget worrying about high/low mix-ups. As a side benefit of holding ← to block, you may often simply walk backward out of her tick-throw attempts.

Despite lacking a real high/low game, R. Mika's point-blank game is excellent, with three-frame jabs and untechable five-frame command grabs that you must respect. But her mid-range game beyond the reach of her standing MK is a little sparse. Her only real tools are charged standing HK (which is actually safe for her on block, so don't try fighting back), EX Shooting Peach (which has one hit of armor against your pokes/projectiles), or a perfectly spaced HP Shooting Peach (which leaves R. Mika safe only if she makes you block the last few active frames as she starts to descend). Because she's so linear from this range, kind of like a female grappler Balrog, she's also predictable.

Her normal jump-ins are easy to anti-air if you're prepared, and the only way she can alter jump arc is to use Dive Bomb. Dive Bomb slightly delays her fall and may cause your normal anti-airs to whiff if you use regular anti-air timing. Depending on the quality of your character's anti-air, though, this may not be a problem: Ryu or Ken's MP Shoryuken doesn't care if R. Mika managed to slightly delay her fall. And the payoff for you is high if you block a Dive Bomb or it whiffs. When she is hesitant to jump and has to move in on the ground, use neutral jumps from just beyond the edge of her HK Wingless Airplane anti-air grab. This gives you falling combo chances if she attempts one of her ground-gaining mid-range options and stops under you.

When she's loaded with V-Gauge, watch out for her Nadeshiko calling animation. After the screen freeze, if she puts down her arms immediately, that means Nadeshiko is flying in after about half a second (slightly faster for the ceiling splash version, slightly later for the dropkick version). If R. Mika keeps her arms pointed skyward for a few beats longer after the screen freeze, that means Nadeshiko won't show up for about two seconds (right on the nose for the splash, slightly earlier for the dropkicks). Learning to watch for the timing will remove some of the guesswork from worrying about which kind of setup R. Mika might use with her partner, and that helps you incorporate the evasive portions of your character's moveset effectively. For a couple of examples, with Dhalsim, if you verify Nadeshiko's incoming timing, it's easy to Yoga Teleport away at the right moment; with Zangief, it's easy to be ready to activate armored Iron Body.

Versus/Online Tips for Specific Characters

vs. Ryu

RUINING RYU

Ryu has tools for almost all situations, but none is overwhelming. In *SFV*, he can no longer mindlessly poke you with crouching MK ↓↘→ Hadoken because they're much more punishable on block, especially at closer ranges. Additionally, its pushback is less (compared with *SFIV*), so you're more likely to be in range to retaliate. With less pushback on his fireballs, it's also easier to close into mid and close range just through blocking and advancing in between projectiles.

Ryu extends a large hurtbox before and during his Hadoken release, so if you can stick out a quick and active mid-hitting or low poke, you'll most likely interrupt him (as long as you're reasonably close). His Solar Plexus Strike is a decent mid-range gap-closer, but on block, he's left at -2. Don't be afraid to reply with a light attack or a normal throw after blocking his → + HP to swing tempo in your favor.

Like Ken, he can reversal Shoryuken on his wakeup or recovery, so use meaty attacks wisely. Have your optimal Crush Counter combo in the back of your mind and ready in case you avoid his Shoryuken, so you can punish him for 30-50 percent of his stamina.

While jumping at shotos is usually a losing strategy (especially in other *Street Fighter* titles), you'll have to take the risk occasionally against Ryu if he's pestering you with projectiles. You might eat a MP Shoryuken or two, but learning how to read projectiles properly can reward you with full jump-in combos if you can predict your opponent's Hadoken patterns. Furthermore, Hadokens have slightly more recovery and are a little bit easier to jump over in *SFV*. Mix up your approach to keep the Ryu player focused on multiple angles of attack. If you can keep your Ryu challenger occupied with an intimidating ground game, you might be able to sneak in an unpunished forward jump.

Versus/Online Tips for Specific Characters

vs. Vega

VANQUISHING VEGA

Vega's walk speed is terrifying for most characters to deal with. He transitions seamlessly into his desired range and has superb attacks for almost any position he's in. However, he lacks any defensive measures, so he's easily pinned down if you can score a knockdown on him. He has to burn resources using his Critical Art or V-Reversal to get out of meaty attacks, so keep a vigilant eye on his gauges and bait them out, forcing him to burn resources. If you're ready for his backflip V-Reversal, you can punish it with a meaty attack because it has a frame of recovery as he lands. His EX Aurora Spin Edge is throw-invulnerable, but he's taking a large risk of getting interrupted with a counter-hit if he uses it as a wakeup reversal.

The most troublesome aspect of Vega's gameplay is his close-range offense. If he knocks you down or puts you in enough blockstun, he can set you up with his crouching MK attack, which hits low and links into several of his knockdown combos. You want to avoid this situation as much as possible. If he's next to you mid-stage, you can opt into just eating his throw and then performing a quick-recovery. None of his throws offers him enough advantage to set you up for a meaty attack, as long as you quick-recover. However, his combos ending in EX Crimson Terror and EX Flying Barcelona Attack can be devastating because of the amount of advantage and damage he earns from landing them.

If he's going for a long-range game using Flying Barcelona Wall Jump, be ready to air-to-air him to prevent yourself from getting mixed up with his follow-up claw attack. His vertical hurtbox extends far below him, but its hitbox is narrow. This lets you anti-air him with attacks like Cammy's ← + MP and Ryu's crouching HP easily.

When he has a full V-Gauge, his neutral game becomes much more dangerous. Keep tabs on his gauge because he can cancel most of his mid-range claw attacks into Bloody Kiss, which deals a substantial amount of damage (especially if he has a loaded Critical Art to follow it up with). You can mitigate this strength of his by forcing him to block enough, wearing out his claw stamina and knocking it off. Offense-based characters with oppressive blockstrings can give him a hard time.